Welcome

We are delighted to welcome submissions for interactive and virtual reality projects for consideration for Sheffield Doc/Fest’s Alternate Realities programme. Now in its 26th year, Sheffield Doc/Fest is open to all sectors of film and media production. We encourage documentary submissions from independent creators, established or debut talent, multi-platform and digital artists, cooperatives, distributors, media institutions and educational institutions.

1. Submission Guidelines
2. How to Enter
3. Deadlines & Submission Fees
4. Payment
5. Selection Process
6. Competitions
7. Project Formats
8. Technical Guidelines
9. Marketing & Promotional Materials

Alternate Realities Programme

Sheffield Doc/Fest’s Alternate Realities is a world-leading programme of interactive and immersive art works focused on non-fiction. We explore game changing forms of storytelling through film, art, performance and technology.

Alternate Realities celebrates the digital evolution of storytelling with immersive and interactive narrative, computational disruption and algorithmic intervention, shining a light on the world’s most innovative projects and their creators.

The Alternate Realities programme comprises a number of elements at the Festival including:

Alternate Realities Exhibition

A multi-disciplinary showcase open to both the public and Festival delegates in which you can discover the latest virtual reality experiences and innovation in interactive documentary from around the world. Reach for a headset or engage in interactive installations to step into true stories from out of this world.

2018 Exhibition:
https://v21artspace.com/alternate-realities-the-world-unknown-to-you
Alternate Realities Touring Opportunities

A series of smaller touring showcases installed at partner venues such as the Barbican and Phi after the Festival. Artists who’s work is selected for the exhibition may also be chosen by the Curators for both Alternate Realities and partner venues to be a part of the Alternate Realities Tour(s)

Alternate Realities Summit

A one-day forum bringing together creatives to share insight into the hottest and most compelling areas of interactive design, production and distribution. These sessions inspire and inform on a wide range of the latest advancements in technology and the future of documentary filmmaking.

Alternate Realities Commission

An annual grant for an interactive or immersive artist or project team to create a piece of non-fiction digital storytelling. The commission is guaranteed a place in the Alternate Realities Exhibition and may be included on the Alternate Realities Tour(s).

1. SUBMISSION GUIDELINES

By applying and participating you agree to unconditional acceptance of these Terms and Conditions. The organisers reserve the right to change the Terms and Conditions or processes at any time.

- Feel free to make multiple submissions. Each require a separate application form and submission fee;

- For Early Submissions, project creators are eligible to submit projects completed after 1 June 2018 and before 31 November 2018;

- For Standard and Late Submissions, project creators are eligible to submit projects completed after 31 November 2018;

- Projects previously submitted to Doc/Fest are eligible, even if the project has changed significantly since the last time it has been submitted;

- There is no limit to the number of projects that can be submitted by any one individual/organisation, though one form must be completed per entry;

- Due to the volume of entries received, Doc/Fest cannot offer feedback or individual comments for projects not included in the programme.

- It is the sole responsibility of the applicant to secure clearance from the copyright holders of any copyrighted materials included within the submitted projects. Doc/Fest will not be held responsible for the unauthorised inclusion of any copyrighted materials within or related to the submitted projects;
• Doc/Fest reserves the right to disqualify any project with any unauthorised inclusion or copyrighted materials;

• We do accept Prototypes. If you would like to submit a prototype for consideration but intend to update the submission, please contact alternate.realities@sheffdocfest.com for authorisation to do so.

2. HOW TO ENTER

Please complete an online submission form in order to be considered for Sheffield Doc/Fest. Your project will not be viewed if your submission form is incomplete and in ‘draft’ stage. Please read the submission guidelines thoroughly before completing the online form. If you submit your project online, you are not required to print out and post your submission form. Please note that we are only able to accept submitted projects on a variety of different platforms. Please refer to the Technical Guidelines section below for instructions. Please read the alternate realities project guidelines thoroughly before completing the online form.

3. DEADLINES & SUBMISSION FEES

**Early Submissions for the Exhibition**
Open 15 October, 17:00 GMT
Deadline: 30 November 2018, 12noon GMT
Interactive & VR Projects – £20+VAT

**Standard Submission for the Exhibition**
Deadline: 11 February 2019, 12noon GMT
Interactive & VR Projects – £25+VAT

**Late Submissions for the Exhibition**
Deadline: 4 March 2019, 12midnight GMT
Interactive & VR Projects – £30+VAT

4. PAYMENT

By submitting your project to a UK-based organisation, you agree to the following:

• UK VAT is due on all submissions made by individuals or businesses based in the UK, and on all international submissions made by individuals;

• If you are a business based in an EU country, this is a reverse charge supply and you do not need to pay UK VAT;

• If you are a business based outside the EU, you do not need to pay UK VAT; however you may be required to account for local VAT in your own country.

The entry fee is non-refundable. All prices are in pounds sterling. All payments are accepted in pounds sterling only. We reserve the right to change the submission rates. Please refer to payment methods via the submission form. We do not accept payments outside of the formal process such as cheques or bank transfers.
Student productions, film and media schools and tertiary institutions entering more than one project are eligible for discounted entry, as are citizens of DAC listed countries. A representative of the educational institution must contact alternate.realities@sheffdocfest.com to request a group discount.

