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**20th ANNUAL TRIBECA FESTIVAL™ ANNOUNCES TRIBECA IMMERSIVE LINE-UP AVAILABLE AROUND THE GLOBE AND IN-PERSON WITH NYC AS THE BACKDROP**

**NEW YORK, NY - April 27, 2021** - The 2021 Tribeca Festival™, presented by AT&T, today announced the line-up for Tribeca Immersive, a leading incubator for innovation and a global stage where top creators choose to debut their latest work. With Tribeca At Home and in-person experiences at outdoor venues across New York City, Tribeca Immersive will showcase cinematic and cutting-edge virtual reality, augmented reality, mixed reality and participatory experiences by top artists who push the boundaries of storytelling with technology. The 2021 Tribeca Festival runs June 9-20.

Three unique sections of immersive content, some in-person and some virtual, are a part of Tribeca Immersive this year. For the at-home audience, VR experiences can be accessed via the Museum of Other Realities\* (reaching a global audience for those with VR headsets). For those able to join the Festival in person this year, free outdoor participatory experiences are available to the New York community (from sculpture, immersive audio, augmented reality and a live participatory performance). Tribeca fans have come to know and love the Storiscapes collection, deeply immersive experiences, seen in-person at Spring Studios (50 Varick Street). Storiscapes projects are eligible for the juried Storiscapes Award presented by AT&T.

“Tribeca Immersive is committed to showcasing the power of new technology as a dynamic vehicle for storytelling,” said Jane Rosenthal, Co-Founder and CEO of Tribeca Enterprises and the Tribeca Festival. “The lineup this year will challenge participants to expand what they perceive as “immersive,” with projects both online and in-person.”

“2021 is the most dynamic year yet for Tribeca Immersive, especially as it relates to the diversity of experiences,” said Loren Hammonds, VP, Immersive Programming, Senior Programmer, Film & Immersive. “Attendees, both in-person and online, will experience everything from live AI performers and animated adventures to a location-based augmented reality memorial.”

At this year’s Storiscapes at Spring Studios, juried selections of deeply immersive in-person creations show off new trends and innovative work across multiple mediums that integrate various forms of location-based participation with interactive VR installations. The Sto-

ryscapes Award, presented by AT&T, honors artists who bridge the gap between technology and storytelling. Projects up for the award include: *Critical Distance* (Vision 3), *Goliath* (Anagram/Floreal), *Kusunda* (NowHere Media), *We Are At Home* (Floreal) and *Lovebirds of the Twin Towers* (Ari Palitz). We will also introduce two additional awards this season, in the form of Best Immersive Narrative and Best Creative Nonfiction Experience.

The immersive experience industry faced many challenges this past year. Yet the community was able to create innovative, fun, and thought-provoking content. The selections for the Tribeca Festival Immersive program exemplify the determination, commitment and future of the creative community.

Special curated Juneteenth programming highlighted throughout different verticals of the Festival will celebrate voices from the African Diaspora, with special emphasis on African-American artists, performers, filmmakers, and interdisciplinary creators.

\*The Museum of Other Realities is available for Oculus Rift, HTC Vive, Valve Index and Windows Mixed Reality users. Oculus Quest users can access using Oculus Link or the Virtual Desktop application that connects a wireless headset with a VR-ready PC.

### The 2021 Tribeca Immersive Program

#### OUTDOOR INTERACTIVE EXPERIENCES

Outdoor in-person Immersive installations at various locations throughout NYC; these experiences are free and open to everyone throughout the Festival. Those available virtually can be accessed via the Tribeca Festival website.

#### **Breonna's Garden** (World Premiere) - United States

Project Creator: Lady PheOnix

Key Collaborator: Ju'Niyah Palmer

Technical Director: Stuart 'Sutu' Campbell

She who plants a garden plants hope. *Breonna's Garden* is an AR experience created in collaboration with Ju'Niyah Palmer to honor the life of her sister, Breonna Taylor. **\*\*Part of Juneteenth programming.**

Outdoor location to be announced.

