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## XR & Games Content

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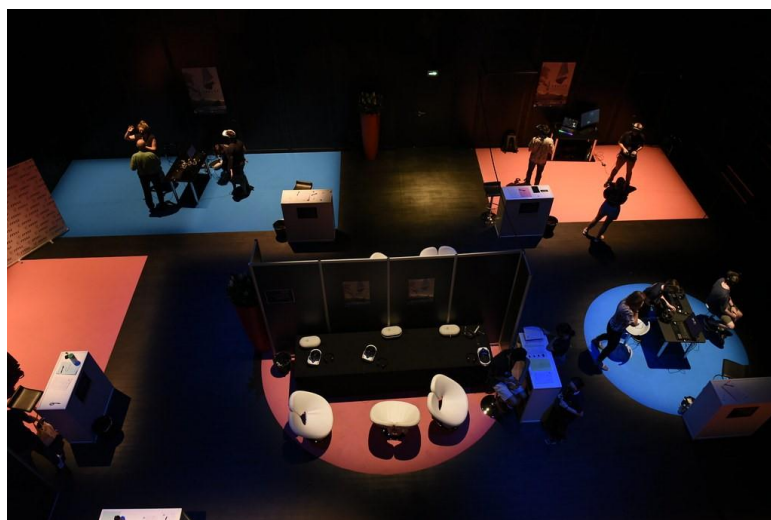
### At the Festival

#### 2025 Official Selection – VR Works

The Annecy International Animation Film Festival selection committee shortlisted the 10 immersive works in competition, 4 of which were directed or co-directed by women. This year, no less than 110 projects were submitted from 43 different countries.

*"This new selection invites us to explore stories that are both rich and sensitive, where immersive animation unleashes all its narrative and visual power. Each work plunges us into a unique universe, where we experience exile, family memories, inhabited solitude and inner conflicts, as well as moments of celebration, wonder and rediscovered freedom. From one work to the next, the techniques employed reveal the depth and diversity of virtual reality animation, from documentary to drama, fantasy and adventure. Together, eight male and five female directors from eight different countries present a captivating panorama of today's immersive creation."*

Selection Committee



### The full list of shortlisted works:

1. ***Fragile Home*** by Ondřej Moravec, Victoria Lopukhina – production: Brainz Immersive, Robin Pultera – Czech Republic  
What would you do when your home appears to be in danger? Would you stay or leave? Each day, since the beginning of the war, millions of Ukrainians ask themselves this question. This immersive experience poses this question to each of us.
2. ***Hungry*** by Yu Shu Liu – production: Hylight Studio – Taiwan  
Son of a glove puppetry master, Xiao Guo, after his parents' divorce, could only accompany his father backstage at outdoor performances, often lacking stable meals and motherly care! At one performance, the puppet beside him comes to life and tries to take on the role of his mother...
3. ***Impulse: Playing with Reality*** by May Abdalla, Barry Gene Murphy – production: Floréal, Anagram, France Télévisions – France, United Kingdom  
This is a revolutionary and fun mixed reality experience, which aims to show the world how it is perceived by people with ADHD.
4. ***Ito Meikyū*** by Boris Labbé – production: Sacrebleu Productions, Les Films Fauves – France, Luxembourg  
Interior and exterior, transparency and opacity, exhibitionism and voyeurism, feminine and masculine: all these notions oppose or unite in the infinite cycle of a labyrinth with no exit. Life here is like a loom whose living weft is woven from a myriad of branching threads and paths.
5. ***Jack & Flo*** by Amaury Campion – production: Studio Geppetto – France  
Jack, a former lighthouse keeper in his prime, lives a peaceful existence isolated on his cliff-island lost in the middle of the ocean. He encounters a great white pelican stranded on his island. A story of friendship that will change Jack's life.
6. ***Less than 5gr of Saffron*** by Négar Motevalymeidanshah – production: Ten2Ten – France  
Golnaz, a 23-year-old Iranian immigrant girl, tries to cope with her new life in Germany. Cooking some rice with saffron, a childhood dish, her traumatic memories resurface: three years earlier, she survived when the boat sank, but her whole family drowned.
7. ***lichtung*** by Aria Wolf, Janina Zlotos – production: Filmakademie Baden-Württemberg GmbH – Germany  
You enter a calm yet unfamiliar world, lying dormant when you arrive. As you explore its surroundings, the world gradually opens up, revealing its light. The more you engage with it, the more you become enveloped in a soothing yet lively awakening, full of surprises.
8. ***Mobile Suit Gundam: Silver Phantom*** by Kenichi Suzuki – production: Bandai Namco Filmworks, Atlas V), Albyon, Meta – France, Japan  
Universal Century 0096. Three years after the last conflict between Neo Zeon and the Earth Federation, an independent mercenary organization is hired by the Earth Federation to track down a former Commander who joined Neo Zeon remnants "Sleeves". An all-new and epic adventure into the heart of one of Japan's most iconic anime universes.

