

The European springboard for immersive storytellers  
since 2016

# THE BOOSTER

stere@psia

2024



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MEDIA

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[www.stereopsia.com](http://www.stereopsia.com)



# stere@psia

**Stereopsia** is an event which ignites creativity and innovation in an energetic, collaborative setting. With its roots in the 3D imaging 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** by Stereopsia is a program that supports early-stage immersive narrative 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](#)



## 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.

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



## Sylvain GRAIN

**Booster Coordinator & 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](#)



## 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](#)



**2024**

11 projects selected  
from 9 countries  
5 mentors



# 2024

## THE ORIGIN OF BLINDNESS



### Synopsis

An anxious caveman, Ru, discovers light in an eternally dark world. He can now see that the world is not as he imagined it to be. He will now have to face his biggest fear: what if something terrifying hides in the darkness?

### Fact sheet

- **Genre:** VR, Adventure
- **Duration** (in minutes): 7 minutes
- **Format:** VR short interactive animated film
- **Countries of production:** Italy, Germany

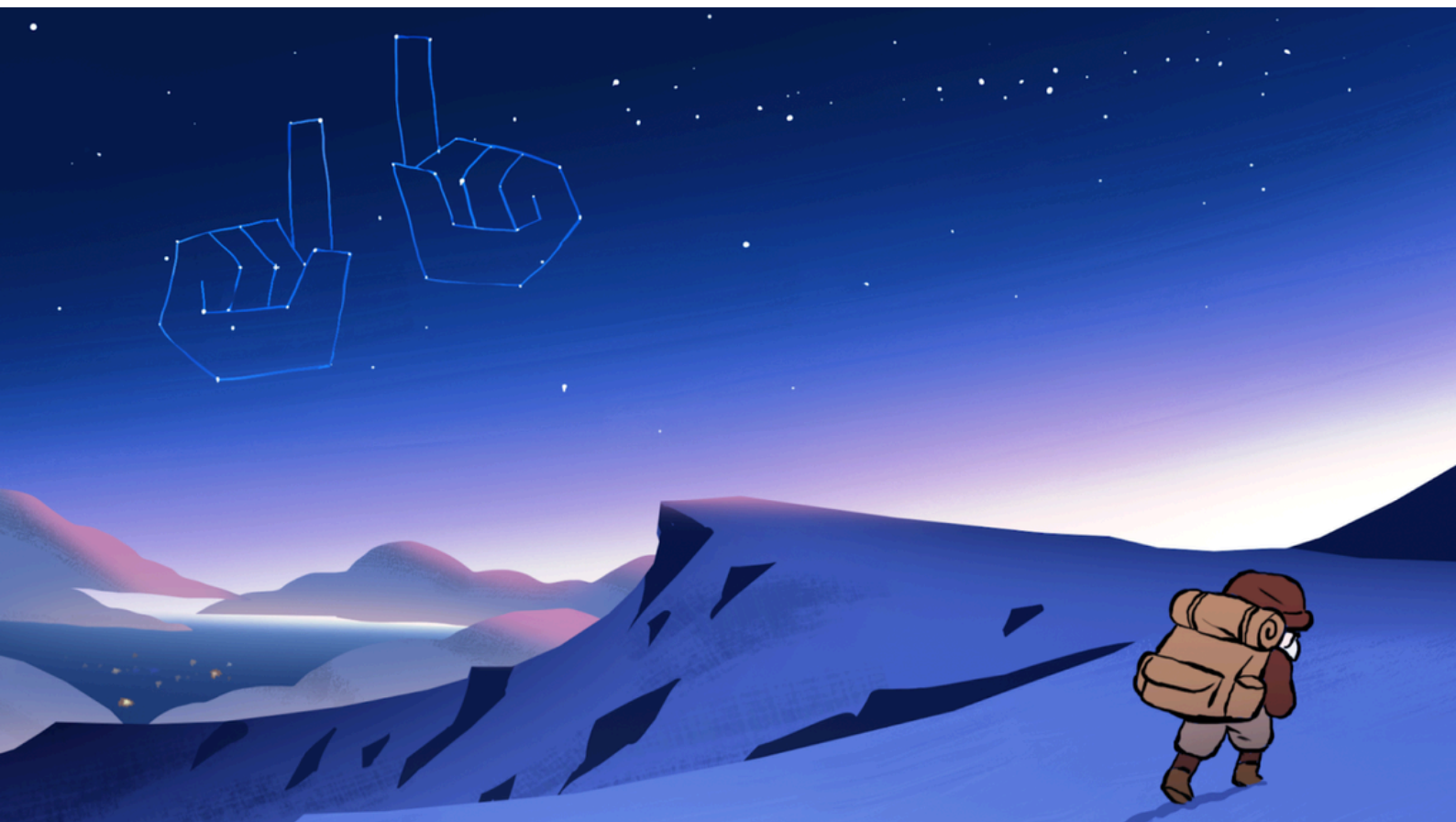
### Team

- **Director:** Emilia Gozzano
- **Producer:** Martha Fränkel
- **Production:** Reynard Films

### Contact

- **Email:** /
- **Website:** <https://emiliagozzano.com/>





## Synopsis/Logline:

Ari can't accept her mother beginning a new love affair with a man other than her father, who disappeared in the mountains a few years earlier. After another argument on the subject, Ari angrily leaves the house and sets off on a dangerous path to follow her father's footsteps, taking her personal photo album with her.

## Fact sheet

- **Genre:** VR
- **Duration** (in minutes): 45
- **Format:** VR headsets with hand tracking technology
- **Country of production:** France

## Team

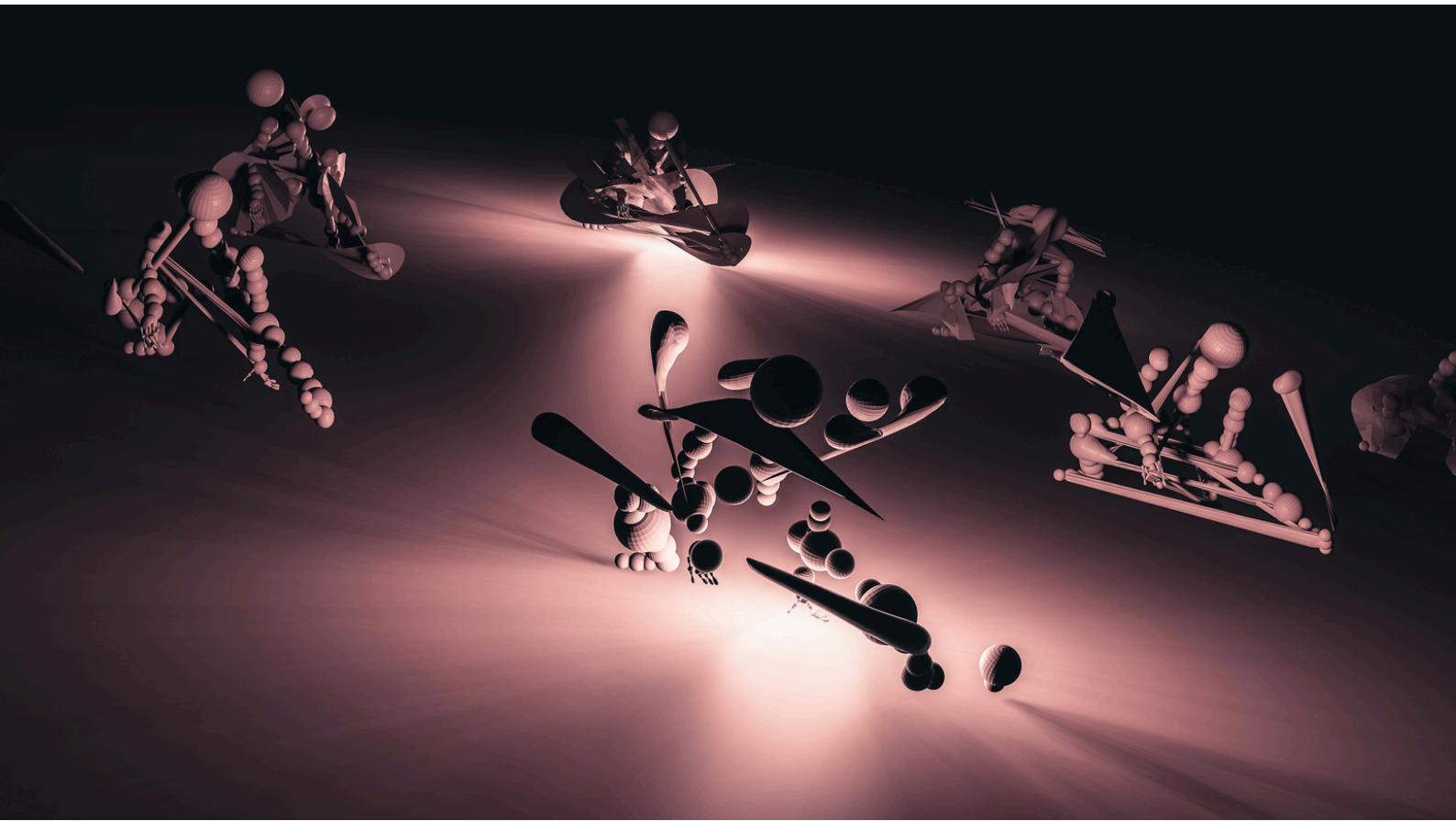
- **Project holders:** Andrey Kolesov & Valentin Maupin
- **Production:** Avec ou sans Vous, Digital Rise

