2 MORO PRODUCTIONS   TEN2TEN FILMS   NEXUS FORWARD

present

French KISS

DIRECTED BY **PASCAL TIRILLY** • WRITTEN BY **NICOLAS BEUCHER**

INTERACTIVE **360°** FILM *by* **SOVR**

(NICOLAS BEUCHER   GWENAËLLE CLAUWAERT   SIGRID COGGINS   JEAN-MARC MORO   CHRISTOPHE SERRET   PASCAL TIRILLY)

DIRECTED BY **PASCAL TIRILLY** • WRITTEN BY **NICOLAS BEUCHER**

with **EMILIE PIPONNIER   ETIENNE GUILLOU-KERVERN   XAVIER LACAILLE   ANAÏS PARELLO   WILFRIED CAPET   JULIE KALYA**
JAMES GÉRARD   JULIE KALYA   BENJAMIN LHOMMAS   NOMAN HOSNI   ALEKSANDRA YERMAK   SYLVAIN LEVITTE   JASMINE BOUTANT

CASTING SUPERVISOR & COACHING **ELISE MCLEOD** • LIGHTING DIRECTOR **PASCAL SENTENAC** • 360° SUPERVISOR **OLIVIER GEORGES**
SOUND SUPERVISOR **VINCENT MAGNIER** • SET DESIGNER **SÉBASTIEN DANOS** • COSTUME DESIGNER **MORGANE LAMBERT**
UNIT DEVELOPERS **MASSIMILIANO MINIMALE, CHRISTOPHE SERRET** • MUSIC COMPOSER **LAURENT AKNIN**
EXECUTIVE PRODUCERS J**EAN-MARC MORO, GWENAËLLE CLAUWAERT, THOMAS LEVASSOR, OLIVIER PIASENTIN, SYLVAIN GOLDBERG, YVES CHEVALIER**

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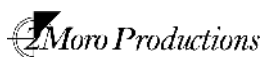
SYNOPSIS

> **It's a film with several different narratives, interpreted by professional actors, and reaches outside the traditional the limits of cinematography through the innovation of virtual reality.**

A door opens in front of you, revealing the cozy café of a Parisian theater.

Quite soon you find yourself sitting at a table, waiting for the show to start.

You glance around the room and at the people seated at the other tables. You catch snippets of conversation amidst the other ambient sounds of the space: music, clanking silverware, voices...

You focus in on the people sitting nearby you. Who are they? What are they talking about? Are they brothers, sisters, friends, colleagues or lovers? Get a little closer and slip into their intimate, personal stories.

Your gaze fixes on one of the tables which transports you face to face with the people sitting there. You can now hear exactly what they are saying. You watch and listen. You discover a part of their story, a secret glimpse into their private lives. You're free to go to the table of your choice and in whatever order you like. You can go to all of them or stop when you wish.

All the scenes have one thing in common : they finish with a kiss.

INTENTIONS

French Kiss is an interactive fiction that immerses the spectator into the world of the café of a theater before a show is due to begin. We find ourselves in the role of an observer amidst the lives of the café's other customers with whom we are about to share a moment of their private lives.

Shot in still image video, the experience plunges the spectator into a real space that imitates a mundane moment of daily life. It's like you are having a drink in a café, watching those around you, making your own «films» about them. The difference is that virtual reality lets the spectator take on a voyeuristic role and the power to slip into people's private lives.

From his observation/voyeur vantage point, the spectator finds himself in his own reality. Surrounded by the various people seated at their tables, he enters a fictional space and moment that only his imagination would allow him to experience. This intrusion into the private realm can spark different emotions from curiosity to empathy and from pleasure to discomfort.

Once the spectator has visited all of the tables, he finds himself back where he started, however, an important aspect has changed. A complicit glance from the waiter, letting you know that, since the beginning, he's been watching you. He's now taking up the game: Wouldn't you like a kiss, just like the other customers of the café? Watched by someone else (the waiter), the spectator becomes the subject of the action.

