PRESS RELEASE

Paris — April 6th, 2022 Forum des Images is supported by Paris City Hall.

NewImages Festival - 5th edition

International competition and Market Discover the selected works!



Dedicated to immersive works of all kinds, NewImages Festival, the festival of digital creation and virtual worlds hosted by Forum des Images will be back for five days, **8–12 June 2022**. Today, NewImages Festival is proud to announce **the final list of 15 works that have been selected for the XR Competition** (official competition) and **the 40 or so projects and other 40 companies that will be taking part in the NewImages XR Market** (co-production and distribution market).

NewImages Festival is thrilled with the 250 or so submissions it received this year, from all over the world. The applicants' projects are ever more ambitious and innovative, and more mature, both stylistically and narratively. They demonstrate the vibrancy of the XR sector and the remarkable inventiveness of their creators. In style, they bear witness to reflections on new uses and exploration of new techniques in staging. In substance, a trend seems to have emerged – immersive works with a more social outlook that cast light on the state of the world but remain suffused with poetry and imagination.

Both in Paris and online, NewImages Festival invites professionals and the general public to come and discover the best of current works in immersive creation!

- XR Competition -

Fifteen VR or AR immersive experiences with binaural sound too, including many premieres, will be presented in the official competition. These will be submitted for assessment by a panel of judges (the members of which will soon be announced). The public will be able to see these creations at Forum des Images and on the <u>Alexandria virtual platform</u> co-produced by <u>NewImages Festival</u> and <u>Cannes XR</u>, and developed by <u>Kreis</u>.

Alicia, Make Me Laugh (World Premiere) -Benjamin Hoguet, Camille Fievez - Flair Production, Ecoute Studio, France Télévisions, CNC (FR), 2022, interactive audio fiction

Cosmogonic (World Premiere) - Pawel Szarzynski - Kinhouse Studio (PL), 2022, VR 6DoF

Kubo Walks the City (French Premiere) -Hayoun Kwon - Innerspace VR (FR), 2021, VR 6DoF

Madame Pirate: Becoming a Legend (European Premiere) - Morgan Ommer, Huang Dan-Chi - Serendipity Films, Kaohsiung Film Archive, National Tainan University of the Arts (TW), 2021, VR 6DoF

Paradise (French Premiere) - Darkfield (UK), Lightshed, J. Hopkins University (US), 2022, binaural sound

The Miracle Basket (French Premiere) - Abner Preis - Valk Productions, Institute of Time (NL), 2021, VR 6DoF

The Sick Rose (French Premiere) - Huang Yun-Hsien, Tang Zhi-Zhong - HTC VIVE ORIGINALS, TurnRhino Original Design Studio (TW), 2021, VR 6DoF

Unframed: Hand Puppets, Paul Klee (French Premiere) - Martin Charrière, Nathanaël Monney -DNA Studios (CH), 2021, VR 6DoF **Child of Empire** (European Premiere) - Sparsh Ahuja, Erfan Saadati, Omi Zola Gupta, Stephen Stephenson - Project Dastaan, Anzu Films (UK), 2022, VR 6DoF

Des Place[s] (International Premiere) - Isis Fahmy, Benoît Renaudin - Compagnie [IF] (CH), 2021, AR, live performance

Lavrynthos (French Premiere) - Amir Admoni, Fabito Rychter - Delirium XR (BR, PE), 2021, VR 6DoF

On the Morning you Wake - Mike Brett, Arnaud Colinart, Steve Jamison, Pierre Zandrowicz - Atlas V (FR), Archer's Mark (UK), 2022, VR 6DoF

Red Tail ep. 1 (International Premiere) - Fish Wang - Zero One Film, Funique VR, Kaohsiung Film Archive, Taiwan Public Television Service Foundation (TW), VR 6DoF

The Reflected City (World Premiere) -Kuan-Yuan Lai - The Pier-2 Art Center, Redbit Pictures (TW), 2022, VR 3DoF

The Tree of Light (L'Arbre-Soleil) - Yann Garreau, Charlotte-Amélie Veaux - Onyo (FR), 2021, binaural sound

>> More information about the projects <<

- NewImages XR Market -

Through a wide range of original experiences and techniques, the works selected this year address some of our era's biggest challenges (the role of women, reconnecting with nature, emerging technologies, etc.), while celebrating the capacity of immersive technologies to breathe life into all forms of art. A feature of this year's edition: the purely narrative experiences that predominated several years ago have given way to a wide range of projects that borrow from different artistic forms (video games, theatre, opera, installations, contemporary creations, etc.), bringing a unique and fresh approach to our relation to art.

As usual, the <u>XR Development Market</u> (dedicated to the co-production of projects under development, see annex 1) brings together new talents and award-winning artists from around the world, including Diego Prilusky (*Grease XR*), Stéphane Foenkinos (*Jalouse*), Amir Admoni & Fabito Rychter (*Gravity VR*), Joanne Popinska (*The Choice*), Navid Khonsari (1979 Revolution: Black Friday), Lilian Hess (*Cosmos Within Us*) and Matthew Shaw & William Trossell (*Eternal Return*).

A new development this year is the section dedicated to the distribution of completed immersive works, co-funded by the European Union. The <u>XR Art Fair</u> seeks to foster the spread of these works via a global network of museums and cultural centers. <u>Many of the sector's most innovative firms can be found in this brand-new section</u>, including Atlas V, Makropol, Faber Courtial, Satore Studio, Interactive Media Foundation GmbH, Blimey, 3dar, Innerspace VR, Lucid Realities, Petrichor VR, and Diversion Cinema.

