



**Stereopsia, the World Immersion Forum**, offers you the unique possibility of **adopting & sponsoring** the following thematic conference, to be attended by world experts, & to be held in Brussels, Belgium, on 6 or 7 Dec 2018.

## Thematic conference on **Cinematic VR & Video games**



Let's face it! For centuries, books, music, & movies have accustomed viewers to just watch the story & possibly reflect about it, and this is true today for cinematic VR based on pre-recorded real-life or synthetic image streams. Viewers cannot participate in the story or influence it; they have no sense of agency. By contrast, video games are highly interactive and designed to ease fast interaction & to challenge the viewer.

This conference examines the limitations of most current cinematic VR experiences, and how game engines are coming to its rescue. The challenge for interactive storytellers is immense. They must preserve the empathy and suspension of disbelief of cinema, provide the interactivity and sense of agency of games, and guide a possibly intimidated viewer in its actions.

### ADOPT A CONFERENCE:

YOUR BENEFIT	YOUR COST	YOUR CONTACT
<ul style="list-style-type: none"><li>- Visibility on the website, in the newsletters, and on site;</li><li>- 1 speaking opportunity;</li><li>- 50 one-day passes;</li><li>- 50% discount on a booth in the exhibition.</li></ul>	<ul style="list-style-type: none"><li>- <b>5,000 Euros</b> + applicable taxes</li><li>- Only one adopter per conference</li><li>- Conference lasts 1.5-2.0 hours.</li></ul>	<p>ALAIN GALLEZ alain@stereopsia.com +32 4 229 27 52</p>