

The European springboard for immersive storytellers
since 2016

THE BOOSTER

stere@psia

2020



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Stereopsia is an event which ignites creativity and innovation in an energetic, collaborative setting. With its roots in the 3D revolution of yesteryears (the event started in 2009!), Stereopsia remains at the forefront of technological evolution, steadfast in its commitment to pioneering research and innovation. At its core, Stereopsia fosters collaboration and cross-pollination among diverse audiences, driving XR adoption across Europe and beyond. Located strategically in Brussels, at the heart of European innovation, Stereopsia offers a panoramic view of the XR landscape, shaping the future of immersive technologies continent-wide.



NEED FOR A BOOST



Storytelling in immersive environments is innovative and emotionally impactful, representing the future of narrative. However, creating immersive experiences is a complex process that demands collaboration, creativity, and strategic planning. Key considerations include prioritizing user experience over technology, refining ideas, selecting appropriate technologies, and engaging the audience effectively. The **Booster** program at Stereopsia supports early-stage immersive projects, offering mentorship, expert coaching, and specialized masterclasses to help participants develop their XR concepts. Some projects are selected through the IMPULSE Call for Content, aimed at promoting groundbreaking works in Europe. The program culminates in a pitch session at the EMIC Market, connecting creators with investors and industry leaders, providing visibility, and facilitating the realization of innovative XR ideas.

TEAM

Alexandra GERARD

Managing Director. Alexandra leads Stereopsia's overall strategy, overseeing both the logistics and the event's vision for fostering XR growth and collaboration across Europe. She ensures the seamless execution of the event while driving innovation in immersive technologies.



[LinkedIn](#) | [Instagram](#)



TEAM

Emma LENTINI

Communication Leader. Emma is at the forefront of Stereopsia's communication efforts, managing outreach and ensuring smooth operations. Her role blends project management with logistical oversight, making sure every aspect of the event runs efficiently.



[LinkedIn](#) | [Instagram](#)



TEAM

Alain GALLEZ

Strategic Partnerships Lead. Alain is responsible for building and maintaining key strategic partnerships that enhance the reach and impact of Stereopsia, connecting with leading XR organizations and stakeholders.



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TEAM

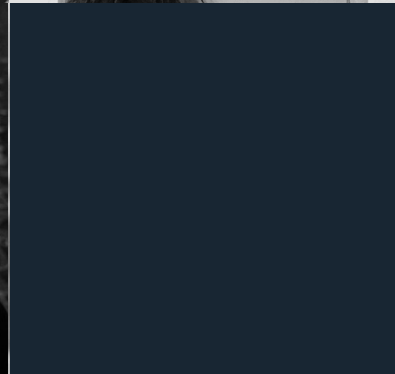
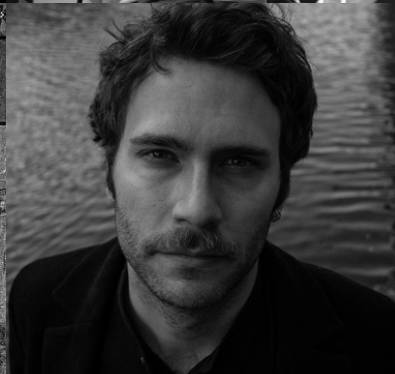
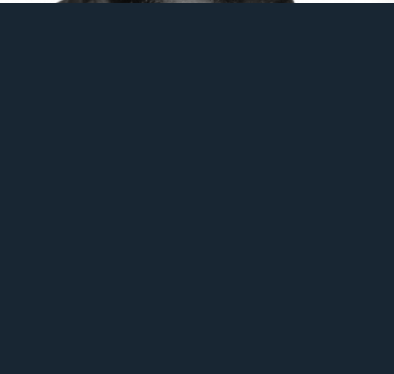
Sylvain GRAIN

Booster Coach. Sylvain handles outreach for the Booster program, selecting projects, juries, and mentors, while also managing the program itself to ensure top-quality pitches and mentoring.



