



Directed by: Veljko & Milivoj Popović

DISLOCATION

HTC Vive VR experience



Croatian
Audiovisual
Centre
Hrvatski audiovizualni centar



sacem
Société des Auteurs et Compositeurs
Écrivains de Musique



Produced by:
Prime
Render
Studios

bagan
FILMS



BONOB
STUDIO

Produced by Prime Render Studios, in co-production with Bagan Films. Co-financed by Croatian Audio Visual Centre, town of Split, Sacem France. Epic MegaGrants recipient. Distributed by Bonobostudio.

Dislocation

Veljko Popović, Milivoj Popović
2020 / 7'45" / Croatia, France
VR project
2D, 3D animation

Scriptwriters, directors, designers:	Veljko Popović, Milivoj Popović
3D modelling lead:	Milivoj Popović
3D modelling and animation:	Božo Balov, Gordan Mihalec
2D artists:	Mario Vrandečić, Božo Balov
Technical director:	Dalibor Aljinović
Assistant to the TD:	Darko Kokić
Actor, dancer, motion capture:	Alen Čelić
Choreographer:	Nikolina Dolfić
Sound design, sound mix:	Boris Stanić
Music composed and performed by:	Thomas Cappeau
Producers:	Veljko Popović, Milivoj Popović
Co-producers:	Patrick Hernandez, Veronique Siegel
Production:	Prime Render Studios
Co-production:	Bagan Films
Distribution:	Bonobostudio
With the support of:	Croatian Audiovisual Centre, City of Split, Epic Games Inc, SACEM

Synopsis

This film takes a look at an absurd moment of disbelief and fear. It examines the internal processes that develop and offers a visual depiction of a person forced into extreme circumstances – a moment of dislocation. We follow the protagonist through the beach in Greece, desert of Texas and forest of Slovenia and journey into his mind where the memories of his lost home slowly decay.

Directors's biographies

Veljko Popović (1979) graduated in 2003 from the Academy of Fine Arts in Zagreb, Department of Painting. In 1998, he started working with computer graphics. He co-founded Lemonade3d, a CG and animation studio. Since 2012, he has been a tenured Professor at the Arts Academy in Split, where he teaches animation. His films have been screened and awarded at numerous festivals worldwide, including Annecy, Animafest Zagreb, Clermont-Ferrand, Aspen, Hiroshima, Leeds, Stuttgart, etc. He has been a jury member at many film festivals.

Filmography

Dislocation - VR (2020), Cyclists (2018), Planemo (2016), Father (2012, co-director), Dove sei, amor mio (2011), My Way (2010, co-director), She Who Measures (2008)

Milivoj Popović (1979) graduated in 2014 from the Art Academy in Split, Department of Sculpting. He is an outside associate at the Art Academy where he teaches Digital Sculpting. He co-founded Lemonade3d, a CG and animation studio that later became Prime Render Studios where he works as director and producer. He worked as producer and 3D artist on short animated films which received over 70 international awards, including the Oscar qualifying Animated Eye award at Aspen ShortFest in Colorado, USA, and the Jury Award at Annecy Film Festival, France.

Filmography

Dislocation - VR (2020)

Project description

User experience

The VR experience “Dislocation” is set in three locations - A beach (such you might find on the coast of Greece), the desert (such as the deserts around Mexico and the USA) and a forest somewhere in the Balkan region. We follow an unnamed protagonist in each of these spots, coping with the reality of his situation. He turns, looks, hides. He searches or tries not to be found. He is hunted by an unseen force, an unnamed enemy. The viewer moves from one scenery to the other by looking inside the protagonist, moving the headset inside the head of the character that stands there, in front of him. This transports the viewer first inside the mind of the protagonist, and then to the next location. This happens until the last location where the protagonist faces the force that now shapes his reality. In despair he screams, leaving us in darkness from which a set of documentary images of immigrants appear, showing us the final stop in this arduous, inhumane journey.

The VR installation is a tent that can be typically found in refugee camps. It takes approximately 3m square of space. The floor inside the tent is covered with soil, there are some small personal items scattered here and there (sleeping bag, cooking pan...). VR headset is situated in the middle of the tent. The VR experience is also accompanied by an art performance. The art performance is a series of daily 9-17h performances next to the tent in which the performance artist sits in front of the tent next to the entrance to the film presentation. Her daily routine includes food preparation, tea making and drinking, storytelling, sitting. Her appearance, clothes and actions resemble those of people in the refugee settlements. Every day at the same time she tells one personal story to the visitors. Her story is every day different and therefore, she becomes every day another individual who lost her/his home. She gives life to the stories by manifesting emotions and personal history for each protagonist.





Movie images





Directors

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Production

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Co-production

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Distribution

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