#### **CURRENT** (World Premiere) - United States

Project Creator: Annie Saunders

Key Collaborators: Andrew Schneider, Jackie Zhou

CURRENT is an immersive sound experience in Lower Manhattan. Beginning at specific times of day, participants are guided on a walk using their own mobile device and headphones. Using binaural sound design and on-location recordings, CURRENT weaves an observed and imagined narrative of historic and anecdotal stories on themes of water, time, destruction, and construction.

Outdoor location to be announced.

#### **Discriminator** (World Premiere) - Canada

**Project Creator:** Brett Gaylor

**Key Collaborators:** Darren Pasemko, Kent Hugo, Jae Perris, Hang Do Thi Duc, David Drury, Adam Harvey

An interactive documentary exploring facial recognition databases. A tale of how Internet culture's early instinct to overshare helped to create technologies that are proliferating faster than the law can control. *Discriminator* brings audiences' faces into the frame in a combination of AI, AR and animation.

**Kinfolk (World Premiere) - United States**

**Project Creators:** Idris Brewster, Glenn Cantave, Micah Milner

**Key Collaborators:** Erica Buddhington, Langston League, Angela Fan, Keenyn Omari, Joe Gordon, The Light Clinic

*Kinfolk* is an augmented reality app that highlights Black and Brown figures. The viewer can use Kinfolk to bring digital monuments to life through a phone/tablet, hear voice overs for each icon, see generative art emanating from every sculpture, and listen to an original afro-futurist jazz composition. **\*\*Part of Juneteenth programming.**  
Outdoor location to be announced.

**JUPITER INVINCIBLE (World Premiere) - United States**

**Project Creator:** Ram Devineni

**Key Collaborator:** Yusef Komunyakaa

An augmented reality comic book about an African-American slave, Jupiter, who is suddenly given the power of immortality. **\*\*Part of Juneteenth programming.**

**Knot: A Trilogy (World Premiere) - UK, United States**

**Project Creator:** David Rosenberg, Glen Neath

**Key Collaborators:** Darkfield

*Knot* is a trilogy taking place in three different locations simultaneously. A cyclical story, tied up like a knot with no ends, is conjured into existence by a collective effort.  
Outdoor location to be announced.

**Polæ (World Premiere) - United States**

**Project Creator:** Steven Schardt

**Key Collaborators:** Rob Auten, Lia Coleman, Devon Dolan, Emiko Inskeep, Ben James, Trevor Kerr, Rory McLean, Maya Pruitt, C. Andrew Rohrmann, Michael Taylor, Mei-Ling Wong

*Polæ* is an interactive science-fiction series for mobile devices depicting the future history of Adelaide Engelsen and her company. What begins with a cryptic series of articles and social media posts leads to a multimedia breaking news experience. The viewer's decisions will determine their chances for survival when they come into direct communication with the artificial intelligence deciding the future.

**Procession (World Premiere) - United States**

**Project Creators:** Dustin Yellin, Elie Zananiri, Justin Durazzo, Callum Cooper, Dražen Bošnjak

**Key Collaborators:** Holly Houghton, Alyssa Cashman, Jacqueline Bošnjak, Jessica Brillhart, Droga5, Squint Opera and Q Department

*Procession* is an interactive augmented reality artwork by Dustin Yellin set in a utopian world where human-created climate change wreaks havoc as the viewer watches and is implicated.

Outdoor location to be announced.

**Republique, The Interactive Movie** (World Premiere) - France

Project Creators: Simon Bouisson, Olivier Demangel

Key Collaborators: David Bigiaoui, Sara Brucker

*Republique* is an interactive film that plunges the participant into the emotions felt during an attack in the Paris Metro through three parallel storylines, letting you switch from one to another.