5. SELECTION PROCESS

Please note that all submitted interactive & virtual reality projects will be viewed by members of the Doc/Fest Alternate Realities Programme team. Your project may be viewed by several members of the programming team before a decision is made. Projects are selected by the Alternate Realities Curator & Executive Producer, in conjunction with the Alternate Realities programme team. The primary contact listed in your submission form will be contacted about the status of your entry by 1 May 2019.

6. COMPETITIONS

Sheffield Doc/Fest honours the best of our programme with 3 awards. All projects selected for the official programme are considered for awards.

Alternate Realities Interactive Award

An international jury of film and interactive media industry experts award the prize to the project that exhibits originality in its approach to form, storytelling and delivery. Sheffield Doc/Fest is dedicated to recognising new platforms for interactive storytelling.

Alternate Realities VR Award

To celebrate the ever-growing number of high-quality VR documentaries in what has now become a new creative genre, for the fourth year running we are delighted to welcome back the Alternate Realities VR Award, with this years projects being considered by a jury of industry experts from across the world.

Audience Award for Alternate Realities Interactive or VR Projects

Awarded to the most popular interactive or VR project in the official Alternate Realities programme as voted by the audience.

7. PROJECT FORMATS

Sheffield Doc/Fest welcomes submissions in the following medium:

Your Immersive Virtual Reality project

We accept computer-generated simulations of immersive environments that can be interacted with in a seemingly real or physical way by a person using VR equipment, such as a head mounted display, controllers and sensors.
Your 360º video project

We accept 360 video experiences that can be viewed in 3DoF through mobile VR or standalone virtual reality headsets.

Your Augmented Reality Project

We accept projects that present a live direct or indirect view of a physical, real-world environment whose elements are augmented (or supplemented) by computer-generated sensory input such as sound, video, graphics or GPS data.

Your Interactive project

We accept cross-media and web/tablet-based experiences that use mouse, finger interactions or other sensory interfaces to interact with the story.

Your Installation

We accept three-dimensional works that have a digital component and are site-specific, designed to transform the perception of a space. For an example of installations we have shown previously please click on the link below:

https://v21artspace.com/alternate-realities-the-world-unknown-to-you

Your Game

We accept choice-driven games, or interactive narratives that use game mechanics.

Your Live Performance

We accept performances presented to an audience that are interdisciplinary and utilise digital technologies.

Your Room Scale Experience

We accept experiences which allow users to freely walk around a ‘play area’, with their real-life motion reflected in an immersive environment.

Your Motion Comic

We accept interactive comics or graphic novels, that combine elements of the print comic medium with animation. Typically combining interaction with individual panels with via scrolling, clicking or swiping, while sound effects, voice acting, and animation augment the original artwork.
8. TECHNICAL GUIDELINES

Please note that we are only able to accept project submission on an online link/platform or via file transfer.

Remember to provide a direct link to access your project. Please ensure the content is accessible to Sheffield Doc/Fest until 1 May 2019. You must have completed your online project submission form in order for Sheffield Doc/Fest to view your project.

Key Submission Information

- If your project is virtual reality using a PC tethered device like the HTC Vive or Oculus Rift, please upload an executable file and associated content folders along with a read-me document giving information on installation and computer requirements. If possible please also upload a video of the experience from a first-person viewpoint.

- If your project is a 360° video virtual reality experience please upload a high quality video file or link to the film on an online 360 platform alongside a readme document giving any additional information about playback requirements.

- If your project is a virtual reality experience that requires installation to a mobile device, for example an app for a Samsung Gear Device or Google Daydream, then please upload an APK giving access to the mobile devices below. The viewing devices Doc/Fest use will be Samsung S6 and Pixel V1 mobile phones.

1. Samsung S6 - a477dd4b5648dfdf
2. Samsung S6 - 3250A25C5F6E5B6B
3. Samsung S6 - 4FOBD51FCA022772D
4. Samsung S6 - 704C86BAE24922B4
5. Samsung S6 - D26AF2A388EC9476
6. Samsung S6 - COAFO2119D04AOBD
7. Samsung S6 - BEBAADAAB3A8B498
8. Samsung S6 - 1515870BF3E224D8
9. Samsung S8 - 3B684F5292A3BE76

If your project is a Live Performance, please submit documentation of the experience or a video to the direct project.

Online Platform

1. Upload your content to an online platform and include the link in your submission form.

2. Please name your online content the same as the title of your project in your submission form.

3. Please ensure that when you fill in the submission form, you enter the direct link to your project.
File Transfer

1. Please specify on the Submission form which File Transfer Service you are using, including the URL to access the project/experience. If the download link changes, please notify alternate.realities@sheffdocfest.com with the new updated version.

2. Please make sure that project title matches the one submitted on your online form.

3. Sheffield Doc/Fest will then download your project for viewing.

4. Projects we receive through transfer are deleted after previewing.

9. MARKETING & PROMOTIONAL MATERIALS

Please ensure that uploaded stills and headshots are of print quality and you have permission to allow the Festival to use these for promotional and press purposes in perpetuity.

Accepted projects will be required to share a H264 trailer and/or press clips by 1 April 2019 to be included on Doc/Fest press and marketing channels. We will also seek permission to use higher resolution clips from a limited number of films in our Festival trailer

Thank you so much for submitting to Sheffield Doc/Fest 2019!