

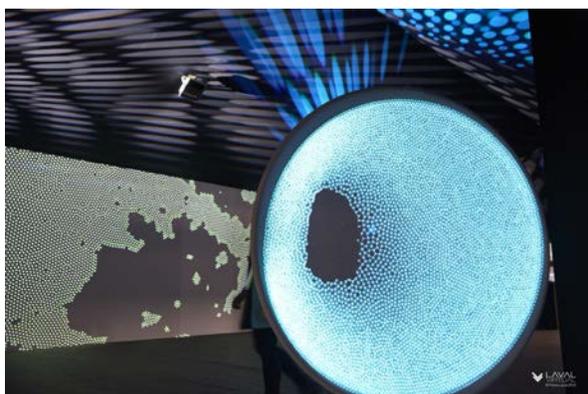
CALL FOR PROJECTS FOR SCENOGRAPHY



Laval Virtual 22 to 26 April 2020

**CALL FOR PROJECTS FOR
SCENOGRAPHY**

Central area in the heart of the show



Rue Marie Curie 53810 Changé / +33 (0)2 43 49 75 13

EXHIBITION | CONFERENCES | AWARDS

WWW.LAVAL-VIRTUAL.COM #Lavalvirtual

DESCRIPTION

Laval Virtual is dedicated to serving, informing and animating the VR/AR & Immersive techniques user community with regard to its BtoB practices through platforms for meeting and discussion, as well as information services.

In the 20 years of its existence, Laval Virtual has established a key role for itself as facilitator for organisations in the **VR/AR** sector. Throughout the year it gathers and animates a community of **professionals** for which it organises fairs in Europe and Asia, conference programmes and provides various information services (technology watch, publications, task force reports, etc.).

The next international **Laval Virtual** fair will take place in Laval, France from **22nd to 26th April 2020**.

As in previous years, the exhibition space extends over 9,000 m², accommodating over 300 exhibitors.

The Conference will welcome over 150 high-level speakers (leaders, VR/AR experts, visionaries, researchers, etc.) on three parallel themed cycles spanning three days. It will take place in a dedicated area.

For the third consecutive year, RectoVRso gallery will take over symbolic locations in the city of Laval to promote and examine artistic forms of virtual reality.

ORGANISERS

Laval Virtual, a not-for-profit association under the French law of 1901, is responsible for the event.
Contact: Margot Tessier - Rue Marie Curie 53810 CHANGE, France. Tel: +33 2 43 49 75 13 - Email: mtessier@laval-virtual.org

THEME OF THE COMPETITION

The competition should enable our visitors to share a unique experience without queues forming. We are looking for a 'wow' effect and something that is photogenic.

The project can make use of interactive projection, robotics, AI and many other technologies (appendix 2).

The Cross Tech theme will be emphasised through the #Experiences competition. The term cross technology is a blend of immersive technologies and one or several of these converging technologies: Voice Recognition, Artificial Intelligence, Biometrics, multi-sensory rendering, drones, Blockchain, BCI, Haptics and interrelated interfaces.

Proposing a project in this domain is therefore a real plus.

ENTRY REQUIREMENTS

This competition is open to both private (companies, associations...) and public (universities, laboratories, etc.) organisations.

The projects proposed may be led by one or several organisations. It is possible to present or participate in a maximum of 3 projects per body or group. It is free to take part in the competition.

Candidates are responsible for technical, logistical, material and human costs incurred in the context of the presentation of the project.

The winner of the competition is liable for all technical, logistical, material and human costs related to their project, from design to implementation during the ceremony

The winner of the competition will attend the entire show from 10am Wednesday 22nd April to 6pm Sunday 26th April.

PRESENTATION OF PROJECT

Projects may be submitted until 17th January 2020 (incl.) by email to: mtessier@laval-virtual.org.

Applications must include a detailed presentation. Any type of media that may support a better understanding of the project (drawing, plan, model, image, video, 3D animation, etc.) is permitted, provided the file formats can be read on PC or Mac platforms, through free software, available on the Internet, or provided by the candidate.

The organisers do not accept liability in the event of any files being illegible for technical reasons.

Productions that do not comply with these rules will not be considered.

Participants must also sign and return the competition rules in order to be accepted.

PRESENTATION OF SPACE

The fair comprises 5 halls from A to E. Between hall D and E there is a rectangular 9.5m x 15.62m area that is available for your use.

Within the 15.52m there is a 2.94m area where there must not be any obstacles or objects.

The space that you will occupy will be very busy with visitors. It has a heavy footfall as this area provides access to the second section of the fair.

