

stereopsia

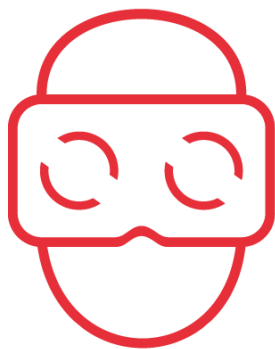
WORLD IMMERSION FORUM
SCIENCE / TECHNOLOGY / CONTENT / BUSINESS



10TH
EDITION

3D/XR/AI

5-7 DECEMBER 2018
BOZAR BRUSSELS BELGIUM



BRUSSELS¹ VIRTUAL WEEK

PRESS FILE
30 NOVEMBER 2018

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1. Introduction

Stereopsia, the international forum for technologies and immersive contents (3D, XR, AI) will be in Brussels, Belgium on 5-7 December 2018

For the second consecutive year, Stereopsia will take place in BOZAR (Brussels, Belgium) on 5-7 December in BOZAR. Also known as “World Immersion Forum”, Stereopsia brings together the world’s greatest professionals in the field of immersive technologies and content: 3D Cinema, 3D Sound, Virtual and Mixed Reality... This event - which has been uniting worldwide experts for the past 9 years - is opening its doors to the general audience this year, under the banner ‘Brussels Virtual Week’.

Professional section: Stereopsia gathers over 80 experts coming from the four continents. For 3 days, several activities are organized, including:

- 11 thematic conferences targeting the use of immersive technologies in different fields (entertainment, industry, health...)
- A Scientific Conference (International Conference on 3D Immersion - IC3D)
- The XR Tech Venture Forum pitching 17 projects in front of potential investors (Venture Capitalists or industrials)
- A Business Dating to promote professional exchanges
- A Networking reception
- An exhibition area with booths and XR demonstrations
- An XR Meetup

Stereopsia also features an Awards competition for 3D and 3D VR contents. The **Lumiere Awards** of The Advanced Imaging Society of Hollywood for the EMEA region (Europe, Middle East & Africa) will be handed out on 7 December during a glamorous Awards dinner. Brussels will be, after Hollywood, Beijing, Tokyo and Seoul, the place that will have the privilege to bestow the famous Lumiere Awards. Those awards are the most prestigious in the world for immersive contents.

Stereopsia is therefore the meeting place for worldwide professionals sharing the same passion for immersive technologies and their use. While 3D is a technology that is already well known by the wide audience, especially popularized by the film industry these past years, Virtual, Mixed and Augmented Reality have been added to the mix, and encompass more and more sectors alongside entertainment.

▷ www.stereopsia.com

Brussels Virtual Week for the general audience.

An exhibition area open to everyone welcomes booths and VR/AR demos. Stereopsia is the perfect place for young companies from Brussels to meet bigger international players, and show the general audience everything that is already achievable thanks to these new technologies. Stereopsia will also feature a “VR Cinema” where the participants will watch the VR contents that were nominated for the Lumiere Awards, as



well as some other exclusive contents.

Screenings of nominated 3D films are also offered to the public throughout the duration of the event.

▷ www.virtualweek.brussels

Why organize such an event in Brussels?

Professor Jacques Verly of the University of Liège and Alain Gallez, Professional Conference Organizer, founded Stereopsia in 2009. The event, focused on 3D R&D, brings together researchers, academics and professionals from all over the world in order to exchange the best practices and 3D contents. With the emergence of virtual reality as a full-fledged media, Stereopsia integrates all immersive contents including virtual reality. The event also opens its festival to the general audience this year. After taking place in Liège for 8 years under the name “3D Stereo MEDIA”, the event moved to Brussels where it expanded its international exposure and also found a favourable climate particularly thanks to the Brussels NextTech plan.