## Contact

- **Email:** [productions@aosv.fr](mailto:productions@aosv.fr)
- **Website:** <https://www.avecousansvous.fr/>

# 2024

## FOKUS IMMERSIVE



### Synopsis/Logline:

FOKUS IMMERSIVE is a series of IMMERSIVE AND CHOREOGRAPHIC EXPERIENCES that invite the public to live a dance show directly in the depths of its molecular structure. Come meet the CHOREOGRAPHIC MUTANTS, these HYPER-DANCERS, hybrids and chimeras, who have abolished the laws of physics and biology.

### Fact sheet

- **Genre:** Interactive VR experience
- **Duration** (in minutes): 15 minutes or more
- **Format:** 360° stereoscopic linear film, interactive VR experiences
- **Country of production:** Belgium

### Team

- **Project holder:** Emmanuel Di Martino
- **Director:** Emmanuel Di Martino
- **Production:** Poolpio

### Contact

- **Email:** [manu.okus.dimartino@gmail.com](mailto:manu.okus.dimartino@gmail.com)
- **Website:** <https://okus.be/en/fokus-immersive/>





# 2024 TSANFLUERON



## Synopsis/Logline:

Embark on a hike across the melting Tsanfleuron Glacier with friends to uncover and calm the restless mountain spirits disturbed by environmental change.

## Fact sheet

- **Genre:** Adventure, Fantasy, Mystery
- **Duration** (in minutes): 40
- **Format:** Multiplayer virtual reality
- **Country of production:** Switzerland

## Team

- **Project holder:** Elise Migraine
- **Director:** Elise Migraine
- **Production:** Élastiques

## Contact

- **Email:** [elise.migraine@elastiques.ch](mailto:elise.migraine@elastiques.ch)
- **Website:** [elastiques.ch](http://elastiques.ch)



# 2024 VISITOR



## Synopsis/Logline:

“Visitor” Experience explores the theme of life through its confrontation with the fact of death and invites the participant to reflect on the responsibility of their existence in the present.

## Fact sheet

- **Genre:** Contemporary Art, Piece Installation
- **Duration** (in minutes): 20
- **Format:** /
- **Country of production:** Greece

## Team

- **Project holder:** Spyros Boukas
- **Director:** Spyros Boukas
- **Production:** Freelance Producer

