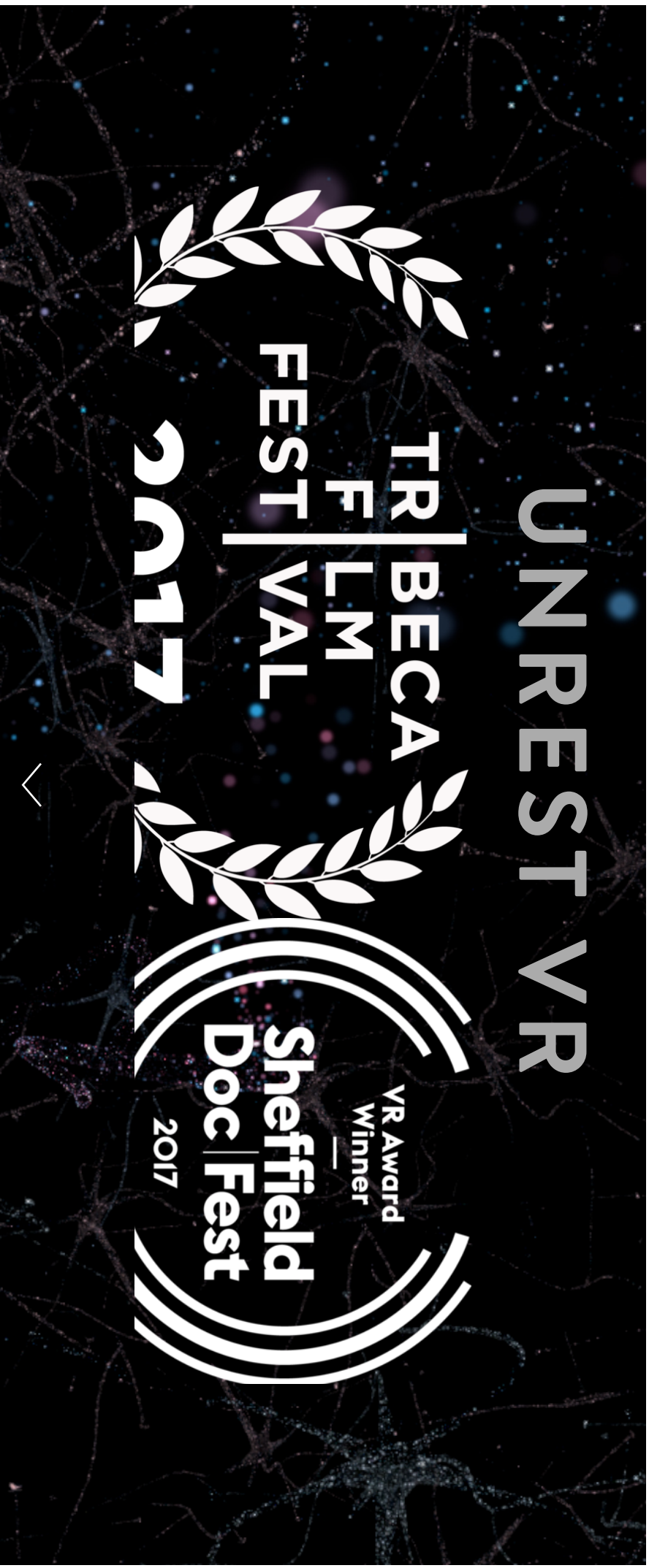


## UNREST



*Unrest VR* is an interactive 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?

