



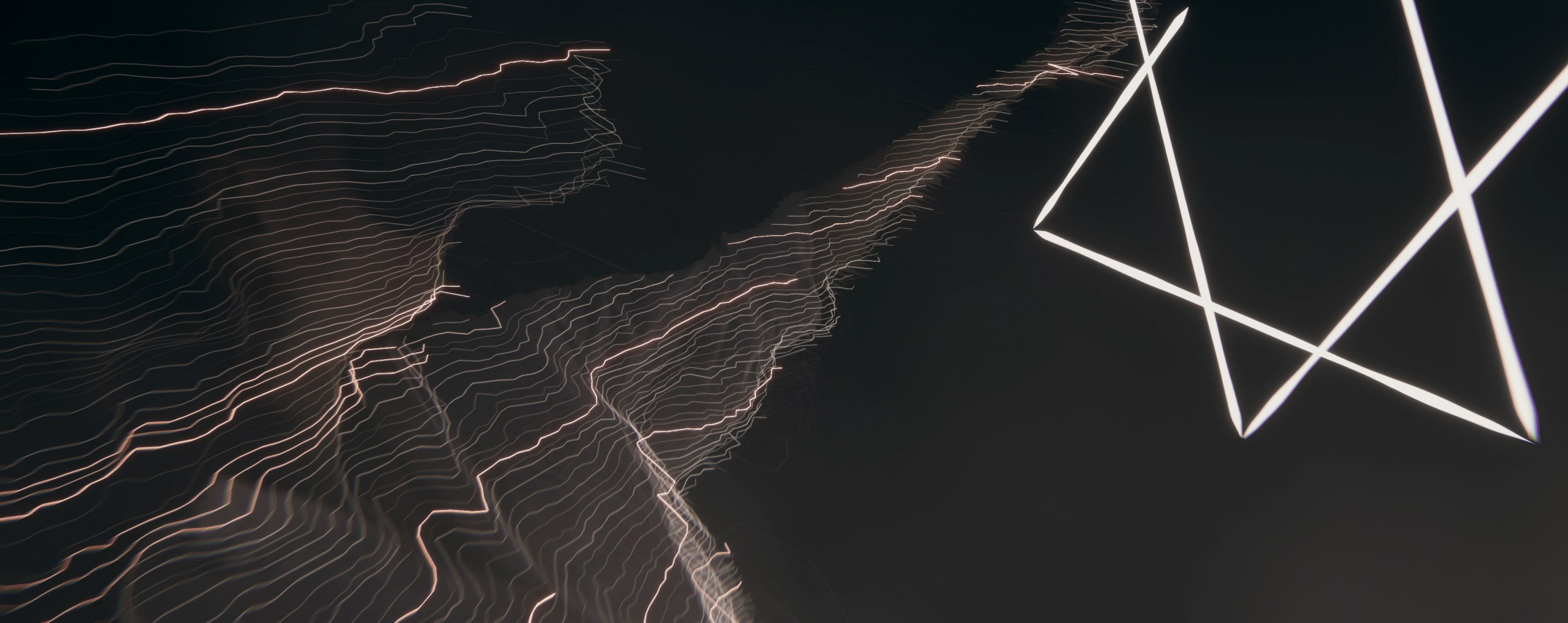
# Lessons of Auschwitz

VR PROJECT

# Situation

The Auschwitz concentration camp in Poland and its endless barracks in ruins, remain one of the world's most painful memorial sites and serve as a living reminder of what evil can look like.

But as time passes, so do the Holocaust survivors — the commemorative link between generations is dimming. Today, in a mostly digital world, it is important to restore the gap and keep younger generations interested in learning history.





# Idea

To mark the 75th anniversary of its liberation we brought nine students from a Moscow high school — between 14 and 16 years old — to the Memorial in Poland to personally undergo this experience. After the trip, we asked them to express their reactions in VR animation under the creative guidance of Russia's leading XR artist, Denis Semionov.



“Lessons of Auschwitz” is a social experiment that aims to show how history can be retold and reimagined by younger generations through digital art. Using innovative XR film technology we aimed to create a new kind of commemorative tribute which will engage and touch younger viewers and inspire them to learn more about the Holocaust. “Lessons of Auschwitz” unites history, teenagers’ personal emotions, the lament of a theremin and innovative immersive tech to create powerful, moving digital art that sustains historical memory in a digital world.

# Execution

A comprehensive multi-stage six-month production lies behind the creation of this unique VR experience. In stage one, we decided to teach 9 school students, who would eventually go to Poland and become prime-creators of this tribute, some historical background.

Thanks to the Moscow Jewish Museum and Tolerance Center, the students learned about the Holocaust during a private tour. We subsequently organized a screening of Spielberg's 'Schindler's List' for our young travelers. The remaining Schindler factory in Krakow would later become the first museum they would visit during their trip to Poland.




The 2D video was filmed in VR using Volumetric technology and Audio Reactive Tilt Brush in association with Russia's leading XR-artist Denis Semionov & award-winning XR production studio Phygitalism.



The students used Tilt Brush to draw their 3D images and were filmed with volumetric video — a technique capturing three-dimensional space, allowing the images to be transformed directly into 3D where they would later react to soundwaves. DepthKit tool and Kinect Azure were used during the production.






“The innovation lies in merging the young artists’ virtual avatars with their VR illustrations in a joint space. We used Unity program which combined volumetric video and animations. Then videos were processed with special shader effects.”

Denis Semionov,  
PRODUCER, DIRECTOR



We teamed up with composer Peter Theremin, who plays the world's oldest electronic instrument patented by his great grandfather, Léon Theremin, which is played and controlled without physical contact by the performer. Peter composed an original score for the film — an eerie lament in which the sonorous vibrations of the theremin create a weeping effect and a striking tune.



"This project is about memory, empathy and that pain we must never forget. I made every effort so the voice of the theremin would sonically reflect that pain, horror and sorrow we all feel when we think about Auschwitz."

Peter Theremin,  
COMPOSER





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## More About Project

<https://en.pobeda.page/vr>

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