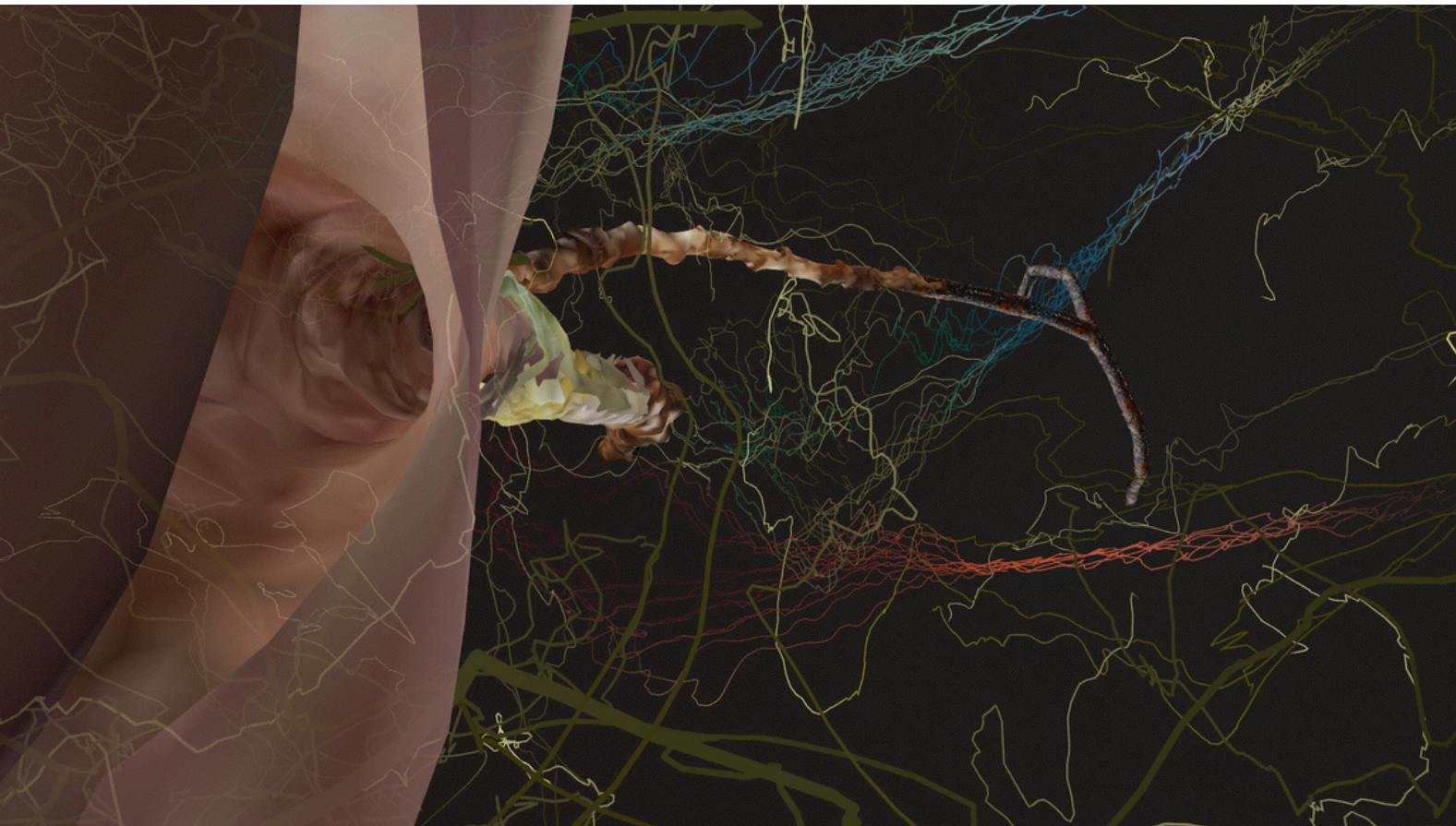
## Contact

- **Email:** [spyrosboukas.ath@gmail.com](mailto:spyrosboukas.ath@gmail.com)
- **Website:** [www.linkedin.com/in/spyros-boukas-84930411b/](http://www.linkedin.com/in/spyros-boukas-84930411b/)



# 2024

## THE LIFE BENEATH OUR FEET



### Synopsis/Logline:

This interactive VR takes you on a journey through the forest underground. You become part of the food flow that tree roots and fungi exchange to sustain life on this planet.