[LinkedIn](#) | [Instagram](#)



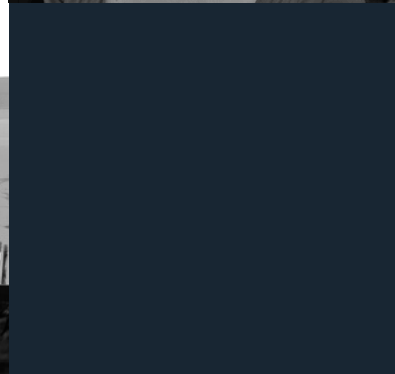
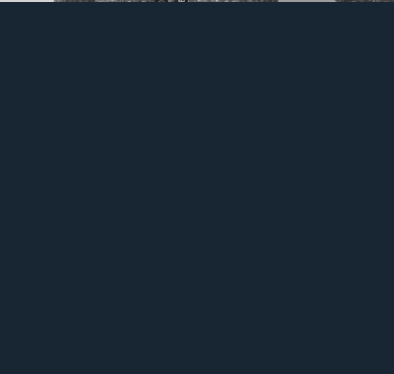


2020

11 projects selected
from 7 countries
4 mentors



11 projects selected
from 7 countries
4 mentors



2020

DRUNK ZOMBIE DUELISTS



Synopsis/Logline:

Jean and Pierre were born in the 17th century; expert swordsmen and best friends. The 17th century is also, technically, when they died ...or, even more technically, when Pierre killed Jean in a duel. But 10 years later Pierre is inextricably pulled back to the same woods where he killed his friend. Only to find Jean's body still there, barely starting to decompose who then wakes up.

Fact sheet

- **Genre:** Comedy/Action/Horror
- **Duration** (in minutes): 30 minutes, each episode about 5-6 mins
- **Format:** /
- **Country of production:** Belgium

Team

- **Project holder:** Christopher Morrison
- **Director:** Christopher Morrison
- **Production:** Reality+

Contact

- **Email:** christophermorrison2@gmail.com
- **Website:** www.realityplus.org



2020

THE EMPATHY MACHINE

THE EMPATHY MACHINE

AN ARTIFICIAL INTELLIGENCE FOR HUMAN EMOTIONS



Synopsis/Logline:

Zara, "The Empathy Machine," is an AI that learns from users to create personalized virtual reality experiences, helping them explore and process their emotions. Adapting to each individual's emotional state, she fosters deeper engagement with both positive and negative feelings, crafting artistic environments to enhance emotional understanding and growth.

Fact sheet

- **Genre:** Experimental XR
- **Duration** (in minutes): single sessions of max. 10 mins per user
- **Format:** /
- **Country of production:** Italy

Team

- **Project holder:** Valentina Paggiarin
- **Director:** Valentina Paggiarin
- **Production:** Hive Division

Contact

- **Email:** valentina.paggiarin@hivedivision.net
- **Website:** www.hivedivision.net



2020 BEATRICE

Beatrice

a mixed reality
experience by

Elizabeth Leister



Synopsis/Logline:

Beatrice is a farmworker poisoned by pesticides, representing the dangers of chemical pollution. The project combines documentary storytelling with interactive mixed-reality, where users join Beatrice in a gamified journey through a polluted garden. They confront toxins, heal the environment, and purify water, symbolizing action against ecological crises.

Fact sheet

- **Genre:** Mixed reality experience
- **Duration** (in minutes): 15-18 minutes (variable)
- **Format:** /
- **Country of production:** United States

Team

- **Project holder:** Elizabeth Leister
- **Director:** Elizabeth Leister
- **Producer:** Elizabeth Leister

Contact

- **Email:** elizleister@gmail.com
- **Website:** www.elizabethleister.com



2020 PEOPLE2PEOPLE



Synopsis/Logline:

People2People is a virtual reality project featuring short documentaries that portray individual Israelis and Palestinians from diverse backgrounds. With around 20 narratives (10 Israeli and 10 Palestinian), it creates a virtual space for viewers to immerse themselves in the experiences, fears, hopes, and beliefs of the other side.

