

CONSCIOUS EXISTENCE - Infos

07/05/2018

Content:

SYNOPSIS

ABOUT

DIRECTOR'S NOTE

WHY VIRTUAL-REALITY?

TECHNICAL DETAILS / FORMAT

BIOGRAPHIES / FILMOGRAPHIES

LINKS

SYNOPSIS (short)

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.

SYNOPSIS (long)

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.

SYNOPSIS (german)

In jedem Augenblick sind wir beschenkt mit des Lebens größter Errungenschaft: Einem bewussten Geist, der es und ermöglicht, die unendliche Schönheit des Universums wahr- und in uns aufzunehmen.

Sich das unschätzbare Glücks des bewussten Seins vor Augen zu führen, ist unabdingbar für ein Leben in Harmonie und ist uns dabei behilflich, unser inneres Geschenk zu nutzen, um Magie in jedem noch so kleinen Ding zu erkennen.

ABOUT

Conscious Existence is a high-quality pre-rendered cinematic virtual reality experience by Marc Zimmermann (epicscapes) about our precious gift within.

Its a mixture of abstract, fantastic and hyper-realistic visuals used respectively to depict our state of mind as a reflection of the outside world, our inner space and the gift of consciousness as well as the beauty of our world as a source of energy and inspiration.

The project has been produced as part of the VR NOW talent initiative of Animationsinstitut at Filmakademie Baden-Württemberg, funded by the Ministry of Science, Research and the Arts Baden-Württemberg and supported by the MFG Filmfund.

It received some support from Mettle, Subpac and is part of the Kaleidoscope VR portfolio. Spatial sound mixing was done by Delta Soundworks from Heidelberg, Germany.

The VR experience was first presented as a sneak peek at the FMX Conference 2018 in Stuttgart, Germany. Moreover Conscious Existence could be experienced at FMX as a special prototype version based on the short film, enabling interactive, collaborative VR Cinema sessions, thanks to the support of Evrbit and Samsung.

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.

TECHNICAL DETAILS / FORMAT

Pre-rendered cinematic VR short film with:

- 4096 by 4096px resolution (max.)
- 60fps high frame rate (max.)
- stereo-3D, over-under, equirectangular spherical video
- stereo and spatial Ambisonics sound
- optimized for use with a 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

BIOGRAPHY (Marc Zimmermann - Director, Digital Artist)

Marc Zimmermann, 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.

BIOGRAPHY (german)

Marc Zimmermann ist ein digitaler Künstler aus Dresden mit einer Leidenschaft für visuelle Effekte, digitale Umgebungen und Matte Painting. Neben seiner Arbeit als Freelancer im Bereich Film und Werbung, realisiert er immer wieder persönliche Projekte, welche mit Hilfe von Landschaften und Umgebungen Geschichten erzählen, sowie Emotionen wecken sollen. In seinen persönlichen Projekten erschafft er alles vom Konzept bis hin zur Musik und Sound-Design. Derzeit dringt er tiefer in die Materie der Virtual Reality ein, welche er für sich als das perfekte Ausdrucksmedium entdeckt hat.

FILMOGRAPHY (Marc Zimmermann) - Personal Projects

- 2010 "The Power" - Experimental Short / Idea, Visuals and Sound
- 2012 "Start Watching" - CG Spot / Idea, Visuals and Sound
- 2013 "Inner Space" - Festival Trailer (ITFS) / Idea , Visuals
- 2015 "Natural Attraction" - CG Short Film / Idea, Visuals
- 2016 "Longing for Wilderness" - 360° Short Film / Idea, Visuals and Sound
- 2018 "Conscious Existence" - VR Short Film / Idea, Visuals and Sound

BIOGRAPHY (Felix Fahle - Producer)

Felix Fahle 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.

FILMOGRAPHY (Felix Fahle)

- 2015 "Nibelungen Reloaded" - TV-Series
- 2015 "Nibelungen" - TV Feature Film
- 2015 "Donau" - TV-Film
- 2014 "JAB - Camouflage" - Commercial Spot
- 2014 "Super Agents" - TV Series
- 2014 "Animators Island" - Web Series
- 2014 "Schleichende Gefahr" - Commercial Spot
- 2014 "Romzomcom" - Short Comedy
- 2014 "Dior - Hypnotic Poison" - Commercial Spot
- 2014 "Redland" - Web Series
- 2013 "Fantacity" - Commercial Spot
- 2013 "All I Got" - Music Video

LINKS

Presskit:

https://drive.google.com/open?id=1r0JNoK_eMFEtQGVY4ug9A8Rw4qUkzc5N

Trailer:

<https://vimeo.com/265453588>

Creator website:

<http://epicscapes.de>

Producer website:

<http://felixfahle.com>

Spatial Sound Mixing:

<http://deltasoundworks.com/>

Animationsinstitut / Filmakademie Baden-Württemberg

<https://animationsinstitut.de>

<https://www.filmakademie.de>

Mettle:

<http://mettle.com>

Subpac:

<http://subpac.com/>

Kaleidoscope:

<http://kaleidoscope.fund/>

2D-cropped preview screener (Vimeo): on request

GearVR pre-screener: on request