Maps of the area are in appendix 3 and 4.

TECHNICAL CONSTRAINTS

You may use all the space but you must ensure that visitors can easily circulate in the area. If assistance is required we can create a recess to conceal any technical elements relevant to the project.

There is an emergency exit in the area and so physical objects are not permitted within 2.5m of this evacuation point, similarly, if the experience that you create requires darkness, we are obliged to provide lighting for the steps as a safety precaution

The floor comprises boards that may vibrate as visitors walk on them despite reinforcement. Your response to the call for projects must specify any constraints that could be incur in terms of successful implementation.

We will provide a source of electricity but this does not include distribution.

The project cannot be hung from the structure.

Any hanging must be autonomous.

The maximum weight allowed is 350 kg/m².

SELECTION CRITERIA

Each project will be evaluated according to the following criteria:

- The project should use one or several of the technologies listed in appendix 2.
- The experience must be visible and create a 'wow' effect among visitors. It must also be photogenic.
- The collaborative aspect is paramount so as to offer something that can be experienced by several people and avoid queues in the area.

SELECTION PROCEDURE

The jury will select the winning project after voting and discussion.

The jury consists of members of the Laval Virtual committee, the ceremony producer and specialists.

CALENDAR

Deadline for project submission 17th January 2020

Results announced: 30th January 2020

PROPERTY AND REPRODUCTION RIGHTS

The winner of the competition retains the copyright and intellectual property rights pertaining to their project. The winner of the competition authorises Laval Virtual to use images and videos of the concept to produce printed (publications, posters, promotional materials, etc.) or electronic (websites, multimedia presentations, etc.) and/or audiovisual material.

All participants accept that their work can be used in advertising referring to the competition. Participants therefore accept that organisers list the names of candidates in press releases, background material and publications.

All candidates agree that all projects presented do not violate the rights of any third party. The organisers will not be liable in this instance.

RULES

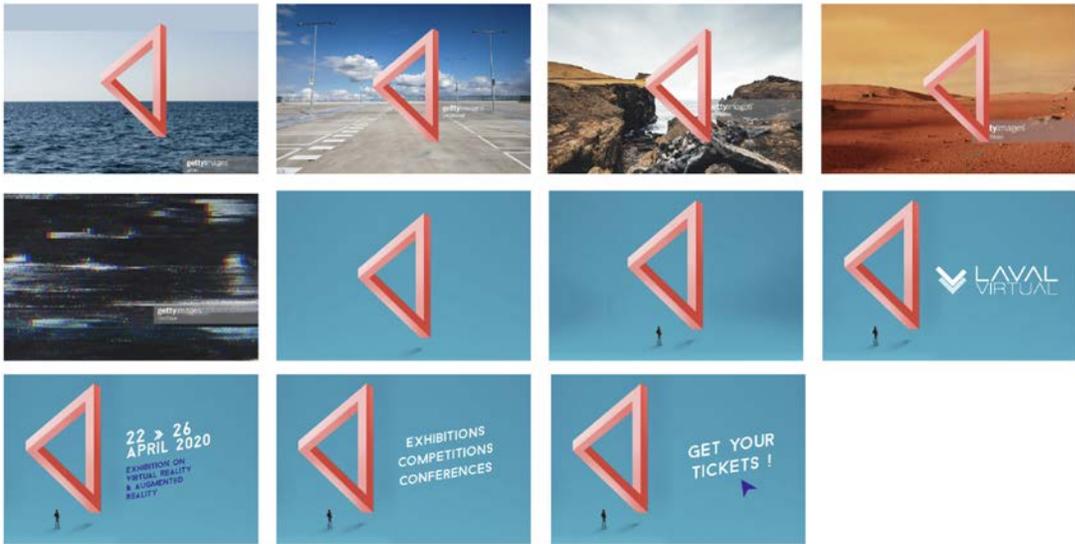
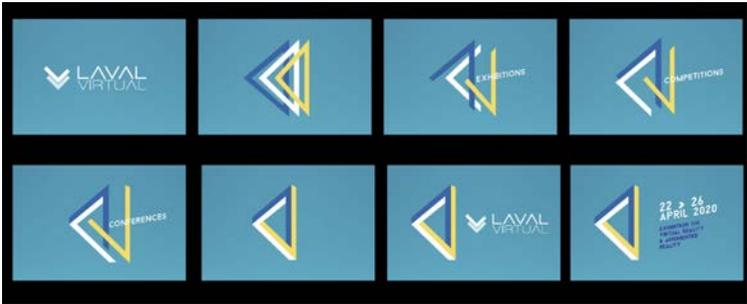
Participation in the competition implies unconditional acceptance of the rules. Any dispute relating to the organisation of the competition must be addressed to Laval Virtual.

