

The European springboard for immersive storytellers
since 2016

THE BOOSTER

stere@psia

2021



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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.



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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](#)





2021

11 projects selected
from 8 countries
4 mentors



2021 SCHIELE XR



Synopsis/Logline:

Travel back in time to 1918 and visit the artist Egon Schiele at his home in Vienna to see the world through his eyes.

Fact sheet

- **Genre:** Interactive biopic
- **Duration** (in minutes): 30
- **Format:** /
- **Country of production:** Austria

Team

- **Project holder:** Garda Leopold
- **Director:** Garda Leopold
- **Production company:** AMILUXFILM

Contact

- **Email:** office@amiluxfilm.com
- **Website:** /



2021

WHEN SILENCE TALKS



When silence talks

Paulina Donoso- Director- Ecuador

Hernán Ricaldoni- Visual Artist Argentina

Synopsis/Logline:

Amelia is a Latin American young woman fighting with herself, in silence, with different emotional statements after she was sexually abused.

Fact sheet

- **Genre:** Social justice
- **Duration** (in minutes): 15
- **Format:** /
- **Country of production:** Ecuador

Team

- **Project holder:** Paulina Donoso
- **Director:** Paulina Donoso
- **Production company:** Mindsoft Ecuador

Contact

- **Email:** paulinadonosob@gmail.com
- **Website:** mindsoft.biz



2021

LEGENDS OF CONQUEST



Synopsis/Logline:

When a group of out-of-touch parents lose their life savings in their employer's cryptocurrency scam, they must team up with their reluctant gamer kids to win an E-sports tournament and the life-changing prize that goes with it.

Fact sheet

- **Genre:** Family comedy
- **Duration** (in minutes): 102
- **Format:** /
- **Country of production:** Canada

Team

- **Project holder:** Dylan Pearce
- **Director:** Dylan Pearce
- **Production:** Northern Gateway Films

Contact

- **Email:** dylanpearce3d@gmail.com
- **Website:** www.gatewayfilms.ca



2021 FINDING FRIDA



FINDING FRIDA

Synopsis/Logline:

When the restless ghost of a forgotten artist is visited by a youthful relative, she is encouraged to revisit her past and make peace with the regrets and doubts that still haunt her.

Fact sheet

- **Genre:** Hybrid documentary/fiction
- **Duration** (in minutes): 25
- **Format:** /
- **Country of production:** Norway

Team

- **Project holder:** Bjørn-Morten Nerland
- **Director:** Hilde K. Kjøs
- **Production:** Stargate Media

Contact

- **Email:** cecilie.levy@gmail.com
- **Website:** www.stargatemedi.no



Selina

Synopsis/Logline:

Selina (WT) is a narrative single-player VR adventure which lets players travel the mind of an imaginative little girl.

Fact sheet

- **Genre:** VR Adventure Game
- **Duration** (in minutes): ca 3h
- **Format:** /
- **Country of production:** Germany

Team

- **Project holder:** Sven Haeberlein
- **Production&Game Direction:** Sven Haeberlein
- **Production:** Trotzkind GmbH

Contact

- **Email:** sven@trotzkind.com
- **Website:** /

2021

THE PALACE

LE PALAIS

UNE EXPÉRIENCE D'UTOPIE EN VR



Synopsis/Logline:

A virtual reality documentary experience that focuses on the ambition of the industrialist Jean-Baptiste André Godin, who revolutionised housing and collective living, in the 19th century. Participants will gain awareness of the importance of distributing wealth produced by labour more equally and the urgent need for everyone to get involved, to create a better future.

Fact sheet

- **Genre:** VR Documentary
- **Duration** (in minutes): 40
- **Format:** /
- **Country of production:** France

Team

- **Project holder:** Sylvie Carlier
- **Director:** Gilles Boustani
- **Production:** AnimaViva Productions

Contact

- **Email:** sylvie@animaviva-prod.com
- **Website:** /



2021 QUINTESSENCE

AN EXTENDED REALITY EXPERIENCE

QUINTESSENZ

Synopsis/Logline:

Quintessenz is an immersive XR-installation that explores the relationship between humans, water, and the power of sound. Through 3D sound, VR, and AR experiences, it presents phenomena like cymatics and sonofusion, offering a multi-sensory journey into the beauty and power of nature.

Fact sheet

- **Genre:** XR-Installation
- **Duration** (in minutes): 15-20
- **Format:** /
- **Country of production:** Germany

Team

- **Project holder:** Bashira Cabbara
- **Director:** Vesna Petresin
- **Production:** Synaesthetica

Contact

- **Email:** bashira@synaesthetica.space
- **Website:** /



2021

THE ODDSHOW

CHAPTER ONE

ODDSHOWS

something odd your way comes !



Synopsis/Logline:

A guided, interactive experience laced with Edward Gorey's dark humor, a subversive sense of mystery and fun. Will you make it to the end?

