



INTERNATIONAL VIFF IMMERSED COMPETITION ELIGIBILITY RULES & REQUIREMENTS

SUBMISSION & AWARDS CATEGORIES

Best in Cinematic Live Action, Virtual or Mixed Reality

This category competition is designed to showcase narrative immersive experiences created from the live-action capture of human participants using camera or volumetric methods that exemplify works of narrative fiction.

Best in Animation, Virtual or Mixed Reality

This category is designed to showcase narrative immersive experiences in animation created using original crafted artwork to embody the characters, setting and objects of its story.

Best In Documentary, Virtual or Mixed Reality

This category is designed to showcase immersive experiences created to document and explore an aspect of the real world.

Best in Augmented Reality Storytelling

This category is designed to showcase narrative Augmented Reality (AR) experiences. Content may be interactive and include fiction documentary or animation.

BC Showcase – Exhibition

This category showcases curated VR, AR or MR works emerging from the creative nexus that is British Columbia.

SUBMISSION REQUIREMENTS

- Rough Cuts may be submitted for initial review, Final Cuts must be submitted by June 11, 2021 to maintain eligibility.
- All content files must be submitted through www.viff.org/online/immersed
- Content files must be submitted via a hosted link (Dropbox, Google Drive, or similar)
- Content files for HMDs must be capable of being sideloaded for review purposes on Oculus Go, Oculus Quest, or Samsung Gear VR
- Submitters must provide a video walkthrough version or documentation of the project via FilmFreeway Secure Online Screener System
- Please enclose a brief synopsis and exhibition history
- Must be able to be distributed to consumers through commercially available platforms such as: Oculus (Go, Quest, Rift), HTC (Vive Pro, Focus), Google (Cardboard, Daydream), Samsung (Gear VR, Odyssey), PC Based Mixed Reality HMD's (Microsoft, Acer, Lenovo Mirage).



- Rough cuts or works in progress are eligible for entry as long as they showcase the approximate full run time of the final piece. Final completed pieces MUST be submitted for review by 5 PM Pacific Time on June 11, 2021 for pieces to retain eligibility.

GENERAL ELIGIBILITY PARAMETERS

- **BC Showcase** – Projects must be produced in British Columbia or be created by British Columbia filmmakers.
- **Animation** – Projects must be story driven narratives.
- **Live Action** – While backgrounds and environments may be CGI or animation actors must be captured from live action.
- **Documentary** – Projects must be primarily live action and story driven narratives.
- Although premieres are encouraged and welcomed, there is no premiere requirement for XR projects.
- Projects may or may not have distribution.
- Projects may be available for free or for purchase via any commercial distribution platform.
- All applicable licenses and waivers of copyrights, moral rights, trademarks and other such intellectual property rights have been secured by the filmmaker(s)
- Projects may have been exhibited at other film festivals or trade shows.
- The entry fee is non-refundable.
- Entries from outside Canada must be clearly marked: “FOR FESTIVAL PREVIEW ONLY. NO COMMERCIAL VALUE.
- VIFF maintains the sole right to determine if submissions meet the eligibility requirements in each category.

TERMS AND CONDITIONS

PRESENTATION

Accepted immersive projects for the Festival can be exhibited on commercially available platforms such as: Oculus (Go, Quest, Rift), HTC (Vive Pro, Focus), Google (Cardboard, Daydream), Samsung (Gear VR, Odyssey), PC Based Mixed Reality HMD's (Microsoft, Acer, Lenovo Mirage). The dates, times, and locations of screenings of selected films are at the discretion of the Festival.

SHIPPING

Once a project has been accepted for participation in the Festival, detailed uploading instructions will be sent to the applicant.

LIABILITY

In the case of loss or serious damage to exhibition equipment, the Festival is not obligated to replacement of said equipment.



CONSENT

Participation in the Vancouver International Film Festival implies understanding and acceptance of these regulations.

Vancouver International Film Festival is hereby granted the right to utilize an excerpt from any film submitted and accepted for exhibition at the Festival for promotional purposes.

The individual or corporation submitting the film hereby warrants that it is authorized to commit the film for screening and understands and accepts these requirements and regulations.

The submitter shall indemnify and hold harmless Vancouver International Film Festival from and against any and all claims, liabilities, losses, damages and expenses (including but not limited to attorney's fees and costs of the court) which may be incurred by reason of any claim involving copyright, trademark, credits, publicity, screening and loss of or damage to the screening videos entered.