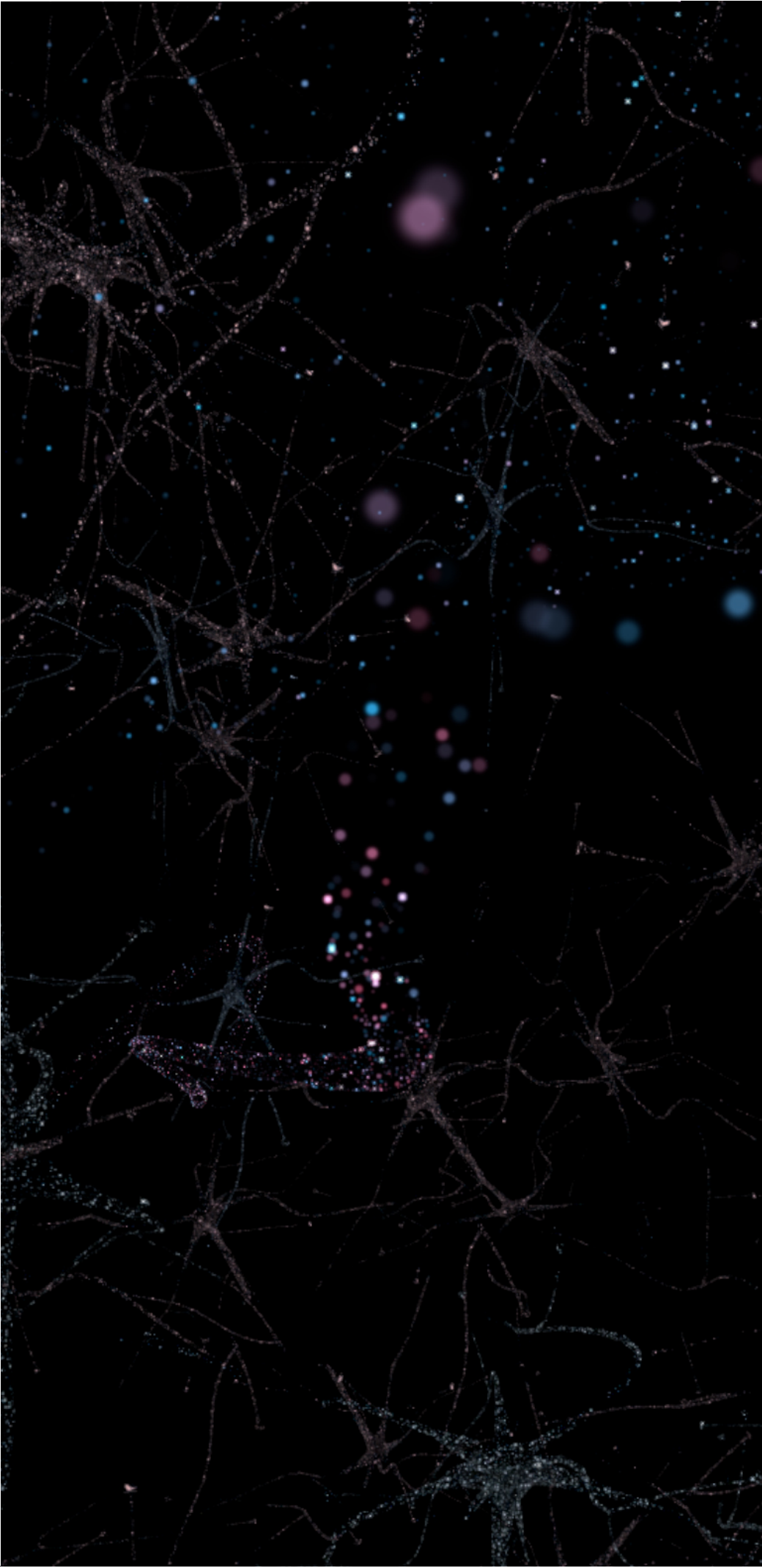
*Unrest VR* premiered in the Virtual Arcade at the [2017 Tribeca Film Festival](#). It was also showcased at [Sheffield Doc/Fest](#) in the Immersive VR section of the Alternate Realities Exhibition, where it won the Alternate Realities VR Award.

**Project Creators:** Jennifer Brea, Amaury La Burthe

**Co-Producers:** Jennifer Brea (Shella Films), Arnaud Colinart (Ex Nihilo), Lindsey Dryden (Little By Little Films), Amaury La Burthe & Grégoire Parain (Novelab by AudioGaming)

**Executive Producers:** Diana Barrett, Katherine Phillips

**Co-Executive Producers:** Nion McEvoy & Leslie Berriman



# VR TEAM



# UNREST UNRECOVERED-PRODUCTION

Jennifer Brea is an independent documentary filmmaker based in Los Angeles. She has an AB from Princeton University and was a PhD student at Harvard until a sudden illness left her bedridden. In the aftermath, she rediscovered her first love, film. She is a Sundance Fellow and has been supported by the Sundance Edit & Story Lab, Sundance Catalyst Forum, JFP's Filmmaker Lab, and the Fledgling Lab.

