

79th Venice International Film Festival
VENICE IMMERSIVE
IMMERSIVE PROJECTS SUBMISSION REQUIREMENTS

360 videos and XR works of any length, including installations and virtual worlds are eligible.

360 VIDEOS

Please submit a single file with English dialogs or English **burnt-in subtitles** and **encapsulated audio** with the following specs:

Framerate: *Minimum 23fps up to 60fps. Recommended 30fps*

Bitrate: *Up to 45Mbps for 4K videos. Recommended 25-60 Mbps*

Container: *.mp4, .mkv*

Codecs: *H264 – H265*

**Movies must appear as 360° video in any normal 2D-flat screen player that supports 360 format.*

360 °

Monoscopic Equirectangular 2:1 (minimum): 3840x1920

Stereoscopic Equirectangular Top-Bottom 2:1 (minimum): 3840x3840

Audio

Stereo

- Stereo audio: AAC at 128-320 kbps

Spatial

- Option 1: 8 channel / 10 channel ambisonic audio - Hybrid Higher Order Ambisonics.
- Option 2: First order ambisonics in ambiX format (ACN/SN3D) in .mp4 (.h264/aac) container

VR PROJECTS

- Compatibility with one or more of the following headsets/platforms is recommended – please make sure that hand interactions, if any, do map the controllers of:
 - VIVE Pro, VIVE Cosmos
 - Quest 1, Quest 2
 - Quest 2 w/Oculus Link
 - Valve Index
 - Windows Mixed Reality – HP Reverb
 - WebVR
- Submit your ready-to-run full binary build
- suggested room scale environment 3 x 3 meters.
- Provide step by step instructions on how to play and walk through the end of the experience
- Comfort requirements:
 - *Tracking head movements in a consistent manner.*

- *Rendering visuals stereoscopically and clearly.*
- *Displaying visuals indicating movements that are consistent with user inputs.*
- *Avoiding excessive backward or sideways movements.*
- *Avoiding shaky visuals and unexpected accelerations or decelerations,*
- *A minimum of 90FPS is recommended.*
- *Avoiding dropped frames.*
- *Avoiding inconsistent scales.*
- *Avoiding sudden changes in brightness.*
- *Starting only after the user has indicated readiness.*

PC VR Workstation:

- Video Card NVIDIA RTX 3080
- CPU Intel I9-8800k
- 32GB DDR4 RAM
- HDMI, DisplayPort and USBC video output
- USB 3.1 Ports
- OS Windows 10/11

OTHER IMMERSIVE PROJECTS

For any specific technical need, please contact the Cinema Department at veniceimmersive@labiennale.org.

FILE UPLOAD

Your project files must be uploaded to <https://nextcloud.labiennale.org> using the login details that will be sent to you after paying the submission fee.