### Fact sheet

- **Genre:** Nature, science, ecology, climate crisis
- **Duration** (in minutes): 15
- **Format:** Meta Quest 3
- **Countries of production:** Belgium (FL, Oudsbergen) Luxemburg

### Team

- **Project holder:** Thom Vander Beken
- **Director:** Thom Vander Beken
- **Production:** Quetzalcoatl

### Contact

- **Email:** [thom\\_vanderbeken@hotmail.com](mailto:thom_vanderbeken@hotmail.com)
- **Website:** [www.thomvanderbeken.com](http://www.thomvanderbeken.com)



# 2024

## LITHUANICA VR (IMPULSE)



### Synopsis/Logline:

It's a single-player seated experience. The storyline is with two branching endings that allow users to shape the historical journey. The visual approach will feature an artistic Art Deco style that is historically accurate yet visually striking.

### Fact sheet

- **Genre:** History (gamifying history)
- **Duration** (in minutes): /
- **Format:** /
- **Country of production:** Lithuania

### Team

- **Project holder:** Andrius Lekavicius
- **Director:** Andrius Lekavicius
- **Production:** AL-VR

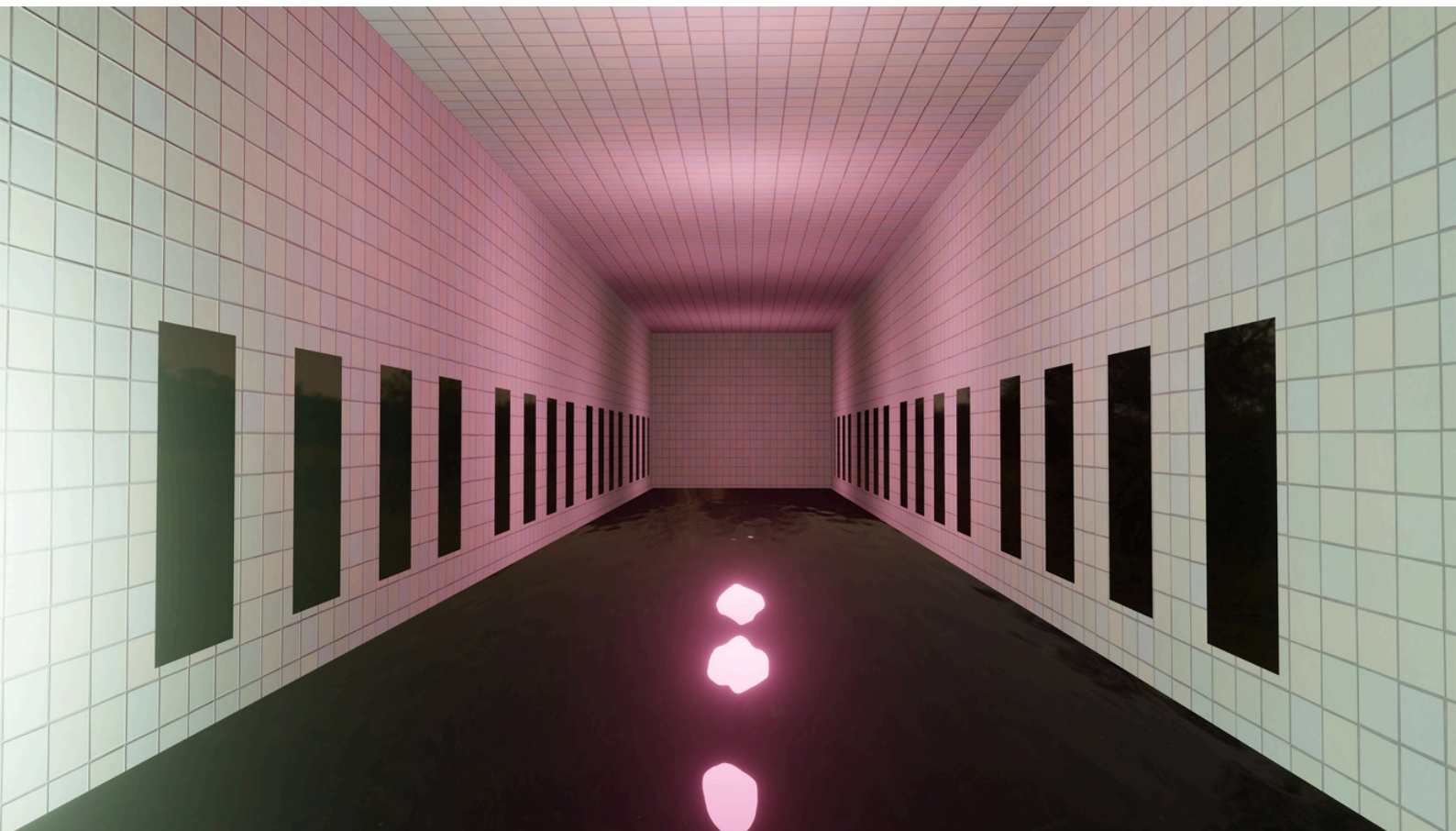
### Contact

- **Email:** andriuslekas@gmail.com
- **Website:** <http://al-vr.com/>



# 2024

## LIMINAL SPACES (IMPULSE)



### Synopsis/Logline:

In this immersive mixed-reality experience, users encounter a mysterious glass-walled box with a trapped silhouette inside that begins speaking, revealing they are imprisoned in a disorienting, dreamlike world. When the user touches the figure's hand through the glass, they are transported to a haunting, nostalgic realm. Guided only by the trapped person's voice, they must navigate eerie, unsettling landscapes to free their companion-until a startling secret about their true nature is revealed.

### Fact sheet

- **Genre:** VR AI Society