The Brussels region supports Stereopsia, by means of

- Its Minister-President, Rudi Vervoort
- Its Minister of the Economy, Didier Gosuin
- Its State Secretary for International Trade, Cécile Jodogne
- Its State Secretary for Scientific Research, Fadila Laanan
- Its Hub.brussels & Visit.brussels agencies.

The Walloon Region supports Stereopsia through the Digital Wallonia program, the Minister of the Economy, Pierre-Yves Jeholet, and the Agence Numérique.

These two regions, which have put digital and image technologies at the heart of their economic redeployment strategies, are therefore associated with the success of this event.

Cinionic, a joint-venture of Barco, international leader in visualization technologies for professionals, is a privileged partner of Stereopsia, alongside GetD, INVR, and Poolpio.

USEFUL INFORMATION

STEREOPSIA (professional section) is accessible by registration (www.stereopsia.com/registration) except for the exhibition area which is open to all. Journalists wishing to participate can be accredited free of charge by sending a copy of their press card to nicolas@stereopsia.com.

BRUSSELS VIRTUAL WEEK (general audience section) is free of charge and requires no registration. Further details on www.stereopsia.com or www.virtualweek.brussels

2. Stereopsia - World Immersion Forum

This part of the press file provides more detail on each of the components of Stereopsia.

2.1. Whom is Stereopsia for?

An event for professionals:

- Actors in the film production chain: writers, directors, stage technicians, distributors, cinema operators, etc.
- Virtual, Augmented and Mixed Reality content developers.
- Equipment manufacturers: video or sound recording, mass storage, sound capture, projection, visualization, etc.
- Actors of the communication sector: media, communication and advertising agencies, science and amusement parks, event organizers.
- General and specialized press.

An event for scientists:

- May be concerned: researchers and engineers who work on the 3D technologies of tomorrow in all its dimensions: 3D-stereo, Virtual Reality, Augmented Reality... The scientists will especially be covered by IC3D.

2.2. Scientific Conference IC3D - 5 December

The Scientific Conference, also known as the "International Conference on 3D Immersion" (IC3D) will be held in BOZAR. At this conference, the latest research in 3D technology will be presented. For the 8th consecutive year, participants submitted a paper to a jury of scientists from all over the world. The selected articles are orally presented. These articles will then be used as a basis for discussion among the experts.

IC3D is, from a technical point of view, co-sponsored by the IEEE "Signal Processing Society" ("world's largest technical professional association for the advancement of technology"). In order to provide maximum visibility for authors and their articles, the reports of this year's conference will be archived in the IEEE Xplore digital library.

More info on www.stereopsia.com/international-conference-3d-immersion-ic3d

2.3. Thematic Conferences - 6-7 December

Stereopsia features a total of 11 Thematic conferences. They will present the state of technology, business and applications of immersive technologies in many areas of activity.

- XR for Health & Wellness
- AR for AEC & Industry 4.0
- Location based-XR
- Spatial 3D Sound
- XR & Artificial Intelligence
- Emerging XR Tech & Apps
- Trends in Stereo 3D
- Eye-Tracking and Analysis for XR
- Cinematic VR & Video Games
- OpenXR Standard by Nvidia
- Directing in VR by Randal Kleiser

More details about each Thematic Conferences on www.stereopsia.com/program

2.4. The XR Tech Venture Forum - 6 December

The XR Tech Venture Forum is organized in collaboration with TechTour. This investment forum aims for entrepreneurs in the XR sector who wish to find new financial means to ensure the development of their business. These entrepreneurs have previously submitted their innovative projects. A selection has been made and the finalists will pitch their projects in front of the invited investors. These meetings could give rise to "win-win" exchanges between those who want to ensure a future for their projects and those who are looking to invest in such fields.

