CAVE
Tribeca Immersive 2019 Press Notes

SYNOPSIS
The NYU Future Reality Lab presents a new story about destiny and family. In this shared virtual reality experience co-created by Ken Perlin, Kris Layng and Sebastian Herscher, audiences are transported back to 10,000 BC, when stories were told around a campfire and the history of our ancestors was written on the walls of caves. Ayara, a young woman, is struggling to decide whether to accept her role as Shaman, her tribe’s only emissary to the spirit world.

CAVE is a coming-of-age story told with the Parallux system, a fundamentally new kind of VR technology that allows a fully immersive virtual world to be experienced together by many people in the same location.

Unlike 360-degree VR, Parallux provides audiences with a collective experience of total holographic immersion. Every audience member feels physically present in the shared story world, as she would when attending a live theater or concert event.

The implications for the future of cinematic experiences are profound. Rather than merely seeing a story projected onto a screen, an entire large audience is transported together to an enveloping story world, enjoying a deep level of immersion far beyond what was previously possible.

SHORT SYNOPSIS
CAVE is a coming-of-age story told through cutting-edge Parallux technology, featuring a fully immersive holographic VR experience that can be shared by many audience members at the same time.
**BIOGRAPHIES**

**Ken Perlin – Executive Producer**

Ken Perlin is an Academy Award-winning professor of computer science at New York University. He is the founding director of the Media Research Lab and Future Reality Lab at NYU, and the Director of the Games for Learning Institute. His invention of Perlin noise in 1985 has become a standard that is used in both computer graphics and movement.

**Kris Layng – Director**

Kris Layng is an award-winning art director, concept artist and immersive experience director. He was nominated for an Art Directors Guild Award for his work on MANIAC (Netflix), and co-created and directed the virtual reality film, CAVE (Tribeca Film Festival 2019). He is the artist-in-residence of the Future Reality Lab and co-founder of Parallux. He is an alumni of Tisch School of the Arts.

**Sebastian Herscher – Technical Producer**

Sebastian Herscher is a co-founder of Parallux and the associate director of the NYU Future Reality Lab. He has worked on large scale multi-user VR experiences since early 2015. His credits include technical producer of *Holojam* (SIG 2015), *Spacetime* (UIST 2018), *Cavn* (CHI 2019), and *CAVE* (Tribeca 2019).

**Ryan Shore – Composer**

Ryan Shore is a 2x Emmy Award and Grammy Award nominated composer, songwriter, music director, and conductor for film, television, virtual reality, games, records, concerts, and theater. Shore’s 60+ scoring credits include Star Wars: Forces of Destiny (Lucasfilm), Julie’s Greenroom (Netflix), Alumette (Penrose), Penn Zero: Part Time Hero (Disney), Scooby-Doo! (Warner Bros), and The Oscars.

**Thomas Meduri – Lead Technical Artist**

Thomas Meduri specializes in high-end 3-D graphics and motion animation. Founder or VRNOVO, Meduri’s past VR Projects include the Emmy Award winning Zero Days, a cinematic VR experience, Raleigh Under the Sea, and Octopus Bar.

**Jess Bass – Producer**

Jess Bass produces and curates immersive and interactive storytelling experiences. Clients have included Future of StoryTelling, WeWork, Casper, USA SYFY, Deloitte Digital, Microsoft and more.

**Gabe Zetter – Event Producer**

Gabe Zetter is a creative producer and co-founder of Parallux. His background includes supporting early-stage startups, working in television at CBS, and driving business development efforts at Melcher Media & the Future of StoryTelling.
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PROMO IMAGE

Link to Download: HERE

PROJECT INFORMATION

Original Title: CAVE
Country: USA
Language: English
Year: 2018
Premiere: Tribeca Immersive
Exhibition History: SIGGRAPH 2018
Format: AR, VR, multi-person XR
Running Time: 5-10 minutes

PRESS CONTACT

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CREDITS

Executive Producer: Ken Perlin
 Director: Kris Layng
 Technical Producer: Sebastian Herscher
 Composer: Ryan Shore
 MoCap Actress: Hanako Greensmith
 Voice Actress: MaYaa Boateng
 Lead Technical Artist: Thomas Meduri
 Associate Technical Directors: Eric Chang & Marcus Guimaraes
 Sound Designer: Marta Olko
 Associate Sound Designers: Dennis George Dembeck & Tatiana Turin
 Producer: Jess Bass
 Associate Producers: Maria Eugenia Mamede, Susan Darvishi & Andrea Waxman
 Animator/Modeler: Pasan Dharmasena
 Cave Paintings: Paloma Dawkins
 Concept Artists: Angela Yu, Rowan Robertson Smith & Matias Alvial
 Costume Designers: Kat Jeffery
 Post Show Director: Alexandra V Serralta
 Developers: Mike Gold & Aaron C Gaudette
 PAs: Brandon Buikema & Dan Lazar
 Story Consultant: Sarah Blush
 Artistic Advisor: Anna Baryshnikov
 Special Thanks: Flavorlab