- **Duration** (in minutes): /
- **Format:** Quest Pro or 3, handtracking, no controllers
- **Country of production:** Portugal

### Team

- **Project holder:** Lui Avallos
- **Director:** Lui Avallos
- **Production:** Mundivagante Studio, Foi Bonita a Festa

### Contact

- **Email:** [lui@mundivagante.studio](mailto:lui@mundivagante.studio)
- **Website:** <https://mundivagante.studio/liminal-spaces/>



# 2024 DISSOLUTION



## Synopsis/Logline:

“Dissolution” is an immersive VR experience where nine participants explore a decaying virtual world. Each choice they make consumes data, impacting the environment, and ultimately determining the length of the performance, highlighting the consequences of digital waste.

## Fact sheet

- **Genre:** Interactive VR Performance
- **Duration** (in minutes): 30
- **Format:** Multi-user VR installation for the Meta Quest 3
- **Countries of production:** Belgium (FL, Antwerp)

## Team

- **Project holder:** Kristof Timmerman
- **Director:** Kristof Timmerman
- **Production:** Studio POC

## Contact

- **Email:** [kristof@studiopoc.com](mailto:kristof@studiopoc.com)
- **Website:** [www.studiopoc.com](http://www.studiopoc.com)



# 2024 DAMNED



## Synopsis/Logline:

You stand on a floating debris island in the river, observing the vibrant life. As the waters rise and the current turns violent, animals desperately seek refuge. Devastation unfolds, and distant war sounds reveal you're witnessing the tragedy of Nova Kahovka, Ukraine.

## Fact sheet

- **Genre:** Documentary fiction
- **Duration** (in minutes): 10
- **Format:** VR standalone headset
- **Country of production:** France

## Team

- **Project holder:** Nataliya Velykanova
- **Director:** Nataliya Velykanova
- **Production:** Gate22