Fact sheet

- **Genre:** Documentary
- **Duration** (in minutes): 300
- **Format:** /
- **Country of production:** Germany

Team

- **Project holder:** Fabian Vetter
- **Director:** Fabian Vetter
- **Production:** East End Film

Contact

- **Email:** fabian-vetter@gmx.de
- **Website:** www.eastendfilm.de



2020 WALLADA



Synopsis/Logline:

This VR experience explores the life of Princess Wallâda, an 11th-century poetess from Córdoba. After surviving the fall of the Umayyad dynasty, she reclaimed her independence, founded Europe's first literary salon, and lived a famous love story with poet Ibn Zaydoun. Later, she taught poetry and calligraphy, embodying resilience and creativity.

Fact sheet

- **Genre:** Fiction/Creative documentary
- **Duration** (in minutes): 15-20
- **Format:** /
- **Countries of production:** USA/France

Team

- **Project holder:** Nathalie Mathe
- **Director:** Nathalie Mathe
- **Production:** NativeVR

Contact

- **Email:** nat@nathaliemathe.com
- **Website:** www.nathaliemathe.com



2020 SOULSEARCHERS

SOULSEARCHERS

AN OUT OF THIS WORLD VR - WHODUNIT



Synopsis/Logline:

The interstellar detective agency Soulsearchers & Co. travels the universe solving cases. However, her current case proves unusually challenging, and her clients demand the involvement of biological investigators, claiming the case requires empathy—a skill she lacks. D-1G heads to Earth, home of the universe's most emotional and unpredictable beings, to recruit you and your team.

Fact sheet

- **Genre:** Fiction
- **Duration** (in minutes): 15
- **Format:** /
- **Country of production:** Belgium

Team

- **Project holder:** Maité Spaenjers
- **Director:** Charlie Dewulf
- **Production:** Stacka-Potemkino

Contact

- **Email:** maite@stacka.be
- **Website:** www.stacka.be , www.potemkino.com



2020

C19



Dr. Manuel Gea González General Hospital, Mexico City

Synopsis/Logline:

In 2020, the global pandemic forced humanity to pause and reflect on its disconnection from nature and the looming threat of extinction. This immersive experience delves into these reflections, exploring the possibility of societal change. Through voices of philosophers, doctors, farmers, teenagers, and people from all walks of life, the project examines how the pandemic prompted a collective reevaluation of society.

Fact sheet

- **Genre:** Documentary
- **Duration** (in minutes): 120 minutes (4 chapter of 30 minutes)
- **Format:** /
- **Country of production:** Mexico

Team

- **Project holder:** Alán Gonzáles
- **Director:** Alán Gonzáles
- **Production:** Mariachi Films

Contact

- **Email:** agonzalez@mariachifilms.com
- **Website:** www.mariachifilms.com



2020 CODEBLUE



Synopsis/Logline:

Isaac wakes up in an ambulance after being shot in the head, unable to move or communicate. Fully conscious, he overhears conversations revealing the shooting's details. His mother, wife, and daughter visit, each reacting differently: his mother is devastated, his wife feels liberated, and his daughter begins to change. As Isaac reflects on his past authoritarian behavior, secrets are revealed.

Fact sheet

- **Genre:** Psychological drama
- **Duration** (in minutes): 20 minutes
- **Format:** /
- **Country of production:** Belgium

Team

- **Project holder:** Joyce Palmers
- **Director:** Pieter De Cnudde
- **Production:** De Wereldvrede

Contact

- **Email:** joyce@dewereldvrede.be
- **Website:** www.dewereldvrede.be



2020 NEXUS



Synopsis/Logline:

Two hundred years in the future, a boy named Jackson and his Grandma sit on a hilltop overlooking a futuristic "smart city" that harmonizes with nature. Jackson asks whether humans had always lived in such balance with the environment, prompting Grandma to tell the story of human civilization's quest for sustainability.

