

CONSCIOUS EXISTENCE

A JOURNEY WITHIN

CINEMATIC VIRTUAL-REALITY EXPERIENCE



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SYNOPSIS

We are gifted every moment with life's most precious achievement: A conscious mind, enabling us to sense and hold within, the universe's boundless beauty - a source of infinite inspiration that fuels our inner space. Being aware of and grateful for the invaluable fortune of a conscious existence is vital for a life in harmony and enables us to use our precious gift within to sense that beauty in every little thing.

DIRECTOR'S NOTE

With the virtual-reality experience *Conscious Existence* I intend to praise life's most precious achievement - our conscious mind.

Our way of thinking about life influences our perception of the world around us. False priorities can act like blinders and make us overlook the ever-present beauty of the universe, which can be our greatest source of energy and inspiration. A positive and appreciative mindset enables us to harvest that energy to fuel our inner space and retain wellbeing. We need keep our ability to see the world through the wondering eyes of a child.

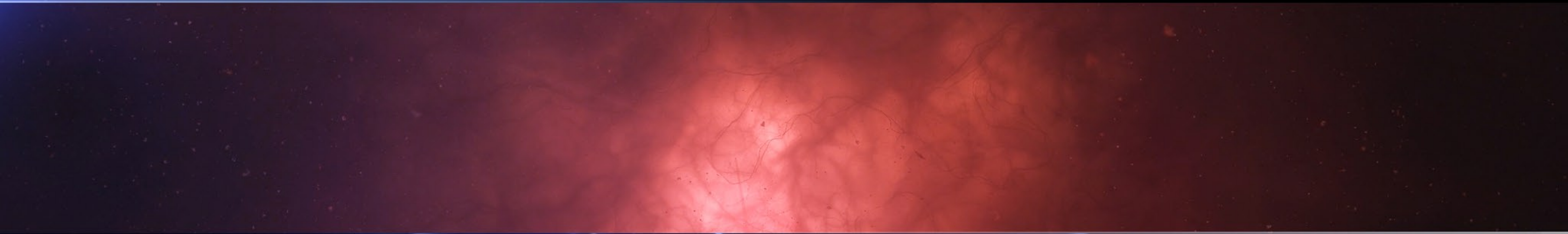
The viewer will be sent onto a journey towards consciousness and shall himself transcend into a relaxed, appreciative emotional state.



WHY VIRTUAL-REALITY?

The medium of virtual-reality is a perfect fit to tell the story of ***Conscious Existence***. It will allow the viewer to not only hear the words of the warm and pleasant voice-over, but feel the actual expressed mental state with a high degree of immersion due to maximum separation from the viewing environment, stereoscopic depth information, high-frame rate playback, spatial sound technology and tactile bass feedback. This will enable the him to mentally drift away and transcend into a relaxed yet amazed frame of mind.

VISUAL STYLE 1 | ABSTRACT - Our state of mind as reflection of the outside world and our mindset



VISUAL STYLE 2 | FANTASTIC - Our inner space and the gift of consciousness



VISUAL STYLE 3 | HYPER REALISM - the beauty of our world as a source of energy and inspiration



TECHNICAL DETAILS / FORMAT

- pre-rendered, cinematic VR short film
- 4096*4096px resolution (max.)
- 60fps high frame rate (max.)
- Stereo-3D, equirectangular 360, over-under
- stereo and spatial ambisonic sound
- optimized for use with tactile bass system (*Subpac*)
- 12.5 minutes length

Software:

- Maxon CINEMA 4D
- TurbulenceFD + X-Particles for CINEMA 4D
- Adobe Photoshop + After Effects
- Mettle VR Player for After Effects
- Ableton Live
- ffmpeg



PREVIOUS WORK | START WATCHING (2012) - Full CG Spot, 1 min.



