

FHEEL CONCEPTS

Presents



HOLD ON
Creation 2018

An immersive experience in virtual reality into the world of aerial circus artists

SYNOPSIS

I chose silks because I chose the sky.

“The state of suspension is a place of risk; a place to confront your fears in order to understand that your fears are simply a projection of your mind. Fear is a funny thing, as much as it can block us and keep us from doing what we want, it can be the thing that saves us. It’s a constant search for balance.”

Corinne Linder

The notions of risk and injury are a constant burden for circus artists. So what happens when you have pushed your limit too far? How to continue living through your passion?

More than a VR film, HOLD ON is a physical experience. Based on Corinne Linder’s life experiences, a fall of 6 meters, Hold On transports viewer-user into the world of aerial disciplines. An opportunity to discover the different sensations usually experienced by artists on stage: the notion of risk, joy and adrenaline.

“This is an invitation for the viewer-users to feel, for just an instant, the fragility of the moment. A moment when the fall seems inevitable, and which, when it occurs, suspends us forever in the beauty of the moment.”

User Expérience :

Equipped with virtual reality headsets, HOLD ON transports its users into the world of aerial disciplines. It’s an emotional adventure from backstage to the performance itself, seen through the eyes of an aerial artist. Feel the adrenaline rush through your body when you look down and find yourself suspended 10 meters above the ground, in front of the audience.

Created and directed by Corinne Linder in collaboration with Amaury La Burthe (Novelab/AudioGaming)

INFORMATIONS

Genre : Virtual Reality and olfactive design & Circus

Length of the film : 15 min

Length of the experience (session) : 30 min (+ 15 min COVID protocol (desinfection))

Age : starting from 8 years old

Audience : 120 - 160 persons / day

Audience limit per session : 15-20 persons

The adaptable format allows presentations both inside and outside (weather permitting).

The show is not suitable for people with epilepsy.

STATEMENT OF INTENT - Corinne Linder

“Virtual reality gives us experiences that are almost as authentic as real life. People remember VR not as something they have seen, but rather as something they have experienced” Alvin Kelley (May 2016)

Thanks to the medium of virtual reality, I have the opportunity to augment the experience of contemporary circus for my audience. What preliminary drew me to this technology was its capacity to give strong physical sensations to the user. It provides possibilities to reveal new points of view and sensations, inaccessible in the real world. A chance to change their place from passive viewers to take my place on the stage, in the center of the action, to make them feel the sensations of height I have experienced as an aerial artist; and how, this state of suspension, this place of vertical expression, is a world apart in itself.

TECHNOLOGICAL APPROACH

The integration of the technology from the beginning of the project allows us to serve the narrative and immersive themes. HOLD ON is a 360° monoscopic film, VFX (with post-production visual effects) and Ambisonic sound. An important component of the film is the sound, which highlights the movements of the circus performers and its effects. This work was created together with Amaury la Burthe, using binaural 3D sound landscape. This was made possible with the support of the Ministère de la Culture et de la Communication on the ‘Services Numériques Innovants’ (SNI).



FORMAT OF PRESENTATION

HOLD ON was designed to reach a wider audience. Intended for both performance venues and non dedicated performance venues like (hospitals, museums, parks, classrooms) , we aimed for a nomadic and adaptable project easily installed to various spaces and contexts.

We offer two different formats of presentation. Both formats can be adapted for indoor and outdoor venues.

FIRST FORMAT: Mobile and adaptable in various spaces.

HOLD ON CirqueNomade VR: Using rotating chairs and a rope installation on the floor, each spectator has their space to safely interact with the 360° content. They will be able to alternate being seated or standing to favor movement in space.

Below tailor made technical riders per types of venues:

- CirqueNomade VR - Theater / exhibition / museums
- CirqueNomade VR - Schools / libraries
- CirqueNomade VR - Outdoor

SECOND FORMAT: Augmented immersion but less accessible for small venues.

HOLD ON Trapeze VR: Using an aerial structure the audience will be seated on a swing.

Not touching their feet on the ground will enhance the physical immersion (in the feeling of height).

Each proposal consists of an adapted scenography tailor made to fit the performance space.

The experience is seen through a VR headset, distributed to the audience when entering the presentation space. During the experience a circus performer will be present and in interaction with the audience using Mixed reality *

* Mixed Reality: manipulation of objects and odors synchronized with VR films in order to increase sensory immersion.

An example of a daily schedule (tailor made for each event) :

The audience is asked to arrive 5 minutes before the start of the performance.

Session n°1 : 10.00-10.45

Session n°2 : 10.45-11.30

Session n°3 : 11.30-12.15

Charging VR gear and lunch-break :12.15-14.00

Session n°5 : 14.00-14.45

Session n°6 : 14.45-15.30

Session n°7 : 15.30-16.15

Changing VR Headsets : 16.15 - 17.00

Session n°8 : 17.00-17.45

Session n°9 : 17.45-18.30

(30 min experience + 15 min COVID protocol (desinfection))

GENERAL INFORMATION

The performance is ongoing. An arrangement for the rotation of the audience is adapted for each space and performance venue.

- Performed 8-10 times per day // supplementary session possible for extra cost
- A break of 2 hours is required after 4 hours of performance (artist break + reloading glasses)
- 45 min break is required each 3 sessions.