Fact sheet

- **Genre:** Docu-fiction
- **Duration** (in minutes): 15-30
- **Format:** /
- **Country of production:** Spain

Team

- **Project holder:** Rodolfo Lissia
- **Director:** Rodolfo Lissia, Michael Markman
- **Production:** Nexus Vision, NowHere Media, East City Films

Contact

- **Email:** rodolfo@nexusvision.org
- **Website:** www.nexusvision.org



2020 COCOTTE MINUTE



Synopsis/Logline:

Cocotte-minute is a unique blend of technology, craftsmanship, puzzle-solving, and comedy, paying tribute to the origins of modern magic and cinema. Set in a manor that serves as a theater of illusion, the story is a fun mystery thriller where appearances deceive, and all characters hide secrets. The experience unfolds in a hand-made, black-and-white environment crafted from printed woodcuts, where the user can't see everything, reflecting the incomplete nature of life.

Fact sheet

- **Genre:** Comedy/Light Fantasy
- **Duration** (in minutes): 20
- **Format:** /
- **Country of production:** France

Team

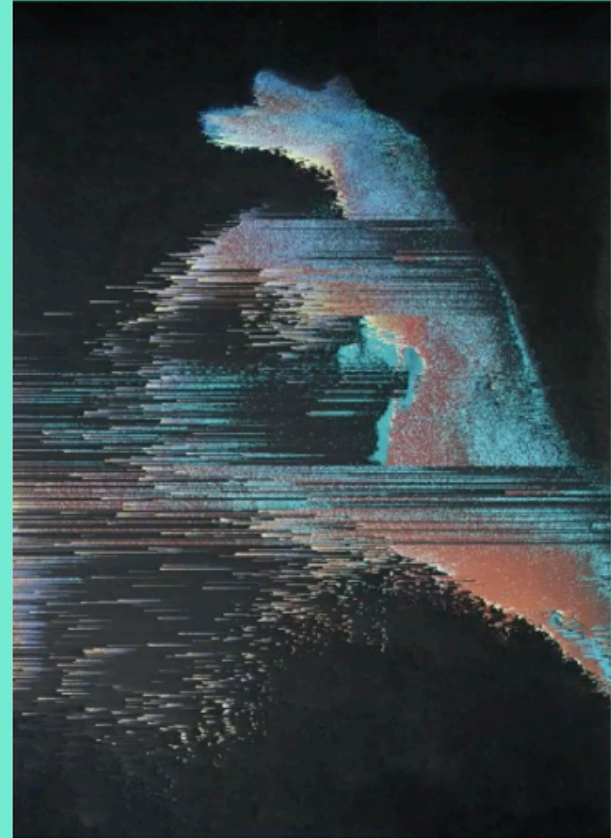
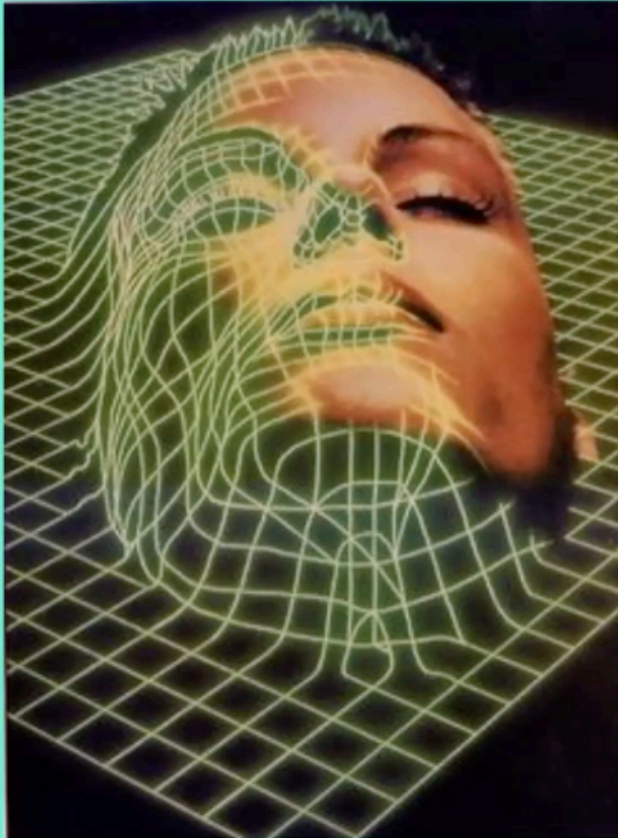
- **Project holder:** Teddy Aymard
- **Director:** Gabrielle Roque
- **Production:** Le bureau des curiosités