French Kiss should be experienced with a VR headset and seated. This assumes that the spectator doesn't take up the body of a fictional character, granting him the freedom to project himself physically and with his own personality into the story. He is not playing the role of an observer/spectator, he is himself a spectator in a virtual reality world.
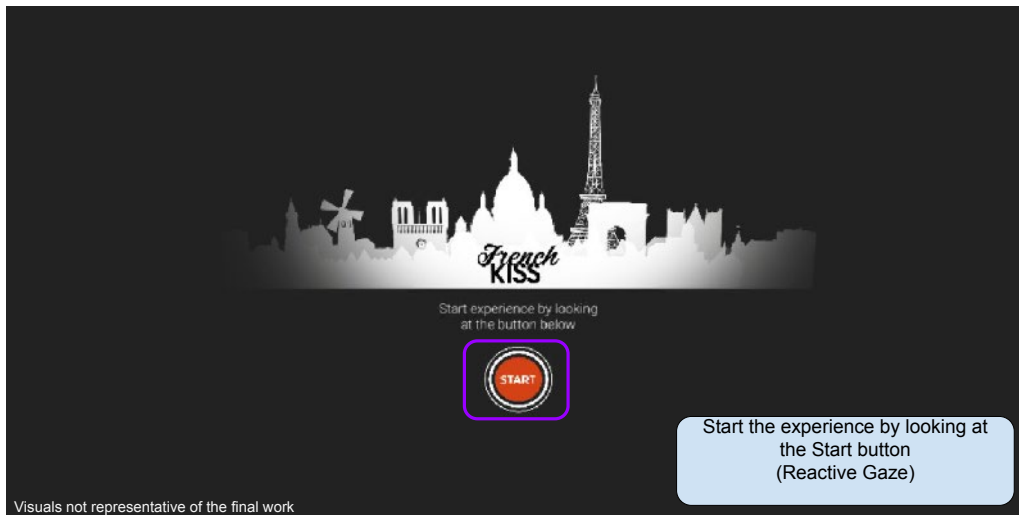
CONCEPTION

PRINCIPE GazeOn

Inactive state
No interactive elements are seen by the user

Active State
The visual indicater shows that an interactive element is targeted by the user. The round element is formalised according to the given time (timer).

Ready state
When the visual indicator is completed, the action associated with the element begins.

Principal Sequence

10 seconds
Interactive zone

VIDEO 1

FADE TO WHITE

Visuels non représentatifs

Visuals not representative of the final work

CONCEPTION

Opening Scene

Start the experience by looking at the Start button
(Reactive Gaze)

Visuals not representative of the final work

Interactive element: "Start" button
Design element (visual tracking):
1. Logo
2. Label ("Start the experience by looking at the Start button")
3. Visual Layers (parallax effect)

Scene selection of couples

The staircase becomes interactive after 3 couples have already been seen. This element allows to switch to the final sequence

Visuals not representative of the final work

Interactive elements :
1. Staircase
2. Couple Ann et Tony
3. Couple Isabelle et Xavier
4. Couple Camille et Gavin
5. Couple Maxime et Adrian
6. Couple Stella et Todd

CONCEPTION

Scene : couples

No interactive elements. Returns to the couples selection scene after the video sequence.

Visuals not representative of the final work

Ending scene

No interactive elements. The experience ends after the waiter final scene / end generic

Visuals not representative of the final work

THE CHARACTERS

Ann & Toni

The couple has decided to redecorate their apartment. A discussion over the color scheme brings out their opposing aspirations. Toni won't budge on changing the room which houses his collection of figurines. Anne wants to turn this room into the bedroom of a second child she yearns to have.

Isabelle & Xavier

A beautiful 60-year-old woman is talking to a thirty-something man who is likely her son. Xavier is showing her photos of his country home then his son Lucas. Isabelle gushes over the face of the 8-year-old boy. Then the topic of a weekend away at the country house comes up. Xavier suggests leaving that very night along with Lucas. Why does Isabelle suddenly appear reticent?
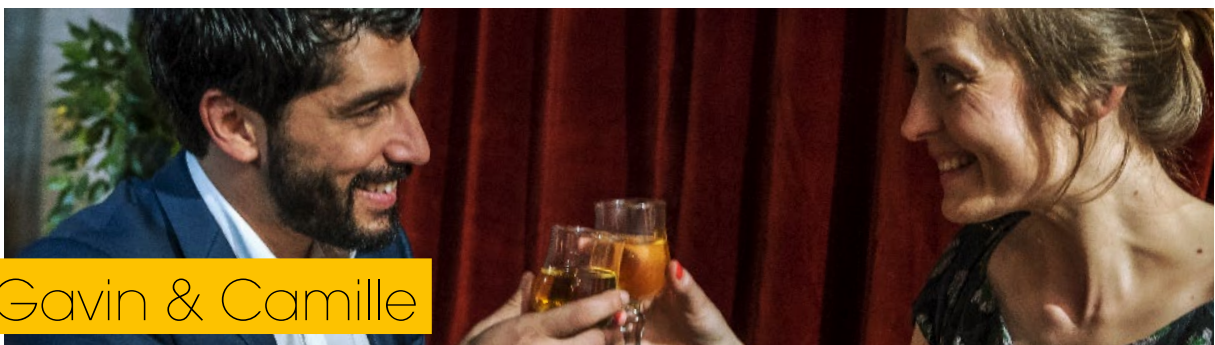

Gavin & Camille

Camille is waiting for a guy she met on a dating site. Gavin, an attractive thirty-something, shows up at her table. Camille falls under the charm of this charismatic, smooth-talking man. He gives her a present, a box containing a pair of earrings. He carries on talking. He claims that he already knows her... that they were in love... a long time ago. Thrown off, Camille doesn't know what he's talking about. Who is this man and what does he want?