Signature:

Date:

I, the undersigned, do hereby declare that I have read and accept the conditions above.

Appendix 1: Laval Virtual visuals



Appendix 2: Laval Virtual: technical focus

IMMERSIVE TECHNIQUES

Virtual Reality & Augmented Reality

Rendering



HMD and glasses



Other devices



Advanced Electronics



Multi-sensorial rendering

Interactivity



Motion Capture



IoT & Wearables



Tangible Interfaces



BCI



Speech Recognition

Content creation



Interactive 3D production



360 acquisition Systems



Volumetric Scanning & Reconstruction



Immersive Storytelling



Layering

Emerging Related techs



Augmented Human



Artificial Intelligence



3D Print



Drones



Robotics



Cloud



Blockchain



Ordinateur Quantique



Connectivité

Platform



Business Solutions



Market Place

Conferences and ReVolution #Research



Emerging uses of current techs



User Experience



Algorithms & Techniques

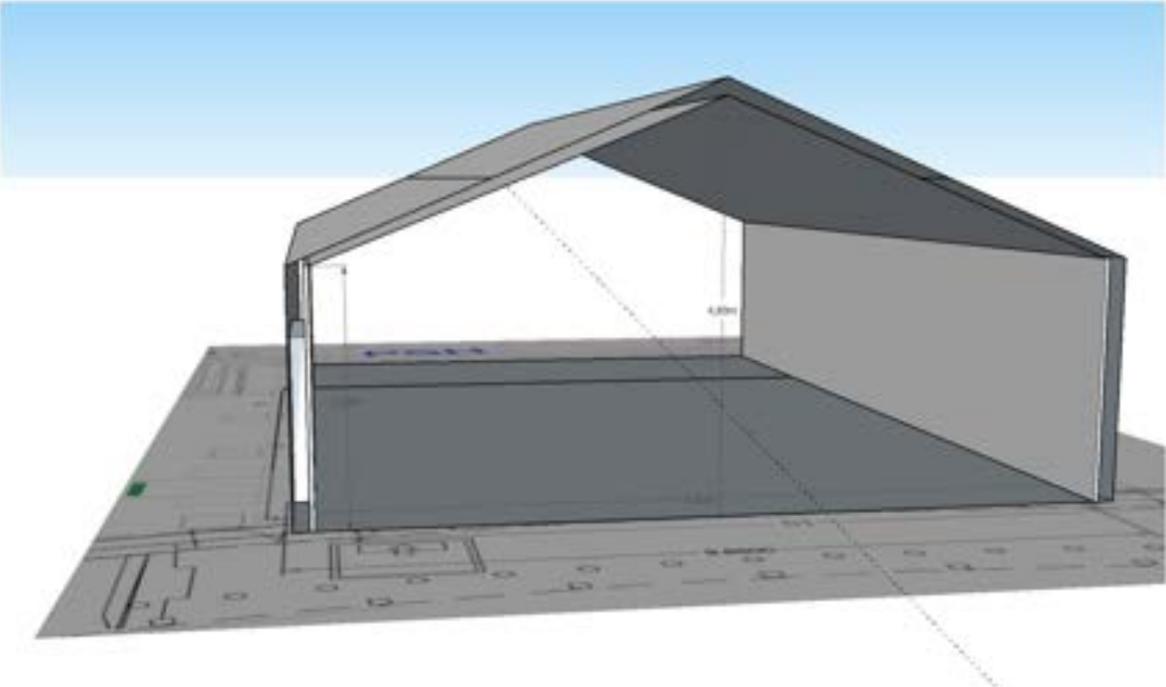


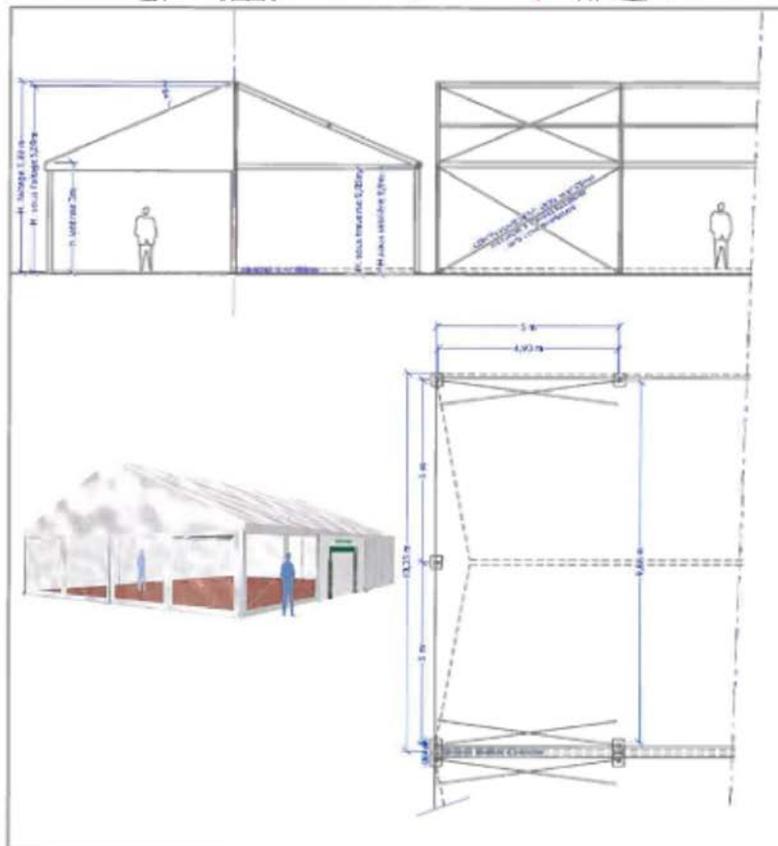
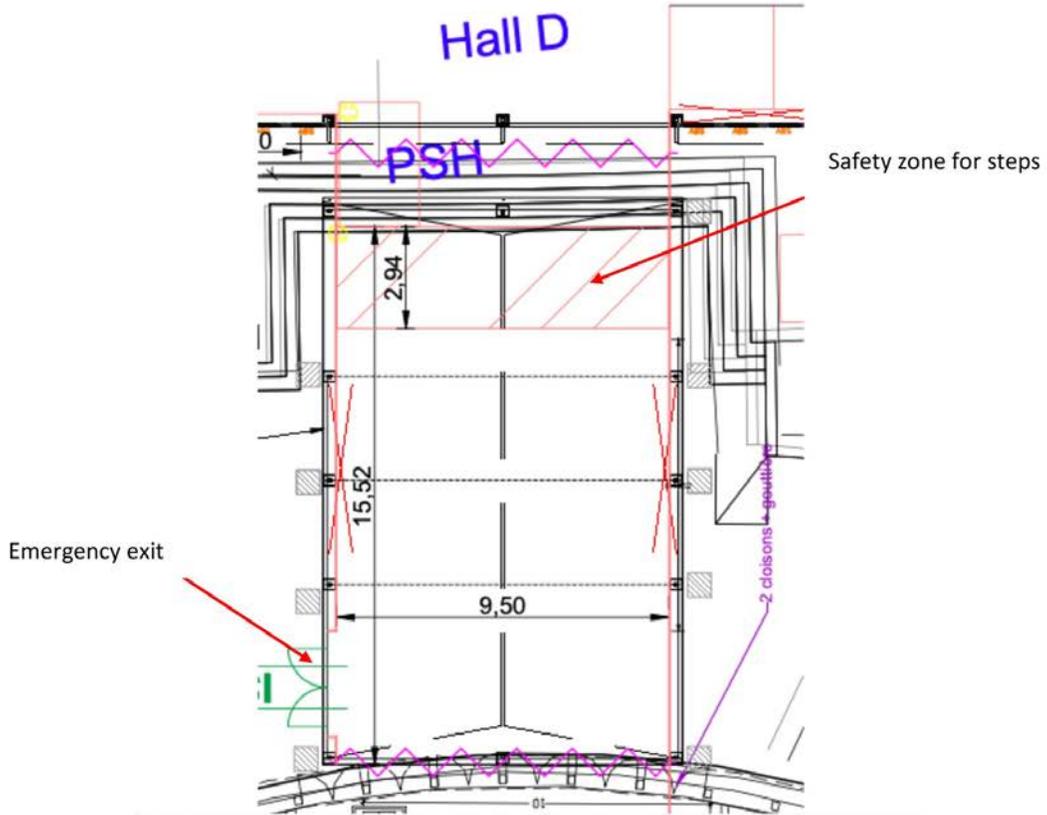
Future devices



Humans & Ethics

Appendix 3: Maps of area





Appendix 3: Map of show

