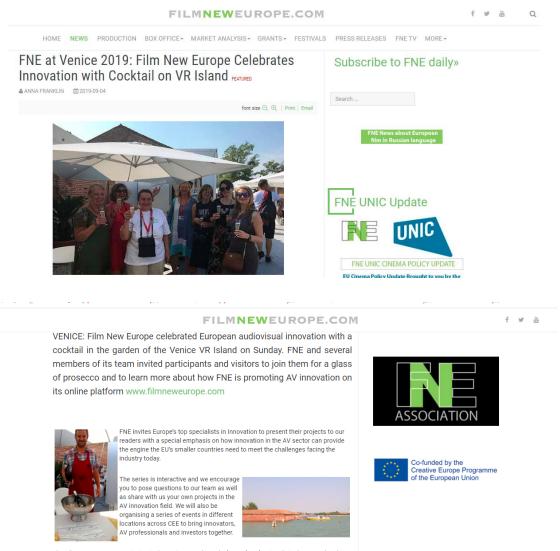
# FNE Promotional Events 2019

FNE at Venice 2019: Film New Europe Celebrates Innovation with Cocktail on VR Island

http://www.filmneweurope.com/news/region/item/118665-fne-at-venice-2019-film-new-europe-celebrates-innovation-with-cocktail-on-vr-island?



The Film New Europe Association is the main networking platform of professionals in the Central and Eastern Europe and Baltic region. The FNE Association board is made up of the heads of the most important film institutions in the region.

# FNE at Baltic Event 2019: Watch the New VR Films From FNE Sponsored Workshop

FNE and Industry@Tallinn & Baltic Event "Demystifying Virtual Reality"





### November 28-29 A Proto Invention Factory Peetri 10

# Demystifying Virtual Reality

Demystifying Virtual Reality in collaboration with Film New Europe and Proto Invention Factory is a hands-on workshop for filmmakers and enthusiasts, who are interested in what the future brings to the audiovisual medium.

During the two intense days, participants will discover how to apply their creativity and to make pieces that speak to audiences on a completely different level through Virtual Reality. Participants will have a chance to learn from the experience of VR creators from around the world, who share their personal journeys through case studies. No previous encounter with VR required but previous film-making background is an asset.

# The two-day workshop is lead by Rein Zobel (Maru VR) and Angel Urbina Vitoria (Iralta VR).

#### Programme

#### Thursday, November 28

9:00-10:00 Arrival, introduction, opportunity to see VR-films etc. 10:00-11:30 Lecture by Rein Zobel (Introduction to VR, VR-filmmaking, technical and storytelling aspects)

- 11.30-12:00 Brainstorming
- 12:00-13:00 Pitching and group formation
- 13:00-14:00 Lunch
- 14:00-15:00 Nimrod Shanit: Case Study: The Holy City
- 15:00-17:00 Development of projects (pre-production) 17:00-18:00 Ångel Urbina Vitoria: Case Study: LOS40VR
- 17,00-16.00 Angel orbina vitoria, obse ordey, coore

## Friday, November 29

9:00-12:00 Shooting material

- 12:00-13:00 Lunch
- 13:00-14:00 Mitya Sorkin: Case Study: Meeting VR Staying Curious and Open-Minded
- 14:00-17:00 Post-production
- 17:00-18:00 Presentation of results, conclusions



#### Mitya Sorkin (Feeling Digital) Case Study: Meeting VR – Staying Curious and Open-Minded

Open-Minded Mitya Sorkin will share his experience based on producing cinematic VR/360 pieces as War Knows No Nation, Here and There and Unparallel Reality. He will talk about the discov-

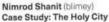
Here and There and Unparallel Reality. He will talk about the discover eries that creators meet when starting to build interactive stories for VR.ng as well as describe how to use virtual reality as a tool in production pipelines of media projects.



#### Angel Urbina Vitoria (Iralta VR) Case Study: LOS40VR

Angel will talk about his VR project LOS40VR, which is a virtual reality App created to surprise fans of bands and lovers of music and

virtual reality. LOS40VR offers a wide variety of content filmed in 360-3D with an ambisonic sound that puts us in the backstage of a concert. For the first time, viewers will be near their favourite musicians and will live exciting immersive experiences next to them.



Nimrod will do his case study on his project The Holy City, which is an immersive virtual reality experience that transports participants to Jerusalem and provides access to the most sacred rituals and the holiest sites of Christianity, Judaism, and Islam. Jerusalem, The Holy City, carries a rich history, an undenlable spirituality, and an indescribable magnetism that can now be experienced in a virtual format. The experience takes place in photoreal volumetric captures of some of the most significant and beautiful sites in Jerusalem, highlighting its architectural beauty, diverse inhabitants, and spiritual history.



