PC VR – STAND-ALONE VR – 360 VIDEOS – ONLINE WORLDS

In case of selection, La Biennale di Venezia will provide for each selected project a standard booth of about 3x3 meters (circular areas with a diameter of 4.2 or 3.6 meters for stand-alone projects), featuring the title and main credits of the project. The booth cannot be embellished with any branding, decoration or lighting. It is not allowed to exhibit, internally or externally to the booth, any representation of commercial brand, logo or sponsor.

La Biennale will also provide, if necessary and according to the project technical features as well as to the general layout of the Venice Immersive Island, the technology required for a full fruition of the experience, such as: headset, workstation, headphones, monitor, etc.

Special requirements will need to be agreed with La Biennale.

INSTALLATIONS – DOMES – AR – ONSITE LIVE PERFORMANCES – OTHER PROJECTS

In case of selection, La Biennale will provide a space defined according to the general curatorial layout of the Venice Immersive Island. The space will be equipped with cabled Internet access and electricity supply. La Biennale will grant the transportation of the installation material and equipment from Venice Mainland to the Venice Immersive Island (all the deliveries have to be agreed in advance with Biennale’s technical team).

Each team will be asked to:
- Bring their own technical equipment, including headset, workstation, wireless access point and all necessary installation materials;
- Submit a detailed design proposal for the curators’ approval;
- Be responsible of the set-up of the entire installation, including internal partition walls, floor finish, rigging system lights and to provide a technician on site that will run the installation for the whole duration of the Festival;
- Provide a detailed list of the materials that will be sent for the installation, for insurance purposes;
- Be responsible for the disassembly of the installation at the end of the Festival.