

Unrest VR



Unrest VR is an interactive, computer generated non-fiction experience inspired by Jennifer Brea's feature documentary [Unrest](#) (Sundance 2017 Special Jury Award). An immersive journey into Jen's experience of an invisible illness, myalgic encephalomyelitis, the project contrasts the painful solitary confinement of a bedroom world with the kinetic freedom of an inner dreamscape. When you're too sick to leave your bed, where do you go?

Unrest VR is a collaboration of Shella Films, AudioGaming, Ex Nihilo and Little by Little Films.

The experience will be released in fall 2017 on Oculus Rift.

Unrest VR was presented as part of the official selection of the **2017 Tribeca Film Festival** and was the winner of **Sheffield Doc/Fest 2017**.

Project Creators : Jennifer Brea, Amaury La Burthe

Key Collaborators : Diana Barrett (Fledgling Fund), Arnaud Colinart (Ex Nihilo), Lindsey Dryden (Little By Little Films), Grégoire Parain (Novelab by AudioGaming)

Executive Producers : Diana Barrett, Katherine Philips

Co-Producers : Jennifer Brea, Arnaud Colinart, Lindsay Dryden

Co-Executive Producers : Nion McEvoy, Leslie Berriman



Lead Interactive Systems Designer/Coder : Clément Chériot, Thomas Couchard, Julien Daniel

3D Artists : Arthur Maugendre, Kévin Procope

Platforms : Oculus Rift

Keywords : Immersive experience, 3D sound and animations, VR, Binaural Audio, illness, myalgic encephalomyelitis

Awards : 2017 Tribeca Film Festival Official Selection, Sheffield Doc/Fest 2017 Winner

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