Nominated projects:

Audio

- Optinvent (France)
- Aspic Technologies (France)
- Melodrive (Germany)

Software (tools)

- Insightness (Switzerland)
- The Fridge (Belgium)

VR games

- Kynoa (Suisse)

Medical & health

- Lambda Health System (Switzerland)

Industry

- VISCOPIK GmbH (Germany)

AR on smartphones

- Itondo (Luxembourg)

Services

- LucidWeb (Belgium)
- Big Boy Systems (Belgium)
- OUAT! (Belgium)
- Stone prod sprl (Belgium)

Cameras (input)

- i-immersive GmbH (Germany)

VR Gloves

- Sensoryx (Switzerland)

AR headsets & smart glasses

- CREAL3D (Switzerland)

3D displays

- Holoxica Limited (UK)

Investors:

- Erik **ACKNER**: Startupbootcamp (China)
- Thomas **ECKER**: tecnet equity N (Austria)
- Jean-Christophe **FIGUEROA**: innoCast Group (Germany)
- Robert **GALLENBERGER**: btov Partners (Switzerland)
- Pejman **HAFEZI**: Samsung Electronics (UK)
- Osman **KENT**: Atlantic Bridge (Ireland)
- Philippe **LAVAL**: Jolt Capital (France)
- Andrey **LUNEV**: World VR Forum (Switzerland)
- Ioana **MATEI**: Procter & Gamble (Belgium)
- Yves **PETIT**: Volta Ventures (Belgium)
- Johannes **SINGELNSTEIN**: Johannes Singelstein (France)
- Sebastian **STAMM**: Fluxunit - OSRAM Ventures (Germany)
- Paul **VAN EMMERICK**: 9.5 Ventures (Belgium)
- Tom **VANHOUTTE**: Imec.xpand (Belgium)
- Kim Neel **WYON** : Optiteam (Denemark)

More info at www.stereopsia.com/xr-tech-venture-forum

2.5. A Networking Reception - 6 December

This year, to celebrate the 10th edition of the event, the Networking reception will be held at the heart of the Atomium. The Networking reception offers a great opportunity for the participants to develop their professional networks in an informal and welcoming environment. There will also be 3D sound demos during the evening.

2.6. The exhibition area - 5, 6, 7 December

The exhibition area consists of 16 exhibitors from local and international companies. In that area, the visitors will have access to VR/AR demos and games, information about immersive technologies, a VR Cinema, and much more. All those activities are free of charge.

Exhibitors:

- **ASPIC Technologies**: provides realtime audio solutions for virtual reality, 360 videos and video games. (France)
- **Emakina**: a digital agency that develops a range of services for both digital and traditional media. (Belgium)
- **Inlusion**: a company that develops VR software and simulators, 3D scans, digitization of objects and constructions. (Latvia)
- **Comité International de la Croix-Rouge**: provides humanitarian assistance to people affected by conflicts or armed violence. (Switzerland)
- **INVR.SPACE**: produces VR experiences and films shot in 360 degrees. (Germany)
- **Holoxica**: company specialized in 3D holographic representations. (UK)
- **Lucidweb**: makes immersive technologies accessible to all through a SAAS server that allows companies to distribute their content directly to connected devices. (Belgium)

- **Nozon**: is an animation and post-production studio specializing in digital special effects. (Belgium)
- **Poolpio**: develops high quality creative solutions for VR & AR users to experience the best immersion possible through high-end configurations. (Belgium)
- **R.A.V.E.N.**: offers virtual reality experiences & escape rooms. (Belgium)
- **The Fridge**: specialist in special effects, animated images and 2D/3D animations. (Belgium)
- **Université de Liège**: develops virtual environments for teaching. (Belgium)
- **The UN Refugee Agency**: presents VR content in which the viewer will be immersed in Syria. (Belgium)
- **Vigo Universal**: develops innovative concepts from scratch. Their fields of expertise are quite broad: virtual, augmented and mixed reality, sign language recognition, interactive applications... (Belgium)
- **VR/AR Association**: an international organization whose aim is to promote collaborations between innovative companies in the context of virtual & augmented reality. (Germany)
- **VUB**: Vivian Bolsée, artist specialized in real-time simulation of abstract and physical systems. (Belgium)

2.7. The XR Meetup - 5 December

The Meetup gathers Belgian XR professionals who want to discover new XR applications and develop their business network. The meeting will take place in the exhibition area of Stereopsia and Brussels Virtual Week from 5:30 pm to 8:30 pm. Free entrance.