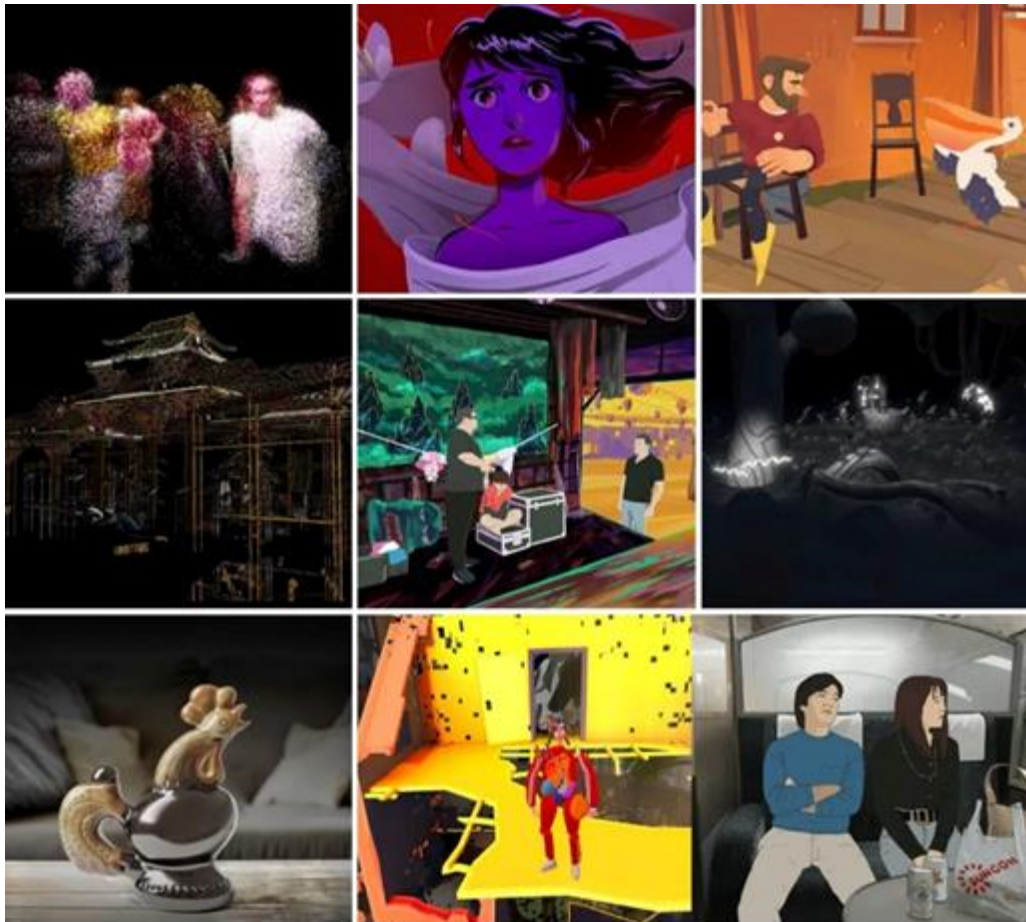
9. **Rave** by Patrick Muroni – production: Climage – Switzerland

It's your first rave tonight. Your movements plunge you into the memory of that night. You experience it as if you were there, but beware: you must make your way through the forest. Once there, the more you dance, the more the world changes.

10. **Romancecar** by Jonathan Hagard – production: CinemaLeap – Japan

Explore the evolution of the Odakyu Romancecar from the 1960s to the present day. Enjoy the diverse cityscapes and landscapes from the different train carriage windows.

To discover and experience these VR works, go to the Salle de Création at Bonlieu and the XR&Games Area, which is now back in its rightful place on the 1<sup>st</sup> floor of the Exhibition Area.



## The VR Works Jury

### Andrew RUHEMANN

Producer, Director and Founder of PASSION PICTURES, United Kingdom



Academy Award-winning filmmaker and founder of PASSION PICTURES, Andrew established the studio in 1987 after working on *Who Framed Roger Rabbit* under mentor Richard Williams. Instilled with the values of storytelling, character and technique, Andrew embedded these principles into PASSION's DNA. Under his leadership, PASSION has become an industry-leading, proudly independent production company and renowned for both groundbreaking animation and impactful documentaries. Andrew's directorial debut, *The Lost Thing*, won an Oscar for Best Animated Short, while PASSION Documentaries won Academy

Awards for *Sugar Man* and *One Day in September*. His latest short, *The Day I Became a Bird*, is soon to be adapted into a video game.