**The Severance Theory: Welcome to Respite** (World Premiere) - United States

Project Creator: Lyndsie Scoggin

Key Collaborators: Deirdre V. Lyons, Stephen Butchko, Braden Roy, Christopher Lane Davis, Whitton Frank, Brian Tull, Andy Aloisio

*The Severance Theory: Welcome to Respite* is a scripted, live-action experience performed in virtual reality. The project is inspired by the real stories of people suffering from dissociative identity disorder.

**Un(re)solved** (World Premiere) - United States

Project Creator: Tamara Shogaolu

Key Collaborators: FRONTLINE, Ado Ato Pictures, StoryCorps, Hudson Scenic, Northeastern University's Civil Rights and Restorative Justice Project, Black Public Media

Say their names. Know their stories. Visit the Un(re)solved installation and use augmented reality to bring civil rights era murders, often racist killings, out of the shadows of the past. Un(re)solved has an accompanying WebGL immersive 3D experience for at-home audiences that will be available on the Tribeca Festival website. **\*\*Part of Juneteenth programming.**  
Outdoor location to be announced.

**WarpSound Music Experience** (World Premiere) - United States

Project Creator: Chris McGarry

Key Collaborator: Authentic Artists

*WarpSound* is a first-of-its-kind, audience-interactive live music experience featuring virtual artists Nayomi, a lo-fi loving cyborg, and Dragoon, an energy drink-addled, half-iguana DJ, plus special guests including world champion turntablist A-Trak. **\*\*Part of Juneteenth programming.**

Outdoor location to be announced. June 16 at 5pm ET.

**STORYSCAPES AT SPRING STUDIOS**

Returning again this year to Spring Studios (50 Varick Street), these in-person, larger-than-life and fully immersive experiences; tickets go on sale May 24.

**Critical Distance** (World Premiere) - United States, UK

Project Creator: Adam May

Key Collaborator: Chris Campkin

*Critical Distance* takes audiences into the world of the endangered Southern Resident orcas. Audiences experience echolocation, connecting with an orca named Kiki and her family as their future is threatened.

**Inside Goliath** (World Premiere) - France, UK

Project Creators: Barry Gene Murphy, May Abdalla

Key Collaborators: Dr Michael Golembewski, Oliver Bancroft, Anetta Jones, Kirsty Jennings, Rebecca Frankel, Amy Seidenwurm, Yelena Rachitsky, Colum Slevin, Liz Rosenthal, Mark Ordesky, Avi Amar, Katayoun Dibamehr

A visual installation and VR experience, *Inside Goliath* is an intimate and visually compelling narrative of one man's experience of living with schizophrenia and psychosis.

**Kusunda** (World Premiere) - Germany

Project Creator: Felix Gaedtke, Gayatri Parameswaran

Key Collaborator: Gyani Maiya Kusunda, Hema Kusunda, Lil Bahadur Kusunda

How does a language fall asleep, and what does it take to awaken one? Kusunda shaman Lil Bahadur has forgotten his indigenous mother tongue. His granddaughter, Hema, wants to revive it.

**Lovebirds of the Twin Towers** (World Premiere) - United States

Project Creator: Ari Palitz

Key Collaborator: Tim Dillon, Michael Frazier, Jake Black

An immersive experience telling the story of Carmen and Arturo Griffith, two elevator operators who fell in love, shared their first kiss, and would ultimately be saved by their co-workers at the Twin Towers. Through their memories we will see the best of us, then and now.

**We Are At Home** (World Premiere) - Denmark, France and Canada

Project Creators: Michelle Kranot, Uri Kranot

Key Collaborator: Morten Andersen

"What does the hangman think about when he goes home at night from work?" *We Are At Home* is a VR installation based on the poem *The Hangman at Home* by Carl Sandburg.