2.8. 3D and 3D VR screenings - 6&7 December

The best 3D & 3D VR content will be available to all and free of charge throughout the event. Some of the contents will receive a Lumiere Award at the Awards Ceremony.

VR content available in the VR Cinema

- **AURORA** (Pink Kong Studios, Ireland)
- **BALLAVITA** (amiluxfilm, Austria)
- **BATTLESCAR** (ATLAS V, France)
- **CONSCIOUS EXISTENCE** (EpicScapes/Filmakademie Baden-Württemberg GmbH, Germany)
- **CONSTRUCT VR** (Nozon/Starbreeze, Belgium)
- **DEFROST** (Feral Dog Productions, USA)
- **INSIDE TUMUCUMAQUE - A 360 3D Documentary** (INVR.SPACE GmbH, Germany)
- **THE BOURDELLE'S STUDIO IN MONTPARNASSE** (ARTOFCORNER, France)
- **THE RIGHT CHOICE** (International Committee of the Red Cross, Switzerland)
- **VESTIGE** (ATLAS V, France)



3D films available in the 3D screening room

- **1METRE/HEURE** (AUTOUR DE MINUIT PRODUCTIONS, France)
- **A LOVE STORY** (ENS LOUIS LUMIERE, France)
- **LOVE ME FEAR ME** (Film University Babelsberg KONRAD WOLF, Germany)
- **MY LIFE REHEARSED IN ONE LEG** (Axel Film Echipamente, Romania)
- **OCEANS OUR BLUE PLANET** (BBC Studios - BBC Earth, UK)
- **PLANET POWER** (N3D LAND Films, France)
- **SPACE... SPACES !** (Le Femis, France)
- **VENONMENON [THE PROSPECT]** (ADM / NTU, Singapore, Germany)
- **VIRUS TROPICAL** (Timbo Estudio, Colombia, France)



3D Films Screening Schedule

WEDNESDAY 5 DECEMBER (ROOM M)

- 2.00pm – 3.37pm **Virus Tropical**
- 3.37pm – 3.43pm **Love Me Fear Me**
- 3.43pm – 4.23pm **Oceans Our Blue Planet**
- 4.23pm – 4.34pm **Venomenon**
- 4.34pm – 4.43pm **1Metre/Heure**
- 4.43pm – 4.51pm **A Love Story**

THURSDAY 6 DECEMBER (STUDIO)

- 11.00am – 11.12am **Venomenon**
- 11.12am – 11.20am **A Love Story**
- 11.20am – 11.34am **1Metre/Heure + Intro**

- 2.30pm – 3.32pm **My Life Rehearsed In One Leg**
- 3.32pm – 4.13pm **Planet Power**
- 4.13pm – 5.53pm **Oceans Our Blue Planet**
- 5.53pm – 5.19pm **Space... Spaces!**
- 5.19pm – 5.25pm **Love Me Fear Me**

FRIDAY 7 DECEMBER (STUDIO)

9.00am – 9.31am **Space... Spaces!**

9.31am- 9.43am **A Love Story + Intro**

9.43am – 10.23am **Oceans Our Blue Planet**

2.9. The Lumiere Awards Ceremony - 7 December

Each year, the European Committee of the Advanced Imaging Society, chaired by Jacques Verly, co-organizer of Stereopsia, selects the best 3D & 3D VR content for the EMEA region (Europe, Middle East and Africa). For the past 7 years, those awards have been the most prestigious in the world for immersive content.

Some prestigious celebrities such as Jean-Pierre Jeunet, Wim Wenders, Ang Lee, and James Cameron have already won one of those Awards.