### Dominique Seutin

Co-Director and Programmer of the Anima Festival, Belgium



Dominique Seutin holds a degree in Film and Contemporary Art History from the Université Libre de Bruxelles. She has been part of the Brussels International Animated Film Festival (Anima) team for over 25 years, and Director since June 2020.

As a specialist in animation film, she uses her expertise to advise and programme festivals in Belgium and internationally. Additionally, she works with students and young professionals and serves on various selection committees and juries.

### Robertino ZAMBRANO

Director, Producer, Designer and Illustrator, Philippines, Australia



Robertino is a Filipino-Australian Oscar-nominated animator, director and producer specialising in hybrid animation techniques. He is the founder of KAPWA, a Sydney-based animation studio. His debut short film, *Love in the Time of March Madness*, won Best Short Film at the Tribeca Film Festival, was screened at Annecy, nominated for an AACTA award and shortlisted for an Academy Award in 2016. In 2019, his TED-Ed poetic animation *Accents* won the Cristal for a Commissioned Film at Annecy.

Most recently, Robertino directed Billie Eilish's music video, *Not My Responsibility*, as part of the Grammy-nominated Disney+ film-concert *Happier Than Ever: Love Letter to Los Angeles* (2021). He has created works for Titmouse, Cartoon Network, Adult Swim, a title sequence for Netflix's *Tijuana*, and has made the Official Selection at Annecy on three other occasions for his commissioned works: *Red Room Poetry*, *TED-Ed: The Science of Stage Fright*, and *Tell Your Story "Steven"*. Robertino is currently writing and directing an animated comedy-drama, *Fish Boi*, as part of Screen Australia and SBS's Digital Originals initiative.

# At the Mifa

The XR&Games Area is back in its rightful place on the 1<sup>st</sup> floor of the Exhibition Area, to be closer to professionals. Over 60 video game studios will be present.

## On the programme

### A host of exchanges will take place around video games:

- The second edition of the **Video Game Cinematic Works & Game Trailers Competition**. 16 works have been shortlisted among the submissions from 21 countries, created by Ubisoft, Fortiche Production, Blizzard Entertainment, Titmouse, Inc, PASSION PICTURES, The Line, Psyop and many others  
Screening – Tuesday 10<sup>th</sup> June at 3:00 pm – Impérial Palace, Salle de l'Europe  
Awards Ceremony – Thursday 12<sup>th</sup> June at 6:15 pm – Salle de la Volière, Parc de l'Impérial Palace
- **Share With: Surfing on Video Game Connections** – Tuesday 10<sup>th</sup> June at 11:45 am – Impérial Palace, Berlioz
- **Studio Focus: Riot Games Music** – Tuesday 10<sup>th</sup> June at 9:30 am – Impérial Palace, Salle de l'Europe

### Immersive Experiences Pitches:

- 7 XR projects in development – Wednesday 11<sup>th</sup> June at 5:45 pm – Impérial Palace, Rotonde de l'Europe

### 2 XR Conferences:

- **Animating Films with VR Tools** – Thursday 12<sup>th</sup> June at 4:30pm – Impérial Palace, Salle de l'Europe
- **Real-Time: What It Truly Changes (Or Not) in Production Pipelines Today** – Friday 13<sup>th</sup> June at 09:30 am – Impérial Palace, Salle de l'Europe.

### 2 Gaming Conferences:

- **Adapting Video Games to Animation – Secret Level Case Study** – Tuesday 10<sup>th</sup> June at 4:30 pm – Impérial Palace, Salle de l'Europe.
- **Getting to Story in Real Time: How Game Engine Technology Is Influencing Animation** – Tuesday 10<sup>th</sup> June at 1:15 pm – Impérial Palace, Salle de l'Europe

### 1 Talent Panel:

- **How Can AI-Powered Real-Time Technologies & Game Cinematics Unlock New Opportunities Across Animation & Gaming?** – Wednesday 11<sup>th</sup> June at 4:30 pm – Le Campus Mifa, salle 1

### 2 Mifa Extras:

- **Matchmaking: IP owners x French Animation and Video Game Studios** – Wednesday 11<sup>th</sup> June at 9:00 am – XR&Games Area
- **Creative Workshop: Collaborating Across Mediums – Game Engines as a Bridge Between Animation and Video Games** – Friday 13<sup>th</sup> June at 9:30 am – Le Campus Mifa, salle 3

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