

Sheffield Doc | Fest

4 – 9 June 2020

Sheffield Doc/Fest Alternate Realities Entry Guidelines and Terms 2019-2020

Welcome

We are delighted to welcome entries for interactive and immersive projects for consideration for Sheffield Doc/Fest's Alternate Realities programme. Sheffield Doc/Fest is open to all sectors of film and media production: we encourage documentary entries from independent creators, established, emerging or new talent, and from multi-platform and digital artists, cooperatives, distributors, media institutions and educational institutions.

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Alternate Realities Programme

Sheffield Doc/Fest's Alternate Realities programme is a space for experimentations on expanded cinema, digital art and other media, bringing a carefully curated group of digital art works, in varied forms and languages, playing with non-fiction boundaries and expanding them. Here, we explore inspiring forms of interactive storytelling through experimenting with technology, renewing the conversations, allowing different modes of interaction, creating other ways of perceiving and thinking life.

Alternate Realities celebrates the diversity of digital arts and the programme comprises a number of elements at the Festival:

Alternate Realities Exhibition

A carefully curated group of digital art works, in varied forms and languages, playing with non-fiction boundaries and expanding them. A group of works that

challenge and expand the film programme, creating a space for innovation, creative thinking and profound experience.

To see our 2019 Exhibition, please click on the link below:

<https://v21artspace.com/alternate-realities-subconscious-sensibilities>

Alternate Realities Touring Opportunities

A number of projects may also be selected to tour to partner-venues across the UK as part of our annual Alternate Realities Tour, which takes place October-January each year. Previous venue-partners have included the Barbican in London, HOME in Manchester, the Lighthouse in Brighton and the National Science and Media Museum in Bradford.

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. ENTRY GUIDELINES

- Feel free to make multiple entries. Each require a separate application form and entry fee;
- Project creators are eligible to enter projects completed after 13 June 2019;
- It is the sole responsibility of the applicant to secure clearance from the copyright holders of any copyrighted materials included within the entered 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 to discuss.

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

2. HOW TO ENTER

Please complete an online entry form

(https://vp.eventival.eu/sheffdocfest/film_ar_2020) in order to be considered for the programme. We are unable to view your project if your entry form is incomplete and in 'draft' stage. Please read the entry guidelines thoroughly before completing the online form. We are able to accept submitted projects on a variety of different platforms and refer to the Technical Guidelines section below for guidance. Please read the alternate realities project guidelines thoroughly before completing the online form.

3. DEADLINES & ENTRY FEES

Early Entries for the Exhibition

14 October 2019 – 6 December 2019, 23:59 GMT

Interactive & Immersive Projects – £20+VAT

Standard Entries for the Exhibition

7 December 2019 - 14 February 2020, 23:59 GMT

Interactive & Immersive Projects – £25+VAT

Late Entries for the Exhibition

15 February 2020 - 2 March 2020, 12:00 GMT

Interactive & Immersive Projects – £35+VAT

4. PAYMENT

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

- UK VAT is due on all entries made by individuals or businesses based in the UK, and on all international entries 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 and all payments are accepted in pounds sterling only. We reserve the right to change the entry rates. Please refer to payment methods via the submission form. We are unable to accept payment via cheques or bank transfers.

Student productions, film and media schools and tertiary institutions entering more than one project are eligible for a discount. We ask that representative of the educational institution please contact alternate.realities@sheffdocfest.com to request a group entry rate. Students are unable to negotiate entry discounts individually. Only graduate projects are accepted from a film school/university. Doc/Fest cannot accept documentary exercises.

Discounts are also available for [DAC listed ODA recipient countries](#) depending on which bracket it falls. Creators have to reside in one of the qualifying countries and the billing address will be accepted as the country of eligibility.

5. SELECTION PROCESS

Please note that all entered interactive / immersive projects will be viewed by members of Doc/Fest's Alternate Realities Programme team. Your project may be viewed by several members of the programming team before a decision is made. The primary contact listed in your entry form will be contacted about the status of your entry by 1 May 2020.

6. COMPETITIONS

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

Alternate Realities Award

An international jury of digital 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.

Audience Award for Alternate Realities Project

Awarded to the most popular interactive or immersive project in the official Alternate Realities programme as voted by the visitors to the exhibition.

7. PROJECT FORMATS

Sheffield Doc/Fest welcomes submissions in the following medium:

Immersive Virtual Reality Project

Computer-generated simulations of immersive environments that can be interacted within a seemingly real or physical way by a person using VR equipment, such as a head mounted display, controllers and sensors.

360° video project

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

Augmented Reality Project

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.

Interactive project

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

Installation

Three-dimensional works that have a digital component and are site-specific, designed to transform the perception of a space.

Game

Choice-driven games, or interactive narratives that use game mechanics.

Live Performance

Performances presented to an audience that are interdisciplinary and utilise digital technologies.

Room Scale Experience

Experiences which allow users to freely walk around a 'play area', with their real-life motion reflected in an immersive environment.

Motion Comic

Interactive comics or graphic novels that combine elements of the print comic medium with animation. These typically combine 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 entry on an online link/platform or via file transfer.

Please remember to provide a direct link to access your project. Please ensure the content is accessible to Sheffield Doc/Fest until 1 May 2019. Please complete your online project entry form and pay the entry fee in order for Sheffield Doc/Fest to view your project.

Key Entry Information

- If your project is virtual reality using a PC tethered device such as 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 enter 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 entry form.
2. Please name your online content the same as the title of your project in your entry form.
3. Please ensure that when you fill in the entry form, you enter the direct link to your project.

File Transfer

1. Please specify on the Entry 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 entered 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 2020 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/projects in our Festival trailer.

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. The primary contact listed in your submission form will be contacted about the status of your entry by 1 May 2020.

Thank you so much for entering Sheffield Doc/Fest 2020!