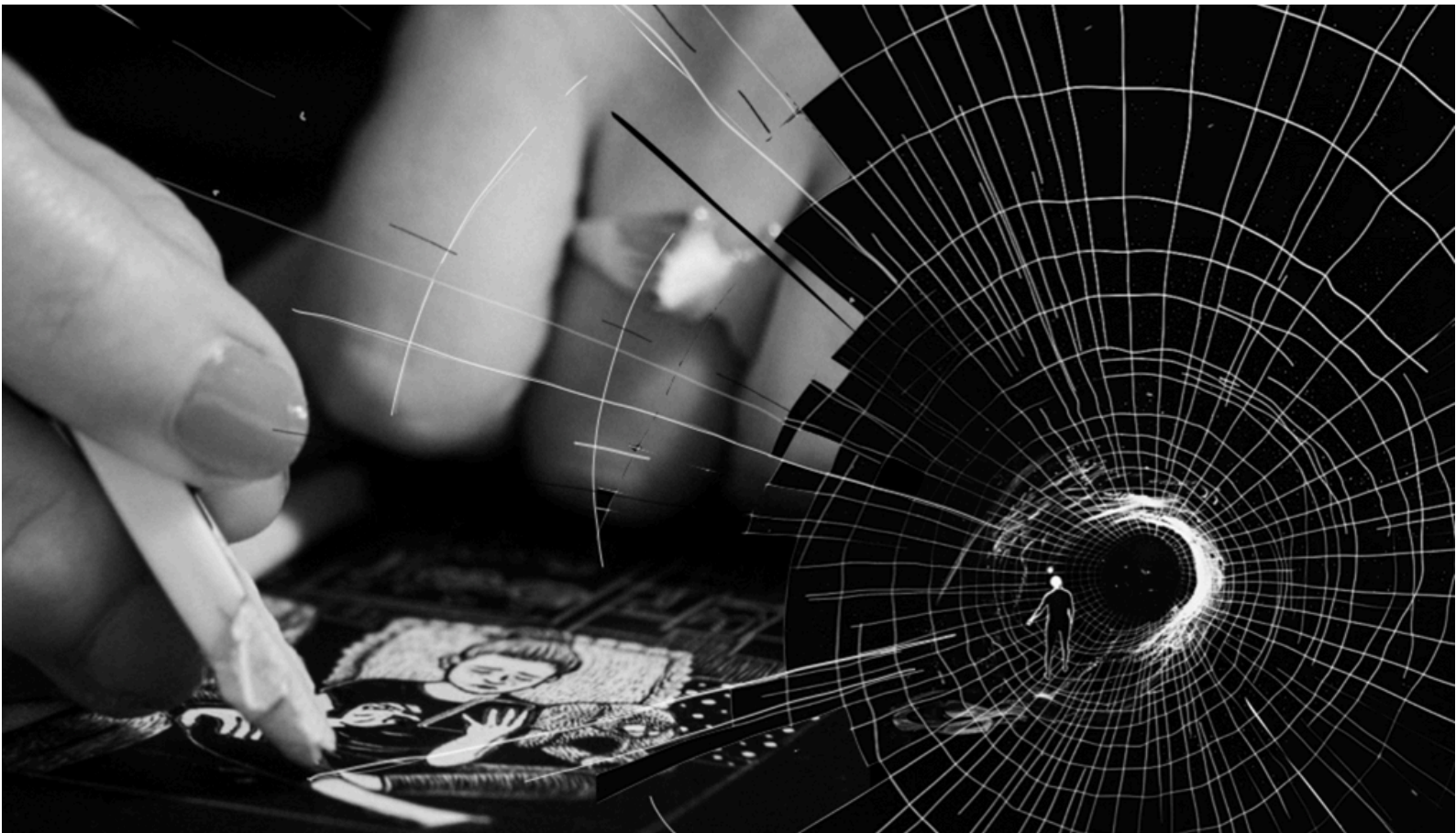
## Contact

- **Email:** [enter@gate22.net](mailto:enter@gate22.net)
- **Website:** <https://gate22.net/>



# 2024

## SCRATCHING THE SURFACE



### Synopsis/Logline:

Scratching the Surface is an interactive XR project exploring the intersection of analog and digital art through the eyes of Hamburg artist Line Hoven. As she creates her first digital artwork, she debates with an AI antagonist. Viewers embark on a journey questioning technology, creativity, and the human soul, subconsciously influencing the story.

### Fact sheet

- **Genre:** Documentary, hybrid and immersive XR
- **Duration** (in minutes): 17
- **Format:** /
- **Country of production:** Germany

### Team

- **Project holder:** Alexander Mettin
- **Director:** Wiktor Filip Gacparski
- **Production:** Open Matter Studio

### Contact

- **Email:** alex@openmatter.studio
- **Website:** www.openmatter.studio





# 2024

# EXPERTS & MENTORS

## Coaching

- **Sylvain Grain, Anncy Mifa (France)**

## Masterclasses & talks

- **Maud Clavier, CNXR (France)**
- **Alexandre Roux, Lucid Realities & Unframed Collections (France)**
- **Christopher Morisson, Reality+ (USA/Belgium)**
- **Pascal Diot, Venice Production Bridge / EMIC**
- **Bastien Rémy, Europe Creative (Belgium)**