## **VIRTUAL ARCADE**

VR experiences are accessible through the Museum of Other Realities to those who have an Oculus Rift, HTC Vive, Valve Index and Windows Mixed Reality users. Oculus Quest users can access the MOR using Oculus Link or the Virtual Desktop application that connects a wireless headset with a VR-ready PC. Tickets go on sale May 24.

**Bystanding: The Feingold Syndrome** (World Premiere) - Israel, Canada, Germany

Project Creators: Nim Shapira, Roi Lev

Key Collaborators: AnotherWorldVR (Ioulia Isserlis and Max Sacker) and KNGFU

*Bystanding* is an immersive docufiction sharing the confessions of people who witnessed a kayak-rower drown for four-and-a-half minutes and did not jump in.

**The Changing Same: Episode 1** (New York Premiere) - United States

Project Creators: Michèle Stephenson, Joe Brewster, Yasmin Elayat

Key Collaborators: James George, Alexander Porter, Rad Mora, Elliott Mitchell

*The Changing Same* is a magical realist, immersive, episodic virtual reality experience where the participant travels through time and space to witness the connected historical experiences of racial injustice in America. **\*\*Part of Juneteenth programming.**

**Jailbirds** (World Premiere) - Belgium, France

Project Creator: Thomas Villepoux

Key Collaborators: Fred Resmusat, Jef Dehouse

A fantastic tale about the price to pay for freedom. In the modern hell prison of Bwa Kayi-man, one inmate, Felix, is always happy and serene, despite the suffering he endures. This infuriates the vicious Chief-Warden, who will do everything he can to discover Felix's secret.

**A Life in Pieces: The Diary and Letters of Stanley Hayami** (World Premiere) - United States

Project Creator: Nonny de la Peña, PhD

Key Collaborator: Sharon Yamato

This immersive media project brings to life the wartime diary of Stanley Hayami, a Japanese-American teenager imprisoned with his family during WWII at the Heart Mountain camp in Wyoming.

**Madrid Noir** (World Premiere) - France

Project Creator: James A. Castillo

Key Collaborators: Antoine Cayrol, Luke Gibbard, Arnaud Colinart, Lawrence Bennett, Corentin Lambot, Craig Skerry, Dash Spiegelman, Yelena Rachistky, Albyon

With her uncle (Fernando Guillén Cuervo) declared dead, a disenchanted young woman (Godeliv Van Der Brandt) must delve into her memories to pick up his shadowy trail. Solving mysteries ain't easy in a city lost to time.

**Marco & Polo Go Round** (World Premiere) - Canada, Belgium

Project Creator: Benjamin Steiger Levine

Key Collaborator: DPT, Nicolas S. Roy, Hugues Bruyère, Samuel Walker, Cindy Ou, Louis TB, Arte France

Marco & Polo Go Round is a comedic love story with a very surreal twist. A couple confronts the difficulties in their relationship as gravity turns on its head and their world literally falls apart around them.

**Mine** (World Premiere) - United States

Project Creator: Rise-Home Stories Project

Key Collaborators: Randall Dottin, Luisa Danta

When the sudden disappearance of water, their main life-source, threatens to upend a vibrant utopia, Blaze, an intrepid teen must save their community before it's too late. Created through a unique collaboration of artists, land, and housing activists, *Mine* is an animated web series that explores the difficult and worthwhile fight for the community you love. ***\*\*Part of Juneteenth programming.***

**Missing Pictures Episode 2: Tsai Ming-liang** (World Premiere) - France, Luxembourg, Taiwan R.O.C., UK

Project Creator: Clément Deneux

Key Collaborator: Kuan-Yuan LAI

*Missing Pictures* is an immersive documentary series that delves into the stories that were never able to make it on the screen. In this episode, viewers meet Taiwanese director Tsai Ming-Liang.

**Paper Birds Pt. 1 & 2 (World Premiere) - Argentina, United States**

Project Creators: German Heller, Federico Carlini

Key Collaborators: 3dar, Baobab, Oculus

Paper Birds is the immersive narrative journey of a young musician, Toto, who must cross over from the physical universe into the invisible world of inspiration. He must save his younger sister and confront his grandfather and mentor to unravel the hidden mystery of the paper birds.

