



World Premiere

VESTIGE

A journey through memories.
A story of lost love.


NSC
creative

.W
ATLAS · V.



RYOT



The background of the entire page is an abstract, ethereal image. It features two main figures, possibly faces, rendered in a translucent, wavy, and layered style. The color palette is dominated by deep blues, purples, and vibrant reds, creating a dreamlike and somewhat haunting atmosphere. The figures appear to be looking towards each other, with their forms blending into the surrounding light and color.

Vestige is a room-scale VR creative documentary that uses multi-narrative and volumetric live capture to take the viewer on a journey into the mind of Lisa as she remembers her lost love, Erik. Within an empty void, fragments of past memories appear of their life together. As we navigate the space to explore these moments, new memories are triggered revealing new pathways through the story. Over time the memories become entangled with a haunting vision and eventually lead us to the shocking moment of Erik's death. Every viewing will reveal a different journey towards this moment, revealing the complex world of memory and grief.

Log Line

A journey through memories. A story of lost love.

Short Synopsis

This creative nonfiction experience uses multi-narrative and volumetric capture to journey through the mind of Lisa as she remembers her lost love, Erik. Fragments of memories of their life together appear inside a void and, over time, become entangled with a haunting vision, culminating in the shocking moment of Erik's death.

DIRECTOR'S STATEMENT

When I'm asked what's so special about VR, I always talk about intimacy. It is the intimacy between space and story that has the power to transform. The tangible nature of VR is what creates a special kind of empathy. Volumetric capture allows me to create intimacy between the viewer and Lisa to connect them with her story in a way which is more visceral than any other medium. *Vestige* is an exploration of memory, through an intimate story of love and loss.

"Our memory is a more perfect world than the universe: it gives back life to those who no longer exist." — Guy de Maupassant

When I first interviewed Lisa she told me she was scared of losing Erik. Even though Erik is gone, she feels her memories of Erik slipping away. She thought that our interviews would help her get him back and, as painful as it was to reopen closed doors, it was worth it, just to remember him.

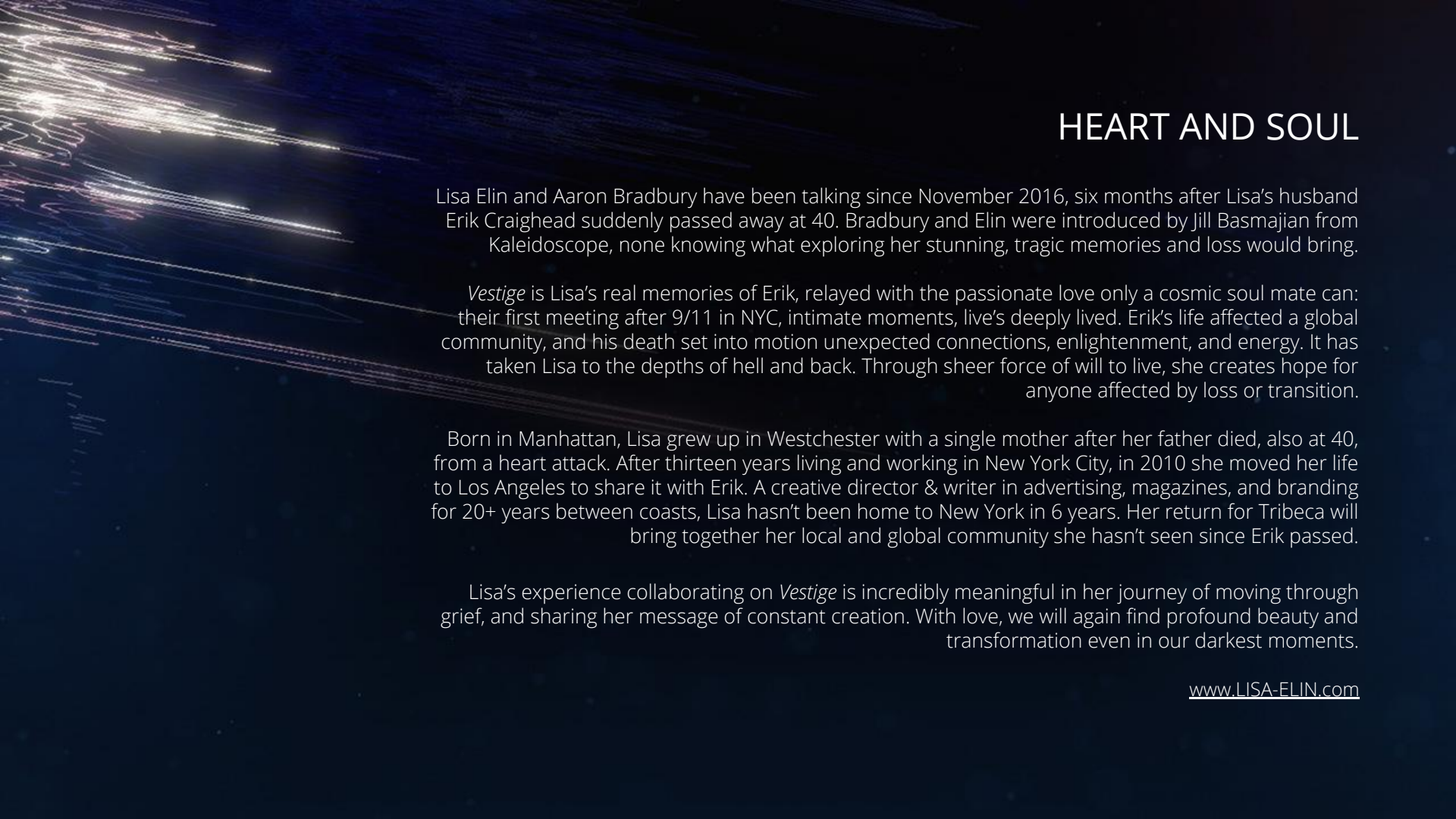
As Lisa tells me stories of Erik she seamlessly traverses space and time through complex connections between memories. This is the case of most people that I've interviewed. Memory closely resembles hyperlinks on a web page, where certain words allow branching to other memories. It's this branching that has lead me to pursue the challenge of creating a multi-narrative experience for *Vestige*.