This year, the organizers of Stereopsia received more than 60 content submissions. The jury met on 9 October in Brussels to view the different productions and select the ones that will be screened in BOZAR during the event.



The Awards ceremony will be held on 7 December at 7:30 pm in the Hall Horta of BOZAR. During the ceremony, the best 3D and 3D VR content will receive a Lumiere Award.

The access to the dinner is by registration only or by invitation.

More info at www.stereopsia.com/awards-dinner



2.10. Practical information

- Scientific Conference (IC3D): 5 December (Studio)
- Thematic conferences: 6 & 7 December (Studio or Room M)
- Networking reception: 6 December at 7 pm (Atomium)
- 3D films screenings: 5-6-7 December (Room Studio & Room M)
- Exhibition area (booths and XR demos): 5-6-7 December (room Terrarken)
- Awards Ceremony: 7 December at 7:30pm in the Hall Horta of BOZAR

3. Brussels Virtual Week

3.1. Introduction

Brussels Virtual Week will take place on 5-7 December 2018 in the Terarken rooms of BOZAR.



Stereopsia's organizer, the non-profit organisation IMAGE&3D Europe, created at the initiative of the University of Liège in 2010, also organizes a first-rate general audience section in addition to the professional event. After the success of the “Liège Virtual Week” in mid-October, the “Brussels Virtual Week” introduces the general public with immersive technologies that will mark our daily lives in the years to come.

The objective being to share with the greatest number of people the most advanced technologies and content in 3D visualization. Virtual, mixed and augmented reality animations, as well as a VR cinema, will be available to the public. As these technologies are not very common in our everyday lives, the Brussels Virtual Week is a unique opportunity to raise awareness among all audiences about this new media and these new ways of communication.

3.2. XR Experiences

The Brussels Virtual Week includes various activities such as VR & AR animations presented by Vigo Universal, a company from Namur: a free-fall experience and a surf competition. These will allow you to immerse yourself in an alternative world and experience incredible sensations, all in safety.



A mixed reality helmet will also be made available to participants. This is the HoloLens headset from Microsoft from which you can interact with a virtual object while still seeing your natural environment. The animation you'll see at the Brussels Virtual Week will be oriented towards the medical field and will allow you to analyse the human body and interact with it.



3.3. VR Cinema

Participants will have access to a 10-seat VR cinema with a dozen films at their disposal (a mix of fiction and documentary). They will be completely immersed in the experience thanks to the 360° images around them. Sitting on a swivel chair, each viewer will be able to choose their point of view during the film.



3D VR CONTENT

AURORA (Pink Kong Studios, Ireland)

BALLAVITA (amiluxfilm, Austria)

BATTLESCAR (ATLAS V, France)

CONSCIOUS EXISTENCE (EpicScapes/Filmakademie Baden-Württemberg GmbH, Germany)

CONSTRUCT VR (Nozon/Starbreeze, Belgium)

DEFROST (Feral Dog Productions, USA)

INSIDE TUMUCUMAQUE - A 360 3D Documentary (INVR.SPACE GmbH, Germany)

THE BOURDELLE'S STUDIO IN MONTPARNASSE (ARTOFCORNER, France)

THE RIGHT CHOICE (International Committee of the Red Cross, Switzerland)
VESTIGE (ATLAS V, France)

3.4. Useful information

Brussels Virtual Week: free access and no booking needed.

▷ www.virtualweek.brussels

Location: Rooms Terrarken, Bozar | Rue Ravenstein 23

Dates: From 5 to 7 December 2018

Wednesday 5 Dec: 2PM – 8PM

Thursday 6 Dec: 9AM – 6PM

Friday 7 Dec: 9AM – 12PM

4. Partners & Sponsors

Technical sponsors:



Media partners:



Public sponsors:



5. Contacts

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More information on www.stereopsia.com and www.virtualweek.brussels