

FNE Promotional Events 2019

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

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VENICE: Film New Europe celebrated European audiovisual innovation with a cocktail in the garden of the Venice VR Island on Sunday. FNE and several members of its team invited participants and visitors to join them for a glass of prosecco and to learn more about how FNE is promoting AV innovation on its online platform www.filmneweurope.com



FNE invites Europe's top specialists in Innovation to present their projects to our readers with a special emphasis on how innovation in the AV sector can provide the engine the EU's smaller countries need to meet the challenges facing the industry today.

The series is interactive and we encourage you to pose questions to our team as well as share with us your own projects in the AV innovation field. We will also be organising a series of events in different locations across CEE to bring innovators, AV professionals and investors together.



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.



Co-funded by the Creative Europe Programme of the European Union

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

FNE and Industry@Tallinn & Baltic Event “Demystifying Virtual Reality”

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WORKSHOP: HOW TO INCORPORATE VIRTUAL REALITY TO AUDIO-VISUAL PROJECTS?



Are you interested in VR and want to know how to use the technology in your audio-visual projects?

Join the [“Demystifying Virtual Reality”](#) workshop taking place in collaboration with Film New Europe and Proto Invention Factory on 28-29 November in Tallinn. It 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](#).

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



DEMYSTIFYING
VIRTUAL REALITY
in collaboration with
FILM NEW EUROPE

INDUSTRY@TALLINN
& BALTIC EVENT
25-29 NOV, 2019

Demystifying Virtual Reality

November 28-29
A Proto Invention Factory
Peetri 10

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 Angel Urbina Vitoria: Case Study: LOS40VR

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

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 discoveries 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 Shanit (blimey)

Case Study: The Holy City

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 undeniable 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.

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