The act of exploring in VR allows many variables to be collected about the viewer, rather than presenting the viewer with options, which could detract from the narrative experience. Position, gaze direction and velocity will be used to trigger different versions of the narrative at key moments. The elements within the space that attract your attention will decide the journey you take through the memories.

"Remembrance of things past is not necessarily the remembrance of things as they were." — Marcel Proust

Every time you recall a memory the proteins that form the memory are reconstructed. Memory isn't an inert piece of data that sits dormant until accessed, it's continually being destroyed and recreated; dying and being reborn. Every time the proteins coalesce and the neurons fire a little piece of the memory is changed. Remembering is an act of creation.

The more I speak with Lisa, the more I realize that grief is a process in which we configure our memories. As much as we want to hold on to the perfect memories of a lost love, grief transforms them. It's this process of transformation that I want to explore with *Vestige*. I want to show the invasive power of one moment over every memory you once cherished.



HEART AND SOUL

Lisa Elin and Aaron Bradbury have been talking since November 2016, six months after Lisa's husband Erik Craighead suddenly passed away at 40. Bradbury and Elin were introduced by Jill Basmajian from Kaleidoscope, none knowing what exploring her stunning, tragic memories and loss would bring.

Vestige is Lisa's real memories of Erik, relayed with the passionate love only a cosmic soul mate can: their first meeting after 9/11 in NYC, intimate moments, live's deeply lived. Erik's life affected a global community, and his death set into motion unexpected connections, enlightenment, and energy. It has taken Lisa to the depths of hell and back. Through sheer force of will to live, she creates hope for anyone affected by loss or transition.

Born in Manhattan, Lisa grew up in Westchester with a single mother after her father died, also at 40, from a heart attack. After thirteen years living and working in New York City, in 2010 she moved her life to Los Angeles to share it with Erik. A creative director & writer in advertising, magazines, and branding for 20+ years between coasts, Lisa hasn't been home to New York in 6 years. Her return for Tribeca will bring together her local and global community she hasn't seen since Erik passed.