Contact

- **Email:** teddy.aymard@gmail.com
- **Website:** www.lebureaudescuriosites.com



2020 MEMTEK



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Synopsis/Logline:

Two scientists revolutionized the world by enabling humans to alter, save, and snooze their memories through MEMTEK's 5-SS (Five Sensory Simulation) technology, leading the charge in the Transhumanist Revolution. MEMTEK, a leader in chip implantation, invites you for a consultation. However, a hacker uncovering dark secrets about the company—violations of patient privacy, an illegal data farm, and the mysterious disappearance of a founder.

Fact sheet

- **Genre:** Sci-Fi/Thriller
- **Duration** (in minutes): Pilot episode 75 min, 12 episode series
- **Format:** /
- **Country of production:** USA

Team

- **Project holder:** Ana Zimhart
- **Director:** /
- **Production:** /

Contact

- **Email:** ana.zimhart@gmail.com
- **Website:** /



2020 THE EXPERTS

Louis CACCIUTTOLO (Masterclass+Jury+Matchmaking)

- **Society:** VRrOOm
- **Function:** CEO
- **Bio:** Louis Cacciuttolo is the founder of VRrOOm, a media platform dedicated to VR and published in 3 languages. Website www.vrroom.buzz is one of the most influence one about VR worldwide. Former Vice-President of THX and former CEO of Ogilvy and Saatchi agencies in Asia, Louis is also the author, director and producer of VR short-film "The Last Footprint", nominated to Animaze festival and presented at Cannes Film Festival 2017.
- **Town:** France
- **Activity:** News/Exhibitor
- **Website:** <http://www.vrroom.buzz/>

Alexandre REGEFFE (Masterclass+Jury+Matchmaking)

- **Society:** Rshift
- **Function:** CEO
- **Bio:** After twenty years of managing post production services for television, Alexandre REGEFFE acts today as a Cinematic VR specialist. He is the Co-founder and CTO of NEOTOPY, a Paris based Cinematic VR production studio where he handled various types of projects : documentaries like "700 SHARKS" or "EXPEDITION ANTARCTICA", commercials for JC PENNEY, GIVENCHY, VENTURI CARS, and musical experiences like BEETHOVEN 360, MOZART 360 and many others. Last year Alexandre decided to embrace another challenge: the creation of RSHIFT. Based in Paris, France, RSHIFT is a company dedicated to providing Cinematic VR services for producers, brands and other VR studios and works on projects like PSG VR EXPERIENCE, DS PERFORMANCE E-FORMULA, AMAZON WAREHOUSES... In Vancouver, Canada, Tobias CHEN is extending the RSHIFT network as an immersive media consultant. From shooting to post-production, consultancy or training, Alexandre and the RSHIFT team is ready to handle all technical aspects of your projects with a unique combination of skills and tools.
- **Town:** France
- **Activity:** Consulting/Post-production
- **Website:** /

Rafael PAVON (Masterclass+Jury+Matchmaking)

