



## New competition for Virtual Reality (VR) films: Venice Virtual Reality

### Description

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##### â?¢ **New Venice Virtual Reality competition**

La **Biennale di Venezia**, chaired by **Paolo Baratta**, announces the **first-ever competition for films made in Virtual Reality (VR)**, during the **74th Venice International Film Festival** (30 August â?? 9 September 2017) directed by **Alberto Barbera**.

The Competition â?? named **Venice Virtual Reality** â?? will present up to a maximum of **18 VR films**, and will be held from **August 31st to September 5th 2017** at the **VR Theatre** (Palazzo del CasinÃ², Lido di Venezia).

A **Jury**, composed of a maximum of **5 leading exponents** of the creative world, will award the following **3 prizes: Best VR film, Grand VR Jury Prize, Best VR Creativity Award**.

The Venice International Film Festival was one of the first festivals in the world to express interest in **Virtual Reality**. The construction of a **VR Theatre** in 2016 and the screening of a series of experimental short films, including the [world premiere presentation of the first feature-length VR film \(Jesus VR\)](#), aroused enormous interest among the participants in the **Venice Production Bridge** and the many spectators of the Festival.

As a contribution to the recognition of **Virtual Reality** as an emerging art form, La Biennale di Venezia has therefore recognized the importance of supporting the authors who choose to adopt this modern technology and use it as a new means of artistic expression, and has decided that the time is ripe to institute this first competition.

##### â?¢ **Biennale College Cinema** â?? **Virtual Reality**

Last January La Biennale launched the first edition of the **Biennale College Cinema â?? Virtual Reality**, with the intent of selecting 9 teams composed of a director and a producer, who will work on the development of Virtual Reality projects lasting **between 10 and 20 minutes**, supporting them along the way through every aspect of the creative process, the production and the process of building an audience, identifying target markets and finding funding.

**Biennale College Cinema â?? Virtual Reality** is made possible with the support of grants from the **Creative Europe-Support for Training** programme and the **Netherlands Film Fund**, and enjoys the collaboration of the **TorinoFilmLab**.

The **9 projects** selected for this first edition (director/producer) are:

Â· **Chromatica** (Flavio Costa, Italy / Laura Catalano, Italy)

Â· **Dinner Party** (Angel Soto, Puerto Rico / Charlotte Stoudt, USA)

Â· **Ice Cave** (Maja Friis, Denmark / Sara Namer, Denmark)

Â· **Dilemma** (Camille Duvelleroy, France / Laurent Duret, France)

Â· **Matryoshka Mon Amore** (Nir Saar, Israel / Kevin Molloy, UK)

Â· **Spomenik** (Ivan Knezevic, Serbia / Mirko Topalski, Serbia)

Â· **The Warship** (Erika del Mundo, Philippines / Jack Weinstein, USA)

Â· **The Little Black Pawn** (Quentin de Cagny, France / Francois Bouille, France)

Â· **The Neighbour** (Romero Rudolf Borgar, The Netherlands / Esther Rots, The Netherlands)

Of the 9 projects that will be developed during the workshop, **2 VR projects** will receive a **contribution towards production of â??- 30,000 each** thanks to the support of **Sony Corporation**, and will subsequently be presented at the **74th Venice International Film Festival 2017**.

The remaining 7 projects will be given visibility during the *Venice Production Bridge*, as an integral part of the activities of the *Gap Financing Market*. For the second year in a row the Market of the *Venice Production Bridge* will present a further 8 VR projects in an advanced stage of development. There will therefore be a total of 15 VR projects currently under development presented by the Biennale di Venezia.

#### â?¢ VR Theatre

For the coming **74th Venice International Film Festival 2017**, the **VR Theatre** will be set up again with dedicated individual viewing stations for VR films and 3 interactive stations, to screen:

â?? 18 VR films selected for the **Venice Virtual Reality** Competition.

â?? 2 films funded by the **Biennale College Cinema â?? Virtual Reality**;

â?? Previous work made by the 8 teams selected for the Venice Production Bridge;

The **VR Theatre** will be operational from **August 31st to September 5th**, on the 1st floor of the Palazzo del CasinÃ², concurrently with the second edition of the **Venice Production Bridge**.



(Source: La Biennale di Venezia)

#### Category

1. television

## Tags

1. Virtual Reality

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