Lisa's experience collaborating on *Vestige* is incredibly meaningful in her journey of moving through grief, and sharing her message of constant creation. With love, we will again find profound beauty and transformation even in our darkest moments.

www.LISA-ELIN.com

INSTALLATION EXPERIENCE

The installation will consist of three distinct areas: Pre-Experience, Virtual Reality Experience and the Post-Experience, with the purpose of sharing a truly warming snapshot of memories unique to the people attending the festival. It will connect the audience to each other in a way that will encourage empathy and self reflection. It will create a truly transformative experience that will become a talking point throughout the festival.

Pre-Experience

The surface of the installation will be two layers of projection mapped semi-transparent surface seamlessly mapped using 4 HD projectors. The viewer will break the projection cone as they move within the space and their shadow will be cast onto the surface, connecting each viewer to the experience from an external perspective. This will be in public view to intrigue the audience and create a visual spectacle.

A number of telephones will be attached to the perimeter of the installation which the audience will be encouraged to pick up and listen to. On picking up a telephone they will hear messages left by other attendees in the post-experience. They will hear memories of people who the attendees have lost within their lifetime; friends, families, lovers. This experience will be unique and touching. It will connect them to the other people attending the festival. It will prime them for the experience within *Vestige* but also expand on the ideas within it.



INSTALLATION EXPERIENCE

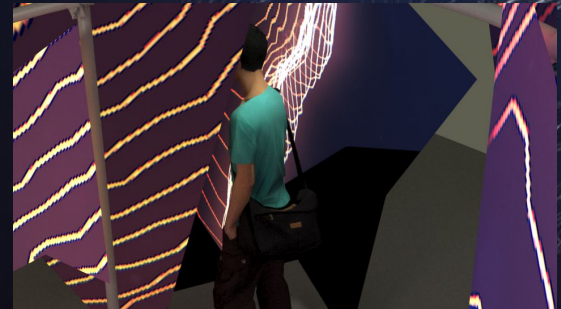
Virtual Reality Experience

As the surface projection will go dark, the viewer will be guided into the installation room, which is mostly shielded from view. This will give the viewer a personal space within which they can give themselves over to the experience; somewhere that will encourage internal reflection. Once the experience begins the surface projection will begin, showing abstract shapes and geometry in the visual style of the experience. As the film reaches its climax the visuals will reflect the shattered landscape of memories that is seen in the experience: so as the viewer takes the headset off, the story continues in the real space, as to help bridge the gap between the virtual and real spaces.



Post-Experience

Vestige can be a very powerful experience, often leaving people in tears. It's important to have an isolated space where a viewer can decompress if required. Some people may just want a moment to reflect whilst others may want to complete their journey and become part of the overall story by leaving their own message for the pre-experience. The viewer will be asked if they would like to share a memory about someone in their life that has died. They will be presented with a telephone and shown how to begin the recording. Some will lift a handset to their mouth and leave a message. Some may be funny, some may be painful and some will be truly heartfelt.



THE CREATORS



Aaron Bradbury, Director

Aaron is an award winning VR creator whose work has been screened at festivals throughout the world including Cannes, Annecy and SXSW as well as being featured on platforms such as Within and Transport. His experience with interactive installation and immersive storytelling give him a unique understanding of narrative within the VR format. His powerful and emotive work on the 3D 360° video VR experience *LoVR* has achieved critical acclaim globally.

Paul Mowbray, Producer

Paul has over 15 years experience of producing, directing, writing and animating for immersive environments. He has won awards for immersive design and worked on some of the world's most popular immersive dome documentaries which have inspired millions of people across the world. He is passionate about immersive storytelling across all mediums.



ABOUT THE TEAM



At the crossroads of French storytelling heritage and video game technologies, AtlasV crafts immersive entertainment experiences.

AtlasV is based in Lyon, France, the birthplace of Cinema, invented by the Lumiere brothers. This is also a place where many video game startups have emerged. AtlasV has offices in Paris, New-York and Los Angeles.

The company is founded by Antoine Cayrol, Arnaud Colinart, Fred Volhuer and Pierre Zandrowicz. This quatuor is behind some of the most awarded storytelling pieces in VR shown in Sundance, Tribeca, SXSW, Venice Festival, Sheffield, Miami, and Kaleidoscope, among others. Past immersive experiences include 'Notes on Blindness' (7 awards and 50+ selections), 'Alteration' (9 awards and 15+ selections) 'I,Philip' (5 awards and 20+ selections) or 'Kinoscope' (3 awards and 20+ selections).



