

PROJECT DEVELOPMENT

Biennale College Cinema VR

The Biennale College Cinema - Virtual Reality (BCC-VR) is a programme developed by La Biennale di Venezia. It is an opportunity to receive training, project development, production support and festival presentation through a series of workshops and to qualify for a grant to make a short VR film to show at the Venice Film Festival.

First International Workshop | Venice, 10-16 January 2020 (travel days 9-17)

Following first workshop

10 February 2020: deadline to deliver updated materials BCC VR 4 |International

27 February 2020: announcement of up to 3 projects selected to participate in the second international workshop

Second International Workshop | Venice, 3-6 March 2020 (travel days 2 and 7 March)

16 August 2020: deadline to deliver the completed VR film at the 77th Venice International Film Festival.

September 2020 - attendance of international project teams at the Venice Production Bridge, 77th Venice International Film Festival.

Application deadline for Italian teams for 2020/21: 19 May 2020

The international call will be launched during the 77th Venice International Film Festival (2-12 September 2020).

In its approach to fully exploring the aesthetic and narrative opportunities offered by this new form, BCC-VR provides filmmakers and creative professionals from a wide range of backgrounds, with the skills to prepare them to fully engage with 360° interactive immersive future.

With the support of experts and international specialists in the field, BCC-VR helps independent filmmakers and creative professionals from all over the world to appropriate the medium of VR and learn how to adapt their knowledge to VR in a fluid transitional way.

In the process participants acquire the specific know-how around 360° immersive storytelling that will redefine the relationship between story and audience.

BCC-VR aims to support the development of 6 Italian projects and 10 international projects presented by **director/producer teams and up to 30 minutes duration, at concept stage**, helping them to advance their projects covering creative, production, audience/market and financial concerns.

As part of the programme the Biennale aims to support the production of up to three VR projects with EUR 60,000 each to premiere at the Venice International Film Festival in early September 2020 and to present those projects that have not accessed the *grant*, at the Venice Production Bridge as part of the Gap Financing Market activities.

TARGET GROUP

Producers, Directors

COURSE WEBSITE

<http://collegecinema.labiennale.org/en/2020-bcc-virtual-reality-presentation/>


SOCIAL MEDIA

<https://www.facebook.com/Labiennaledivenezia/>

https://twitter.com/la_biennale

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 **Project-based**

 **Intermediate**

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