Giant

A virtual reality experience inspired by real events
MILICA

TRIBeca Film Festival
Court Metraghe Short Film Corner
Festival de Cannes
La Biennale di Venezia
Sundance Institute

Tribeca Film Festival

FIRE
Under the Snow

FIRE
Under the Snow

Spain... on the road Again

Women War & Peace
A Five-Part Special Series on PBS

MoMA
Serbia, 1999
NEW INC
The first museum-led incubator
Juan Salvo (Finishing Artist/Depth Pipeline Designer)

Juan is a colorist, post-super and technical director whose work has been seen on movie and television screens, in web browsers and on mobile devices worldwide. He regularly collaborates with a diverse clientele - acclaimed music video directors, world-renowned artists, advertising creatives, filmmakers and documentarians - to enhance and finish their projects.

Jack Caron (Lead Technical Artist)

Jack is a Brooklyn based creative problem solver focused on game engine driven virtual reality. Having worked on several experiential projects such as the Interstellar VR experience and Samsung’s Avengers VR experience, he comes with a foundation built on experience and ingenuity.

Todd Bryant (Director of Creative Technology)

Todd is a video artist and interactive installation engineer living in Brooklyn, NY. He is a faculty researcher at the Interactive Telecommunications Program at Tisch School for the Arts and teaches performance art via motion capture technology at the Tandon School of Engineering at NYU.
Unreal Engine
Frankencomputer
Frankencomputer = “Sim sickness”
HP z840
HP z840 + NVidia Quadro M6000
HP z840 + NVIDIA Quadro M6000 = Happiness at 90 fps
Aleksandar Protić (Sound Designer) is a sound artist, designer and producer from Belgrade, Serbia. For the past 12 years he has been the lead Sound Designer on over 40 feature films and 3,000 television commercials, and frequently collaborates with renowned filmmaker Emir Kusturica, a two-time Cannes award-winning director from

Scott Martin Gershin (Additional Sound Designer / Mixer) has been telling stories with sound for the past 30 years on such films as Born on the Fourth of July, American Beauty, Shrek & Pacific Rim. That combined with designing & mixing for interactive entertainment, VR seems to be a perfect fit for him. Scott recently joined Technicolor as Director of Audio where he is heading up the sound editorial dept for Film, VR, & Games.
Spatialized Audio Placement
Butt Kicker Patch in Max/MSP/Jitter
Houdini ceiling collapse
“The greatest gift we can give filmmakers is a deadline”

- Sundance Film Festival staff member
OFFICIAL SELECTION 2016
Celebrating 10 Years of New Frontier
sundance
institute
New Frontier
10th Anniversary
Floor Plan

curtain

back of house

entrance

shelf integrated into rips for storage

(3) computers powering oculus

oculus cords routed through wall

oculus rift on hooks

bass transducers under each seat

ceiling mounted Nova spotlight

ceiling mounted projector

p. 4

p. 4

p. 3
Giant draws upon my experience as a child in war-torn Serbia.

Today, millions of families around the world are needlessly suffering in active war zones, hoping for a better life.

A peaceful future is not a dream if we create it.

MILICA ZEC
Director, Co-Creator
The best virtual reality from the 2016 Sundance Film Festival

Plus the stuff you should try right now
Sundance 2016: Nine new VR pieces you need to know
Festival de Cannes
ADD Distribution plans
Images of headsets and platforms

HMDs
(Head Mounted Displays)
360 PHOTO OPPORTUNITY
THANK YOU!

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