Established in 2014, Kaleidoscope is a funding platform for premium VR films, games, and experiences. Stemming from high-profile events around the world, we have built a global network of top VR creators and industry leaders. In the last year, Kaleidoscope has raised nearly \$4MM for original virtual reality projects including the SPHERES: Songs of Spacetime, starring Jessica Chastain and executive produced by Darren Aronofsky, which landed the first seven-figure deal for a VR film at Sundance.



NSC Creative is an award-winning studio that specialises in immersive content for XR, Fulldome, Theme Parks and Museums with over 18 years of experience. Heralded globally as innovators of immersion, they have installed immersive experiences in a 1000+ venues across 70 countries in 25 languages. The studio has a wide range of expertise from pre to post production and are able to tackle the immense challenges of any immersive project. Situated at the National Space Centre, UK the studio has extensive experience of producing meaningful media, location based experiential design and captivating diverse, cross-generational audiences via immersive storytelling.

ABOUT THE TEAM



OTHER SET

Other Set is a new sales and distribution company, specialising in director-driven VR and immersive content from around the world - established by Dogwoof founder Andy Whittaker, and Elaine Wong. Other Set launched in Sundance 2018, with the first ever Sundance VR documentary acquisition - Gabo Arora's *Zikr: A Sufi Revival*.

STARKEY

Philadelphia based artist, Starkey isn't just another talented music producer who has gained universal recognition. Notably one of the first producers to bring the sound of grime to the United States, Starkey's richly textured production style, classical music background and refined music engineering has earned him a global fan-base as a true inventor of sound.

RYOT

RYOT is an Oscar nominated and Emmy award-winning immersive media company specializing in documentaries, branded content, virtual and augmented realities - founded by artists, filmmakers and humanitarians who share a vision of connecting the world through technology. Recently acquired by Oath/Verizon, RYOT is one of the most prolific virtual reality and 360° content studios in the world. As an award-winning documentary production company, RYOT has received numerous accolades for filmmaking, including two Oscar nominations for Best Documentary Short, two Emmy wins, and was a finalist for the 2016 Peabody Awards.

RYOT has been the official selection in 100+ international film festivals , and recently premiered their newest feature documentary at the 2018 Sundance Film Festival. RYOT's work is currently available on HBO, Showtime, Netflix, ESPN, National Geographic, and Hulu. RYOT has produced hundreds of pieces of 360/ VR journalism with partners like the New York Times, NPR, The Associated Press, and HuffPost.

CREDITS

NSC Creative, Atlas V, and Kaleidoscope Present: *Vestige*

Created by Aaron Bradbury
Paul Mowbray
Based on the story of Lisa Elin
Creative Director Aaron Bradbury
Producers Paul Mowbray
Antoine Cayrol
Jill Klekas Basmajian
Co-Producers Arnaud Colinart
Alethea Avramis
Executive Producers René Pinnell
Jake Sally
Bryn Mooser
Hayley Pappas
Associate Producers Fred Volhuer
Pierre Zandrowicz
Jacqueline Westfall
Creative Producer Lisa Elin
Line Producers Ben Squires
James Booth
CNC Pauline Augrain
Anna Charrière
Magali Jammet

Production Assistants Corentin Lambot
Gabrielle Floquet
Tom Turrell
Cast Testimony by Lisa Elin
Helen Mutch as Lisa Elin
Patch Harvey as Erik Craighead
Casting Director Martin Arrowsmith
Original Music by Starkey
Technical Director Duane Bradbury
Lead Post-Production Artist Neil Smith
Sound Designer Robbie Newman
Live Action DP Louis Vella
Memory Phone designed and
produced by Opps
VR workstations supplied by Armari, UK
Volumetric capture powered by Depthkit
Special Thanks Jenny Bradbury
Fay Bradshaw
Alex Stewart
Bob Bradbury
Distributed by Other Set

In memory of Erik Craighead.

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depthkit



VESTIGE

FOR MORE INFORMATION

Website: www.vestige-vr.com
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#VestigeVR

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