TECHNICAL REQUIREMENTS

Simplified version for both formats

For the quality of the visual experience the show is preferably performed Indoors (room / studio), in a low light and preferably quiet space. Adaptation for outdoor spaces is possible, but the performance space needs to be protected from the rain and placed in a space with maximum protection from sunlight (shade).

OBS. Good WIFI connection 4G is required in all presentation formats

HOLD ON NOMADIC CIRCUS VR

Team arrival 4 hours before first session

Team departure 3 hours after last session

Team on site : 1 artist & 1 technician

Stage dimensions required :

For an audience of 10 : 6m x 6m

For an audience of 15 : 7m x 7m

For an audience of 20 : 8m x 8 m

Cabling

min 10 extensions cords 5 m in length

min 7 multiplugs

Scenography asked to be provided by the organiser

- 2 tables (minimum : 75cm x 160cm)

- 10-20 Rotating chairs set to their highest setting

Sound

- 2 speakers on stand



Imaginarius | Festival Internacional de Teatro de Rua (PT)



University library, Université Toulouse II Jean Jaurès

HOLD ON TRAPEZE VR

Build up : 4h

Build down : 4h

A flat and leveled surface

Team arrival D-1

Team departure 4 hours after last session

TEAM ON SITE : 1 artist & 1-2 technician.s

Stage dimension :

Our minimum required stage dimensions are ; 6 m x 9 m and 3,5 meters in height

We would need 2 technicians preferably to help us with the build of the aerial structure. The build up of aerial structure is estimated to take 2 h. Please look further at the build up schedule on our website.

Cabling

- 2 long electrical cables minimal 5 m in length

Scenography to be provided by the organiser

- 1 table (minimum: 75cm x 160cm)

- 14 Rotating chairs set to their highest setting

Sound

- 2 speakers on stand



Festival des Arts Numériques, St Orens



Halles de la Cartoucherie, Toulouse

DISTRIBUTION LIVE PERFORMANCE



Corinne LINDER : Artistic Director

Corinne LINDER started circus at the age of 7. From 2011-2014, she joined the Lido Vocational School in Toulouse and earned a degree in stage art production at the Université Toulouse Jean Jaurès (2016). She worked as a circus performer for other companies between 2013-2017. In 2017 her interest towards other art forms led her to collaborate in the writing of creative projects. That same year she created her own company Fheel Concepts, with which she has created 3 projects.

Marjolaine GRENIER : General Technician

With a bachelor in sociology in 2014, her interests have brought her to invest more time in cultural associations. During her time volunteering she helped out and learned the skills of a light technician, audiovisual artist and video editor. In 2016 she dive into the more artistic path of her life by joining the formation Pro Audiovisual & New Media Designer License in Montpellier (FR). In 2017, she joined Fheel Concepts as a technician and technical manager and discovered the world of live performance. As a freelancer on the side of her investment towards Fheel Concepts she works as a photographer and video editor, today in close collaboration with the Montbéliard National Scene (FR).

DISTRIBUTION VR MOVIES

Author & Film director - Corinne Linder

Production - Charlotte Wion with the help of Corinne Linder

Postproduction - Novelab

Sound - Thomas Couchard

VFX & visual - Dimitri Soursaz

Camera movements - Antoine Terrieux (Blizzard concepts)

DOP -Theo Kavadis

Aerial choreographer - Heini Koskinen

Dramaturge - Sanna Vellava

Artists in film :

- Corinne Linder
- Regina Baumann
- Natalie Oleinik
- Marina Mezzogiorno-Brown
- Sanna Vellava
- Antoine Terrieux



TOUR CONDITIONS

- A backstage room (minimum 20m2) with the possibility to lock for the security of material. Preferably with air conditioning (around 25°/27°C).
- A good WIFI connection 4G
- A person from the organiser present to help with the reception of the audience.
- Catering ; coffee, tea, water and fruits along the day of performance.

PRICES (one day incl. 8 sessions)

HOLD ON Nomadic Circus VR

- 1 day : 1500 € (HTT)
- 2 days : 2700 € (HTT)
- 3 days : 4000 € (HTT)

Following days added : 1000€ per day // 4 xtra sessions possible ; adds 200 euros to the total costs.

Costs paid by the organizer:

- Round trip by car/van from Toulouse (kilometric allowances at € 0.54 / km). Train & flight with 2 suitcases of 33 kg and 2-3 suitcases of 23 kg is also possible.
- Accommodation on site (2 single rooms)
- Hot meals on the way and on site (2 vegetarians who eats fish - one without gluten & lactose).

HOLD ON Trapeze VR

- 1 Day : 2300 € (HTT)
- 2 Day : 3500 € (HTT)
- 3 Day : 4700 € (HTT)

Following days added : 1500€ per day // 4 xtra sessions possible ; adds 300 euros to the total costs.

Costs paid by the organizer:

- Round trip by car/van from Toulouse (kilometric allowances at € 0.54 / km). Train & flight not possible.
- Accommodation on site (2 single rooms)
- Hot meals on the way and on site (2 vegetarians who eats fish - one without gluten & lactose).



FOR MORE INFORMATION

www.fheelconcepts.com

Trailer : <https://vimeo.com/434359719>

ARTISTIC & ADMIN INFOS

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TECHNICAL INFORMATION

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Su [LesSubstances](http://LesSubstances.com)