Fact sheet

- **Genre:** VR+live theatre
- **Duration** (in minutes): 20-25
- **Format:** /
- **Country of production:** Belgium

Team

- **Project holder:** Iwan Peter Scheer
- **Director:** Iwan Peter Scheer
- **Production:** Oddshows

Contact

- **Email:** oddbody@oddbody.com
- **Website:** www.oddbody.com



2021 MASQUERADE



Synopsis/Logline:

An interactive VR experience that, through dance and the use of different masks, takes the user on an immersive magical journey while discovering the stories and origins of the traditional festivities from towns around the world.

Fact sheet

- **Genre:** Interactive VR experience - documentary
- **Duration** (in minutes): 12 minutes per festivity
- **Format:** /
- **Country of production:** Ecuador

Team

- **Project holder:** Juan Pablo Urgilés
- **Director:** Juan Pablo Urgilés
- **Production:** Imán Transmedia

Contact

- **Email:** juanpablo@imantransmedia.com
- **Website:** www.imantransmedia.com



2021

TANGIBLE UTOPIAS VR

TANGIBLE UTOPIAS

a VR world franchise envisaged by Ioana Mischie

Synopsis/Logline:

Our project aims to bring together technology, the advancement in neuro-VR and creative visions of people around Europe in order to inspire societal debate and to propagate civic engagement with the purpose of co-creating and co-imagining/ prototyping future smart cities and smart initiatives.

Fact sheet

- **Genre:** Noe-fi/documentary
- **Duration** (in minutes): 10 minutes/world
- **Format:** /
- **Country of production:** Romania

Team

- **Project holder:** Ioana Mischie
- **Director:** Ioana Mischie
- **Production:** STORYSCAPES

Contact

- **Email:** vikram.jotwani@gmail.com
- **Website:** /



2021

THE TIME OF A MOMENT



the time of a moment

a 6 DoF, animated & interactive VR experience by
Kate Voet and Victor Maes

Synopsis/Logline:

Ida, a 72-year-old woman suffers from dementia. After the death of her husband Louis, her condition has rapidly worsened. She still lives alone in their small flat on the 20th floor of a high-rise in a big city, where she and her husband moved in many years ago. This place holds many of their memories - some already forgotten, others soon to be lost. The only visitors Ida still receives are the birds that perch on the windowsill.

Fact sheet

- **Genre:** Animated 6DoF VR experience
- **Duration** (in minutes): 20
- **Format:** /
- **Country of production:** Belgium

Team

- **Project holder:** An Oost
- **Director:** Kate Voet & Victor Maes
- **Production:** Cassette for timescapes

Contact

- **Email:** an@timescapes.be
- **Website:** www.timescapes.be



2021

THE MENTORS

- Pitch workshops - Sylvain Grain
- Masterclass 1 - Mentor 1 (EUCL)
- Masterclass 2 - Mentor 2 (EUCL)
- Masterclass 3 - Mentor 3 (EUCL)
- Masterclass 3 - Mentor 4 (EUCL)

2021

THE EXPERTS

Stéphane MALAGNAC (Jury)

- **Company:** Sunny Side of the Docs / PIXII
- **Function:** Festival Market

Geraldine BACHÉ (Jury)

- **Company:** Annecy Festival / MIFA
- **Function:** Festival Market

François KLEIN (Jury)

- **Company:** Digital Rise
- **Function:** Production

Small Creative - Voyelle Acker + Vincent (PROD/STUDIO) (Jury)

- **Profile:** Production

Katayoun Dibamer (Goliath) (Jury)

- **Company:** /
- **Profile:** Production

Les Films de la Récré - Boris Baum (PROD) (Jury)

- **Profile:** Production

May Abdalla (Goliath) (Jury)

- **Profile:** Production

Antoine CAYRO (PROD) (Jury)

- **Company:** AtlasV
- **Function:** Production

Paul BOUCHARD (Jury)

- **Company:** Diversion Cinema
- **Function:** Distribution

Camille LOPATO (Jury)

- **Company:** Diversion Cinema
- **Function:** Distribution

Thorsten HOFFMAN(Jury)

- **Company:** 3D content hub
- **Profile:** Distribution

Jimmy CHENG(Jury)

- **Profile:** Distribution

Liz ROSENTHAL(Jury)

- **Profile:** Business Models



2021

THE EXPERTS

Guy DOLEIDEN (FUND) (Jury)

- **Company:** Film Fund Lux
- **Function:** FUND

Julius WINDHORST (Jury)

- **Company:** FilmFernsehFund Bavaria
- **Function:** FUND

Creative Europe Media - NN (Jury)

- **Profile:** Fund

MDM - Mitteldeutsche Medienförderung - NN (Jury)

- **Profile:** Fund

4D Views - Richard Broadridge (VOLUMETRIC) (Jury)

Alexandre Regeffe - Rshift (SERVICE) (Jury)

Demute - François Fripiat (SOUND) (Jury)