*Unrest*, her film debut, was awarded a Special Jury Prize at the Paley Center for Media's DocPitch competition and a Special Jury Award for Editing at the 2017 Sundance Film Festival. *Unrest* is supported by the Harnisch Foundation, Chicken & Egg Pictures, BRITDOC's Good Pitch, the Tribeca Film Institute, the Fledgling Fund and the Sundance Institute.

[jenbrea.com](http://jenbrea.com)  
[@jenbrea](mailto:@jenbrea)

## AMAURY LA BURTHE CO-DIRECTOR

After completing a Masters in Acoustics and Signal Processing at IRCAM in Paris, Amaury La Burthe worked as researcher for Sony-CSL and as lead audio designer for video game company Ubisoft. Through his professional experiences he developed expertise in both the technical and creative elements of sound design and interactive experience creation. He founded the start-up AudioGaming focused on creating innovative audio technologies and immersive experiences. Amaury is also an adjunct lecturer for National French School of Interactive Media and founded [Novelab](#), a creative studio focused on creating interactive experiences. He's been a speaker for international events like GDC in San Francisco and Sundance New Frontier. Amaury won a BAFTA for Best Sound Editing in 2004 for Ubisoft's *Prince of Persia: Warrior Within*.

## ARNAUD COLINART CO-PRODUCER

Arnaud Colinart is a producer at AGAT Films & Cie / EX NIHILO. He is particularly interested in applying new technologies and interactive mechanisms in the conception of narrative works, whether documentary or fiction. In addition to *Notes on Blindness VR* (Sundance 2016, Tribeca 2016, Sheffield Doc/Fest 2016), his productions include the video game *Type-Rider* (Appstore Editor's Choice, SXSW 2014 Gaming Award Nominee, Webby Award Nominee – Best Mobile Game, Best Visual Design), the transmedia experience *Hubot Market*, Atsugi Robotics for the Swedish TV series *Real Humans*, and recently the graphic tribute to the TV series *Peaky Blinders* by the American designer Nigel Evans Dennis (Lovie Award 2015 – TV Category & People Lovie Award 2015).

Together, Colinart and Laburthe created *Notes on Blindness VR* (Sundance 2016 New Frontier selection, Tribeca 2016 Storyscape Award, Sheffield Doc/Fest 2016 VR award, Kaleidoscope Festival Best Experimental Experience Award).

## LINDSEY DRYDEN CO-PRODUCER

A Goldsmiths graduate, Lindsey Dryden has a background in British TV documentary (Channel 4, BBC, History Channel) and specializes in intimate and innovative films about the body and the arts. Her work has shown at 30+ festivals worldwide, including SXSW, True/False, and Sheffield Doc/Fest, at Film Society of Lincoln Center's "Art Of The Real," and screened in Picturehouse Cinemas. In 2012 she directed and produced the feature documentary *Lost and Sound*, which follows three musicians as they try to rediscover music after hearing loss. It premiered at SXSW, screened on five continents and was nominated Best

UNREST

as producer of *Unrest*, a member of the Queer Producers Collective, and makes films about art and artists with the Tate in London. [@Lindsey\\_Dryden](#)

DIANA BARRETT  
EXECUTIVE PRODUCER

Diana Barrett founded The Fledgling Fund in 2005 after a long career at Harvard University, where she taught various courses in the MBA program as well as in Executive Programs, including Leadership in the Social Sector and General Management. Her special interest was large and complex health systems; she travelled extensively helping to establish effective delivery systems. The Fledgling Fund has supported approximately 400 documentary projects and is now particularly involved in their newest fund, the Rapid Deployment Fund, established just after the recent election, supporting short projects that effectively counter the present political narrative. To date about ten projects have been funded and Fledgling continues to fund outreach for long form documentary projects that promote social change.

KATHERINE PHILLIPS  
EXECUTIVE PRODUCER

Katherine Phillips is a millennial philanthropist, investor and entrepreneur. A graduate from the Savannah College of Art and Design, Katherine has dedicated her life to the arts both through philanthropy and through her own personal studies in photography. Katherine is an active member of her family's foundation and has dedicated her philanthropic work to bringing art and social change together, with an emphasis in female empowerment and providing a platform for women's stories be heard.

NION MCEVOY & LESLIE BERRIMAN  
CO-EXECUTIVE PRODUCERS



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