CATEGORY RULES – CINEMATIC LIVE ACTION, VIRTUAL OR MIXED REALITY

- Must be story driven narrative.
- While backgrounds and environments may be CGI or animation, characters must be based on live performance capture including camera-based, motion capture, volumetric or lightfield capture.
- The piece must be available for exhibition for the duration of the VIFF Immersed Public Exhibition September 30- October 10, 2021.
- Must be able to be distributed to consumers through commercial platforms such as: Oculus (Go, Quest, Rift), HTC (Vive Pro, Focus), Google (Cardboard, Daydream), Samsung (Gear VR, Odyssey), PC Based Mixed Reality HMD's (Microsoft, Acer, Lenovo Mirage).
- All content files must be submitted through www.viff.org/online/immersed
- Content files must be submitted via a hosted link (Dropbox, Google Drive, or similar)
- Content files for HMDs must be capable of being sideloaded for review purposes on Oculus Go, Oculus Quest, or Samsung Gear VR
- Submitters must provide a video walkthrough version or documentation of the project via FilmFreeway Secure Online Screener System
- Please enclose a brief synopsis and exhibition history
- All applicable licenses and waivers of copyrights, moral rights, trademarks and other such intellectual property rights have been secured by the filmmaker(s)
- Although premieres are encouraged and welcomed, there is no premiere requirement for projects.
- Projects may or may not have distribution
- Projects may be available for free or for purchase via any commercial distribution platform.
- Projects may have been exhibited at other film festivals or trade shows.
- Rough cuts or works in progress are eligible for entry as long as they showcase the approximate full run time of the final piece. Final completed pieces MUST be submitted for review by 5 PM Pacific Time on June 11, 2021 for pieces to retain eligibility.
- The entry fee is non-refundable.
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CATEGORY RULES – DOCUMENTARY, VIRTUAL OR MIXED REALITY

- Documentary projects must be primarily live action and story driven narratives.
- Documentary projects may be live action, volumetric, and may include animation.
- The piece must be available for exhibition for the duration of the VIFF Immersed Public Exhibition September 30- October 10, 2021.
- Must be able to be distributed to consumers through commercial platforms such as: Oculus (Go, Quest, Rift), HTC (Vive Pro, Focus), Google (Cardboard, Daydream), Samsung (Gear VR, Odyssey), PC Based Mixed Reality HMD's (Microsoft, Acer, Lenovo Mirage).
- All content files must be submitted through www.viff.org/online/immersed
- Content files must be submitted via a hosted link (Dropbox, Google Drive, or similar)
- Content files for HMDs must be capable of being sideloaded for review purposes on Oculus Go, Oculus Quest, or Samsung Gear VR
- Submitters must provide a video walkthrough version or documentation of the project via FilmFreeway Secure Online Screener System
- Please enclose a brief synopsis and exhibition history
- All applicable licenses and waivers of copyrights, moral rights, trademarks and other such intellectual property rights have been secured by the filmmaker(s)
- Although premieres are encouraged and welcomed, there is no premiere requirement for projects.
- Projects may or may not have distribution.
- Projects may be available for free or for purchase via any commercial distribution platform.
- Projects may have been exhibited at other film festivals or trade shows.
- Rough cuts or works in progress are eligible for entry as long as they showcase the approximate full run time of the final piece. Final completed pieces MUST be submitted for review by 5 PM Pacific Time on June 11, 2021 for pieces to retain eligibility.
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CATEGORY RULES – ANIMATION, VIRTUAL AND MIXED REALITY