Lastly, the NewImages XR Market will be hosting around <u>eighty Decision Makers</u> this year. Many museum curators and program planners from cultural institutes will be taking part in the event for the first time! Among the attendees are the Orsay Museum and the Orangerie Museum (Saskia Bakhuys), the Louis Vuitton Foundation (Candice Chenu), the Australian Centre for Contemporary Art (Miriam Kelly), the Barbican Centre (Patrick Moran), Peer to Space (Tina Sauerlaender), Yahoo Ryot Studios (Nigel Tierney), and the Hong Kong Arts Centre (Teresa Kwong). Other names will soon be announced.

List of projects selected – XR Development Market List of companies taking part in the XR Art Fair List of Decision Makers

Annex 1: List of projects selected – XR Development Market

0 — Artheria (IT) - art, instal., photo Alternates (Bergantian) — CinemaLeap Inc., KAYU LUCIE FONTAINE, Minikino Film Festival, OSSA FILM (JP, ID, FR, DK, DE) - art, doc., music., instal. Colored — Novaya, Flash Forward Entertainment, M:Brane (FR, TW, SE) - doc., instal. Dans Drauganna — Nicole Popst (DE) - art Dark Rooms - Makropol, Bedside Productions (DK) - art, doc., live perf., instal., indie game Deep Truth — Yukei AB (SE) - art, live perf., instal. Do X — HCXR, INVR (CA, DE) - doc., game, instal., fiction, indie game Duchampiana VR — Tchikiboum, mYndstorm productions (FR, DE) - instal., art, fiction Eyes of Shame — Joni Art, Insomniak, Institute for Transmedia Design (LT, FR, SI) - art, fiction, anim. Framerate: Pulse of the Earth - ScanLAB Projects (UK) - doc., instal., art Hippocondria — Delirium XR (BR) - indie game If These Streets Could Talk — Dansker Digital, Institute for Transmedia Design (HU, SI, DK) - art, doc., game Jacob's Journey — Infinite Frame Media (PL, CA) - doc. Journeys in the landscapes of Jean-Luc Godard — Casa Azul Films (CH) - art, doc., instal. La Femme — Mayo Films, N.E.S.A. Labs (ES) - fiction Limites — Tell me the Story (CH) - instal., fiction, art, doc., game Matrimoine — Cinema Libre (FR) - fiction, game Meshmemories — VILD Studios, Black Public Media (BR, US) - art, doc. Mono No Aware - Sacrebleu Productions (FR) - art, audio fiction Musashi: Find Yourself — GarageGirl Media (CA, JP) - art, instal. Mylings a VR Tale — UMA Pictures (SE, DE, FR) - fiction, game, indie game No Reality Now - DARK EUPHORIA, Cie J'y Pense Souvent (FR) - art, live perf. Orbis - Lucid Realities, Ink Stories, Camera Lucida (FR, US) - art, doc., indie game Plastic Wave — OsoBorroso Digital, Sonidos Inmersivos (CL) - fiction Sigil - Sacred Lemon (UK, ES, PE, TR, CO, CA) - art, instal. MR Songs of Envy — Late Love Production, Martina Scarpelli Studio (DK) - art, audio fiction, live perf., opera, music The Awake — InTW Studio (TW) - live perf., theater The Child Who Still Breathes - Zéro de conduite Productions (FR) - art, fiction The Eyes of Mila Kaos - Free Hundred Media, Vega Alta Films, INVR.SPACE (ES, FR, DE) doc., indie game The Ground Screams To Whisper — Akoia & Company Ltd, Kunta Content (KE) - art, instal. indie game The Mask Maker and The Tree - Institute of Time (NL) - art, live perf., game The Mirror — Wu De-chuen (TW) - fiction The Pathogen of War — Black Leaf Films (UK) - instal., doc. The Song of the Icebergs — Onyo (FR) - audio fiction, instal., art Waorani Territory — Cerutti Film (NL) - doc. When Silence Talks - UDLA, Mindsoft Ecuador (EC, AR) - art

Annex 2: List of companies taking part in the XR Art Fair

3dar (Argentina) Alex M. Lee Studio (USA) ArtofCorner (France) Astrea (France) Avatar's Journey Travel Agency (Finland) Blimey (Canada) Cheng Yi-Ting (Taiwan) **Diversion cinema** (France) ENTER.black (France) Faber Courtial (Germany) Fat Red Bird (United Kingdom) **INEXSISTENS** (Poland) **INNERSPACE VR** (France) **Interactive Media Foundation** (Germany) Intuitive Pictures (Canada) Kaohsiung VR FILM LAB (Taiwan) Khora Contemporary (Denmark) La Générale de Production (France) La Vingt-Cinquième Heure (France) Lucid Realities (France) **MAKROPOL** (Denmark) Nanai Studio (Chile) **ONF / NFB** (Canada) Nau-Tai Delusional Studio (Taiwan) Norn Studio (Norway) Notoryou (France) **NowHere Media** (Germany) **Onvo** (France) Princeton Entertainment Group (USA) Pernickety Split (Australia) Production MARA (Poland) Productions Leitmotiv (Canada) **Pyaré Studio** (France) Satore Studio (Portugal) Seppia (France) **STORYSCAPES** (Romania) Virtual Worlds (USA) Visual Narratives Laboratory (Poland) VRrOOm (France)

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