



Digital
Rise

BE REVOLUTION
PICTURES

JAIL BIRDS

- Bwa Kayiman -

TECHNICAL RIDER

LBE installation

VR 6DoF interactive fiction

JAILBIRDS

- Bwa Kayiman -

SYNOPSIS

The Bwa-Kayiman prison is a modern hell institution where inmates endure the sadism of a petty CHIEF WARDEN. Yet, despite all the bullying and psychological torture, one inmate, FELIX, is always happy.

Sentenced to life for the crimes of his gang, this repenting good giant seems to have reached serenity. His 9m2 cell is covered with his drawings: a colorful universe of beautiful sceneries. Calm, meditation, drawing... that's enough for Felix.

The Chief Warden can't stand it. For him, the inmates are here to serve their sentence. To suffer. To atone. Felix has to endure his time like everyone else. That is the rule. Félix's happiness is based on a secret: Every night he drinks a magic tea, and his eyes crawl out from his body, spread hummingbird wings and fly away. Every night, he travels the world as he pleases. In his cell, Felix is a free man.

ABOUT

JAILBIRDS is a narrative and interactive virtual reality experience, based on the visual universe of Philippe FOERSTER, Belgium author of dark poetic graphic novels.

The first part of this trilogy, dive us into one of his stories, Paulot s'évade, a bittersweet fable about human freedom.

Set alternatively in a nightmarish prison, alternatively in beautiful landscapes, the experience fully uses the assets of the VR medium (the 6 degrees of freedom, the placement of the point of view, the rollercoaster effect ...) as narrative tools. The story finds a strange resonance in the promise of virtual reality: a prisoner escapes every night, as his eyes magically detach from his body and go to discover the world that is physically inaccessible to him.

SPECIFICITY

JAILBIRDS : BWA KAYIMAN is a virtual reality room scale experience, an innovative fiction that relies on viewer engagement thanks to a story built with an invisible interactivity.

The story alternates for the first time between objective and subjective points of view, alternating aerial sequences close to the ride with natural scale sequences, privileging immersion, creating a unique mix of spectator movement and camera movement.

The freedom of movement, subject of the story, is here in variable geometry. Sometimes absolute, sometimes limited and a source of frustration, it becomes a tool of realization to build desire and create emotion. To enhance this frustration effect in the viewer experience, JAILBIRDS : BWA KAYIMAN is designed with a physical set-up made for a premium viewer experience. This set-up is a 80x50cm stand-up platform surrounded with a guardrail designed to partially deprive viewer's freedom to move around.

JAILBIRDS

LBE Premium installation set-up

gauge : 1 platform per user // up to 3 platforms

Size of the booth : 6m2 min (3m x 2m min / 12m2 for 3 platform)

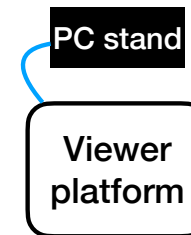
Crew : 1 hist to welcome the viewer and launch the movie.



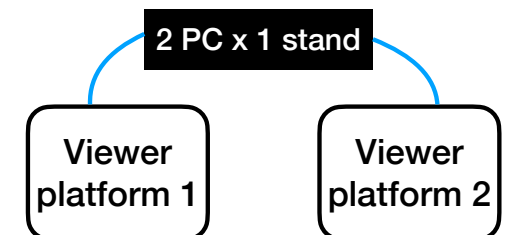
LBE set-up prototype in use.

1 to 6 viewer installation set-up

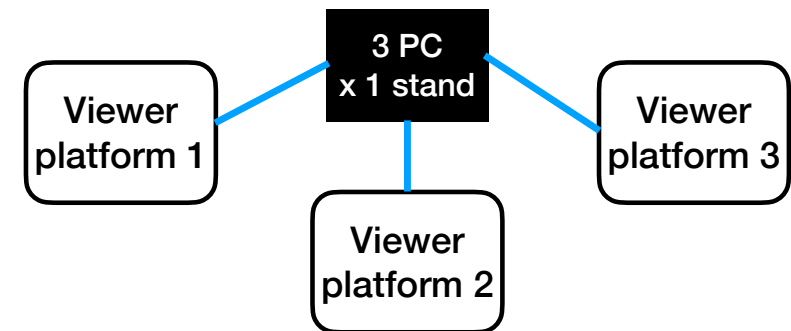
1 viewer set-up



2 viewers set-up



3 viewers set-up



Power supply : 1 x 210-220V grounded socket
for 1 to 3 VR laptop PC + inside-out HMD

JAILBIRDS

LBE Premium installation technical requirements

Provided by the venue :

- 1 space of 12 meter square max
- 1 powerlines 220V/AC
- 1 to 2 fans to cooldown the heat from the computers
- 1 to 3 laptop PC VR Ready table for 1 to 3 peoples
- 1 to 3 VR headset (WMR or HTC Vive)
- 1 to 3 Headphones (noisecancelling recommended)

software requirements :

- Steam VR to install on each PC (latest version)
- Windows MR for Steam VR (for WMR HMD)
- HEVC Video Extensions
- Jailbirds Unity build - provided by the producer

Extra ressources for dedicated room :

- 1 powerlines 220V/AC
- 4 Spotlights
- Black and white painted walls
- 1 in/out entry door.

Provided by the producer :

- Jailbirds build to be installed on PC
- remote assistance if required

Laptop / PC minimum recomanded

Acer Nitro 7 15'' - s/n AN715-51-75XG

- Intel Core i7-8750H
- GeForce GTX1650 4Gb
- 16 GB DDR4 RAM Memory

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