- **Society:** Atlas V
- **Function:** Producer
- **Bio:** I'm a Creative Director and Producer at AtlasV, one of the bravest and most awarded immersive studios in the world with pieces such as Spheres (Narrated by Millie Bobbie Brown, Jessica Chastain and Patti Smith and Grand Prize at Venice), Gloomy Eyes (Narrated by Colin Farrell and Winner at SXSW), Battlescar (Narrated by Rosario Dawson and Premiered at Sundance) or Vestige (Premiered at Tribeca). Started as Director and Creative Director for virtual reality back in 2015 at the legendary VR studio Future Lighthouse, where I worked on more than 30 virtual reality productions from idea to delivery, creating award-winning original content from scratch, like Melita and Ray, and also working with partners like Sony, Oculus and HTC on projects like Campfire Creepers, starring horror film legend Robert Englund and directed by Alexandre Aja, and Snatch VR, based on the Guy Ritchie cult classic and starring Rupert Grint. After that, I lead the creative department at Disney-backed company Jaunt in London and worked as a freelance immersive director for the World Monuments Fund, directing award-winning actress Geraldine Chaplin.
- **Town:** USA/Spain
- **Activity:** XR Film production
- **Website:** /



2020 THE EXPERTS

Sonke KIRSCHHOF (Masterclass+Jury+Matchmake)

- **Society:** InVR.space
- **Function:** CEO
- **Bio:** Sönke Kirchhof is CEO and executive producer of award winning Full Service VR Studio INVR.SPACE. He works in the fields of VR, stereoscopic filmmaking, VFX and CGI as well as Research & Development in arts and technology since more than 15 years. He is also founder of reallifefilm international, working as Producer and Stereographer. At INVR.SPACE he is in charge of all business related operations and decides on creative and technologic approaches.
- **Town:** Germany
- **Activity:** Production & Services
- **Website:** /

Marine HAVERLAND (Jury+Matchmake)

- **Society:** Screen Brussels
- **Function:** Audiovisual Advisor - New media/Gaming/VR
- **Bio:** Screen.brussels is a Brussels based Cluster whose focus is on audiovisual and related technologies. Our vision is to position the Brussels-Capital Region as a center of excellence for audiovisual and related innovative technologies worldwide. In order to achieve our ambitions, the cluster mission is articulated around three main objectives. Firstly, screen.brussels reinforces locally and internationally the visibility of the Brussels region as unique and valuable Destination for audiovisual projects. Secondly, it proposes custom-made supports and collective actions to respond to the specific needs identified in order to accelerate the growth and boost the competitiveness of companies. Finally, the cluster creates and supports a dynamic ecosystem to catalyze effective collaboration among the economic, educational and scientific potential of companies, universities and R&D institutions and connect them with the market of audio visual industries through a collaborative platform.
- **Town:** Belgium
- **Activity:** Cinema/Media Fund
- **Website:** www.screen.brussels

Stéphanie MALAGNAC (Jury+Matchmaking)

- **Society:** Sunny Side of the Doc / PIXII
- **Function:** /
- **Bio:** /
- **Town:** /
- **Activity:** XR Film production
- **Website:** /

Géraldine BACHÉ (Jury+Matchmaking)

- **Society:** MIFA/Festival International du film d'animation d'Annecy
- **Function:** /
- **Bio:** /
- **Town:** /
- **Activity:** XR Film production
- **Website:** /



2020 THE EXPERTS

1)CO-PRODUCERS

Sönke - INVR.space
Rafael Pavon - Atlas V
Voyelle Acker - Small

2)FUNDING

Guy Daleiden - Film Fund Lux
Marine Haverland
Bavaria XR fund
Medienboard
Kickstarter
Kaleidoscope
Pauline Augrain

3)DISTRIBUTORS/BUYERS

Diversion Cinema
Wide VR
Thorsten Hoffman

4)MARKETS

Caspar Sonnen - IDFA
Stéphanie Malagnac - PIXII/SunnySide
Géraldine Baché - MIFA/Annecy
Michel Reilhac - Venice VR

5)SERVICE COMPANIES

Rshift
Demute - François Fripiat
Small