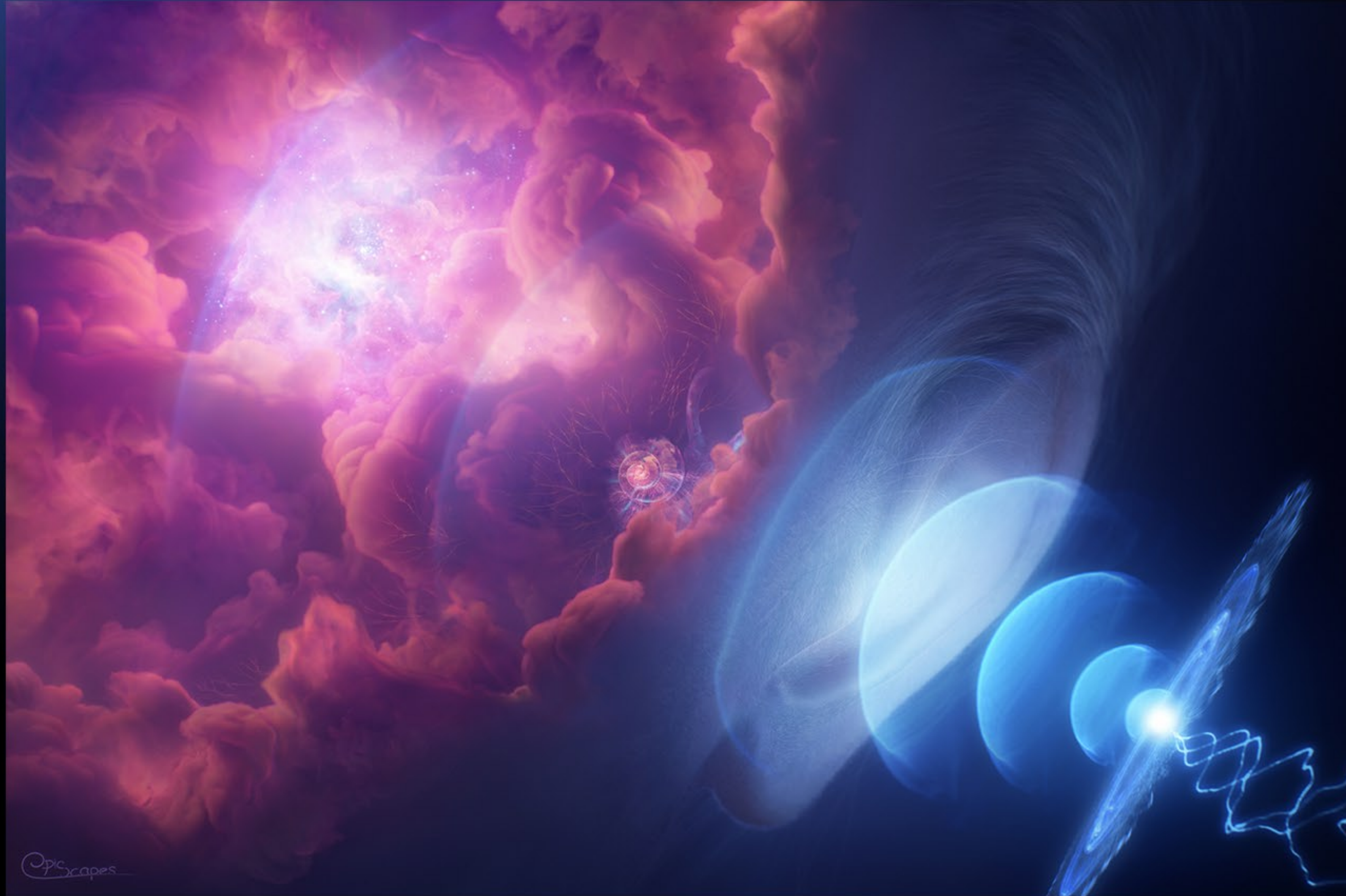
Start Watching nature and the beauty of natural light as opposed to the dull flickering screens that surround us everywhere today.

vimeo.com/65082649



"Start Watching" by Marc Zimmermann

PREVIOUS WORK | INNER SPACE (2013) - Full CG Festival Trailer, 1 min.



Inner Space depicts the fascinating journey of sound waves into our brain. In the end neuro-transmitters released from the nerve cells form a colorful galaxy as a metaphor for our feelings and emotions that we can experience, when listening to music.

vimeo.com/98210020

PREVIOUS WORK | NATURAL ATTRACTION (2015) - Full CG Short Film, 5 min.



Natural Attraction shows a natural spectacle turning a sparse, dry landscape into a fruitful place bearing new life. The interplay between sky and earth reminds of a sensual love act to express the dependency and perfect correlation of both elements.

<https://vimeo.com/202245355>



PREVIOUS WORK | LONGING FOR WILDERNESS (2016) - Full CG VR EXPERIENCE, 3 min.

Longing for Wilderness takes you from the noisy city through the slowly transforming forest to a wild and airy landscape. It seeks to express our desire to turn off everyday turbulences and experience nature in its rawest form - an opportunity getting increasingly rare these days.

youtu.be/gjuU7c5nzXg



MARC ZIMMERMANN (Artist, Director, Musician) - **BIO**

... born 1990 in Dresden (Germany), is a digital artist with a passion for matte painting, digital environments and visual effects. After working as an intern at Artificial Illusions Film OHG and AVANGA Filmproduktion GmbH in the fields of 3D-animation, visual effects and compositing he studied at the "Institute of Animation, Visual Effects and Digital Postproduction" (Filmakademie Baden-Württemberg) where he got his diploma in animation in 2015.

Besides working as a freelancer for film and advertising he consistently creates personal projects that use landscapes and environments to tell stories and provoke emotions. In his personal projects he creates everything from concept art to music and sound design. Currently he is digging deeper into the realm of virtual reality,

FELIX FAHLE (Producer) - **BIO**

... was born in 1993. With the age of 15 he started to realise his first film projects as part of an exchange program in Venezuela. After completing his Abitur in 2011 he gained experience in the film industry of Berlin. He worked as a production assistant and freelancer for two years.

In 2012 he began to study *Film Production* at the Filmakademie Baden-Württemberg in Ludwigsburg where he got his diploma in 2017.

CONTACT

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