**The Passengers: The Kid (World Premiere) - Canada, France**

Project Creators: Ziad Touma, Nicolas Peuffaillit, Robert Hospyan, Coralie Majouga, yako (Jean-Christophe Yacono), Camille Duvelleroy

Key Collaborators: Karen Vanderborcht, Dpt, Nicolas S. Roy, Mocalab, Post-Moderne, Nove-lab, Satore Tech

The Passengers is the story of strangers on a train who all have one thing in common: they are all facing a pivotal moment in their lives. Their real journey is internal and it is you who will embark on it, taking their place to help them make a crucial decision.

**POV: Points of View (World Premiere) - United States**

Project Creator: Alton Glass

Key Collaborators: Fresh Carreras, Amanda Shelby, Charles Babb, Paris McCoy, Keith L. Smith, Shawn Marcus Taylor, George Artrope, CRUX

LOS ANGELES 2025: After serving two years in prison for biometric hacking. Cassius Moore, a 21 year old black male, qualifies for early release under a new federal drone program. He is assigned to an artificially intelligent weaponized drone to follow him around and record his every move. ***\*\*Part of Juneteenth programming.***

**Rebels (World Premiere) - Argentina**

Project Creator: Federico Moreno Breser

Key Collaborator: Oculus

In a parallel world, the “Darwin Code” mandates conformity and individual expression is prohibited. But, a subversive group resists; this group is known only as the “Rebels.”

Additional programming will be announced in the coming weeks. Follow @Tribeca on Twitter, Instagram, Facebook, YouTube, LinkedIn and at [tribecafilm.com/festival](https://tribecafilm.com/festival) #Tribeca2021.

<https://tribecafilm.com/festival/immersive>

**Passes and Tickets for the 2021 Tribeca Festival**

Festival passes are on sale now. Tickets to attend the Festival go on sale on May 3, 2021. Visit:

<https://www.tribecafilm.com/festival/tickets>

Tribeca Festival is working in concert with the New York State Department of Health to ensure all public gatherings are in full compliance with COVID-19 safety protocols.

### **Press Credentials**

Credentialing for the 20th Festival is now open through [Wednesday, May 12](#).

<https://tribecafilm.com/press-center/festival>

### **About the Tribeca Festival**

The Tribeca Festival, presented by AT&T, brings artists and diverse audiences together to celebrate storytelling in all its forms, including film, TV, VR, gaming, music, and online work. With strong roots in independent film, Tribeca is a platform for creative expression and immersive entertainment. Tribeca champions emerging and established voices; discovers award-winning filmmakers and creators; curates innovative experiences; and introduces new technology and ideas through premieres, exhibitions, talks, and live performances.

The Festival was founded by Robert De Niro, Jane Rosenthal, and Craig Hatkoff in 2001 to spur the economic and cultural revitalization of lower Manhattan following the attacks on the World Trade Center. Tribeca will celebrate its 20th year June 9 - 20, 2021. [www.tribecafilm.com/festival](http://www.tribecafilm.com/festival)

In 2019, James Murdoch's Lupa Systems, a private investment company with locations in New York and Mumbai, bought a majority stake in Tribeca Enterprises, bringing together Rosenthal, De Niro, and Murdoch to grow the enterprise.

### **About the 2021 Tribeca Festival Partners**

The 2021 Tribeca Festival is presented by AT&T and with the support of our corporate partners: Alfred P. Sloan Foundation, Audible, Bloomberg Philanthropies, CHANEL, City National Bank, CNN Films, Diageo, DoorDash, FreshDirect, Hudson Yards, Indeed, Montefiore-Einstein, NYC Mayor's Office of Media and Entertainment, P&G, PwC, Roku, Spring Studios New York.

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