- Animation projects must be story driven narratives.
- The piece must be available for exhibition for the duration of the VIFF Immersed Public Exhibition September 30 - October 10, 2021.
- Must be able to be distributed to consumers through commercial platforms such as: Oculus (Go, Quest, Rift), HTC (Vive Pro, Focus), Google (Cardboard, Daydream), Samsung (Gear VR, Odyssey), PC Based Mixed Reality HMD's (Microsoft, Acer, Lenovo Mirage).
- All content files must be submitted through www.viff.org/online/immersed
- Content files must be submitted via a hosted link (Dropbox, Google Drive, or similar)
- Content files for HMDs must be capable of being sideloaded for review purposes on Oculus Go, Oculus Quest, or Samsung Gear VR
- Submitters must provide a video walkthrough version or documentation of the project via FilmFreeway Secure Online Screener System
- Please enclose a brief synopsis and exhibition history
- All applicable licenses and waivers of copyrights, moral rights, trademarks and other such intellectual property rights have been secured by the filmmaker(s)
- Although premieres are encouraged and welcomed, there is no premiere requirement for projects.
- Projects may or may not have distribution.
- Projects may be available for free or for purchase via any commercial distribution platform.
- Projects may have been exhibited at other film festivals or trade shows.
- Rough cuts or works in progress are eligible for entry as long as they showcase the approximate full run time of the final piece. Final completed pieces **MUST** be submitted for review by 5 PM Pacific Time on June 11, 2021 for pieces to retain eligibility.
- The entry fee is non-refundable.
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AUGMENTED REALITY STORYTELLING - CATEGORY RULES

- Rough Cuts may be submitted for initial review, Final Cuts must be submitted by June 11, 2021 to maintain eligibility.
- All content files must be submitted through www.viff.org/online/immersed
- Content files must be submitted via a hosted link (Dropbox, Google Drive, or similar)
- Content files for HMDs must be capable of being sideloaded for review purposes on commercially available platforms such as mobile phones, tablets or head mounted displays (examples: HoloLens, Magic Leap)
- Submitters must provide a video walkthrough version or documentation of the project via FilmFreeway Secure Online Screener System
- Please enclose a brief synopsis and exhibition history
- Virtual Reality must be able to be distributed to consumers through commercially available platforms such as: mobile, tablet or head mounted displays .
- Augmented Reality must be able to be distributed to consumers through commercially available platforms such as mobile phones, tablets or head mounted displays (examples: HoloLens, Magic Leap)
- Rough cuts or works in progress are eligible for entry as long as they showcase the approximate full run time of the final piece. Final completed pieces MUST be submitted for review by 5 PM Pacific Time on June 11, 2021 for pieces to retain eligibility.
- Augmented Realty. Projects must be story-driven narratives, which may include interactivity in documentary, live action and animation.
- Projects may or may not have distribution.
- Projects may be available for free or for purchase via any commercial distribution platform.
- All applicable licenses and waivers of copyrights, moral rights, trademarks and other such intellectual property rights have been secured by the filmmaker(s)
- Projects may have been exhibited at other film festivals or trade shows.
- The entry fee is non-refundable.
- Entries from outside Canada must be clearly marked: "FOR FESTIVAL PREVIEW ONLY. NO COMMERCIAL VALUE."
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CATEGORY RULES – BC IMMERSED, VIRTUAL AND MIXED REALITY

- Must be story driven narratives in cinematic, documentary or animation.
- The creative team must be based within the provincial borders of British Columbia.
- The piece must be available for exhibition for the duration of the VIFF Immersed Public Exhibition September 30- October 10, 2021.
- Must be able to be distributed to consumers through commercial platforms such as: Oculus (Go, Quest, Rift), HTC (Vive Pro, Focus), Google (Cardboard, Daydream), Samsung (Gear VR, Odyssey), PC Based Mixed Reality HMD's (Microsoft, Acer, Lenovo Mirage).
- All content files must be submitted through www.viff.org/online/immersed
- Content files must be submitted via a hosted link (Dropbox, Google Drive, or similar)
- Content files for HMDs must be capable of being sideloaded for review purposes on Oculus Go, Oculus Quest, or Samsung Gear VR
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- Projects may or may not have distribution.
- Projects may be available for free or for purchase via any commercial distribution platform.
- Projects may have been exhibited at other film festivals or trade shows.
- Rough cuts or works in progress are eligible for entry as long as they showcase the approximate full run time of the final piece. Final completed pieces **MUST** be submitted for review by 5 PM Pacific Time on June 11, 2021 for pieces to retain eligibility.
- The entry fee is non-refundable.
- Entries from outside Canada must be clearly marked: "FOR FESTIVAL PREVIEW ONLY. NO COMMERCIAL VALUE."
- VIFF maintains the sole right to determine if submissions meet the eligibility requirements in each category.

FOR ALL ADDITIONAL QUESTIONS PLEASE CONTACT

IMMERSED.SUBMISSIONS@VIFF.ORG