Todd & Stella

Stella and Todd are about to go to the birthday party of Stella's mom. The night before, they had decided to break up, however they resolve to pretend to still be together so they won't spoil the party and upset Stella's mom. Just as the pact has been made, Stella receives a phone call from her mom.

Adrian & Maxime

The two men are rehearsing a play. Maxime, the actor, is reciting his lines in front of Adrien, the playwright, who is reading those of the other character. Maxime is bothered by the end of the excerpt when he has to forcibly kiss the female character, who is being played by his wife. Adrien doesn't understand why Maxime is bothered. They swap parts and start the section again. Maxime ends up playing out his role all too well.

A
Ann & Toni

B
Adrian & Maxime

E
Isabelle & Xavier

1
THE USER

C
Gavin & Camille

D
Stella & Todd
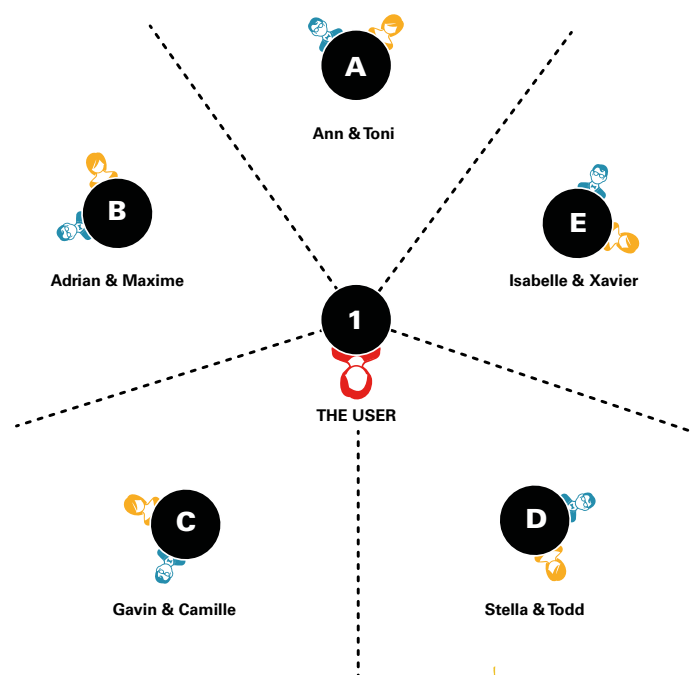
THE AUTHORS

Nicolas BEUCHER
Highly interested in image, film and new narratives, Nicolas is an independent transmedia artistic director and screenwriter.

Gwenaëlle CLAUWAERT
Having worked for several years as the producer of international documentaries and feature films, Gwenaëlle set up TEN 2 TEN with the aim of forging an innovative editorial line, based on new media.

Sigrid COGGINS
A visual artist who places the spectator at the center of her works, Sigrid has exhibited across Europe. New technologies are an essential element of her approach. In this line, she has also taught film animation in elementary and high schools for the CITIA (Creative Images & Industries).

Jean-Marc MORO
A nomadic entrepreneur, Jean-Marc is a producer of virtual reality content, from narrative to documentaries on underwater environments. He has also developed innovatives marketing tools using virtual reality.

Christophe SERRET
Technical project manager at Marcel Worldwide, Christophe is constantly on the lookout for innovative technologies combining digital, creativity and storytelling.

Pascal TIRILLY
Director, head cameraman and instructor at the École de l'Image des Gobelins, Pascal is fascinated by new technologies.

Together they make up the SOVR Collective.

THE PRODUCERS

Ten2Ten Films

Created in 2011, Ten2Ten produces short and feature films, as well as international documentaries for television. With significant experience working with directors and image creators, Ten2Ten is also developing new and innovative paradigms with the use of Virtual Reality in films.

2MORO Productions

British Colombia's production company of virtual reality (VR) films.
Short narratives and also documentaries in underwater environment.
Through it's sister company OceanView-VR, we develop a new 360 3D rig for underwater filming.

Nexus Forward

Part of the UMEDIA - NEXUS FACTORY group, the studio's ambition is to bring the european Cinéma to VR. Working actively with authors, filmmakers, technicians and digital players, Nexus Forward is acting on the whole VR value chain : writing, production and distribution.

THE COLLECTION

French Kiss explores our behavior and mood in a public place in Paris.
This story could be told in other cities around the world, revealing the way of living, of sharing in a popular spot like a café or a market.

The ensemble of the films would illustrate the differences and uniqueness of the relationships of the culture of each country.

So where would you like to go now ?

CONTACTS

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2Moro Productions

Ten2ten

NEXUS FORWARD

PARTNERS

DIXIT EDITIONS

blumental

TOYS FILMS

intel

unity

ASPIC

VERTICAL Quality Games

UNI-XR