In War Remains, podcast legend Dan Carlin (Hardcore History) uses the power of virtual reality to transport audiences into the most extreme battlefield in history – the Western Front of The First World War.

In this multi-sensory experience, viewers enter a detailed physical set overlaid with a virtual environment that lets them literally reach out and touch the hellish landscape. As educational as it is exhilarating, the piece blends Dan Carlin's classic narrative style with moments of unfettered combat to bring viewers closer to history than ever before. Even after exiting the immersive simulation and returning to the present day, audiences are left with the realization that, more than 100 years later, this war has yet to release its grip on the world.

War Remains, presented by Dan Carlin, is directed by Brandon Oldenburg and produced by MWM Immersive with development by Flight School Studio and audio design by Skywalker Sound. MWM Immersive is the division of MWM that creates and distributes VR and other interactive entertainment made by the world’s best storytellers.


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The Team:

Dan Carlin (presents War Remains)

Dan Carlin’s two long-running podcasts are among the most popular in the world. Part storyteller, part analyst, Carlin has mastered the art of looking at subjects from multiple angles and dissecting and thinking about them in original ways. His passion is contagious, his ideas are captivating, and his approach to the past is unlike anything taught in a classroom.

Brandon Oldenburg (director)

Brandon Oldenburg is an award-winning film director, designer and immersive storyteller. Stories that he has directed have won an Academy Award, multiple Emmy Awards, multiple Gold Lions at Cannes including the Grand Prix and a host of other industry accolades. As Chief Creative Officer at Flight School, Brandon leads the team of creative directors and artists to produce innovative stories with new technologies. Prior to Flight School, Brandon co-founded Reel FX and Moonbot Studios, both leaders in animation and emerging technology.

Ethan Stearns (executive producer)

Prior to joining MWM in 2017, Stearns served as the VP of Virtual Reality at Legendary Entertainment where he spearheaded many high-profile interactive cinematic experiences for both virtual and mixed reality. In 2016, Ethan began work with acclaimed director Alejandro G. Inarritu and cinematographer Emmanuel Lubezki to produce the first ever Academy Award-winning VR project, “Carne y Arena”. Stearns’s innovative work continues to push the boundaries of content development, exposing existing and new audiences to the world of immersive entertainment.
Clint Kisker (President of MWM)

Clint Kisker is the President of MWM (Madison Wells Media), a diversified media and entertainment platform named one of Fast Company’s Most Innovative Companies in Hollywood, which he co-founded with Emmy award-winning producer Gigi Pritzker. Kisker has been a leader in media and entertainment finance for more than 10 years and was recognized by Daily Variety as a “New Leader of Hollywood” in 2011 and a “Global Impact Financier” in 2013.

Kyle Clark (CEO of Flight School)

Kyle Clark is CEO of Flight School, a studio whose mission is to tell innovative stories in emerging technology. During his 24-year career in animation and digital media, Kyle has been involved in creating and producing films, commercials, video games and virtual reality experiences for clients and partners such as Warner Brothers, DreamWorks, American Express, Disney, GMC, AT&T, and the NBA.

Brandon Padveen (Producer – War Remains)

Brandon began his career working at Legendary Pictures under MWM co-founder Clint Kisker. His credits include the SOKRISPY DAYDREAMS virtual reality film series, which he developed and produced for Google Daydream. A hardcore fan of Dan Carlin, he serves as a touch point between MWM Immersive and the extraordinary artists that it partners with.
Jen Cadic (Head of Production at Flight School Studio / Producer – War Remains)

As Head of Production for Flight School Studio, Jen produces and provides oversight on the studio’s rapidly growing original and branded content. Jen transitioned to the team from Reel FX, where she worked on landmark VR experiences for film studios like Lionsgate and Paramount. Leveraging a decade of experience in production using innovative technology and creative techniques, her insight is vital to her team’s success in pushing the boundaries of interactive storytelling. Prior to her current role, she worked for Psyop, Charlex and Nice Shoes, working on projects for Lady Gaga, Beyoncé and Kanye West.

Quote from Dan Carlin, who presents War Remains:

“War Remains, our immersive attempt at a time machine-like dive into a Western Front battlefield, is the most realistic simulation to date of a nightmarish human experience from more than a century ago. I’ve always said that places like the Western Front at their worst were inconceivable to those who hadn’t seen them firsthand, but one of the valuable parts of this experience is it uses the latest technology and techniques to make it easier to imagine. In that sense I hope it’s an empathy-enhancement tool. It takes things one step further than film or television or video games have been able to do. I think it engages the senses and ‘lizard brain’ of someone experiencing it in a way that truly bridges the gap between something that is spectator-oriented to something that is participatory. It commands 100 percent of the audience’s attention. It refuses to be ignored.”

Quote from Ethan Stearns, Executive Producer of MWM Immersive:

“We at MWM Immersive are beyond excited to bring audiences this incredible journey with the legendary Dan Carlin. His voice is an icon of the podcasting world and beyond, and we believe that this medium represents a captivating new way for Dan to share his stories. People have been connecting with Dan’s narrations for many years, and in so many ways, he acts as a portal for us into the most visceral moments in time. It was crucial to MWM that we maintain that unique power of Dan’s storytelling when translating it out of podcasts and into VR, and Dan quickly understood how to use this technology to recreate historical moments like has never been done before. This involved going beyond what you see, and tapping into what you hear. War Remains is just as much of an audio experience as it is a visual and haptic one.”