



V I R T U A L C O S M O S

Be Curious.

...FIN



C O N T E N T S

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SUMMARY

Cosmology is the study of the origin, evolution, structure, composition and fate of the Universe as a whole; the big questions that *every single person* has asked at some point! But for most they are abstract concepts which TV and film have done their best to evoke through flat screens, with no possible option for most people to ever experience the wonders of the universe up close.

We only learn of its secrets through a handful of passionate storytellers, scientists, who have captured our imaginations over the generations; from Carl Sagan to Patrick Moore, Stephen Hawking to David Attenborough, and most recently the renowned physicist and professor of particle physics; Brian Cox.

Through a plethora of BBC series', TED talks, books and teachings, Brian has engaged a new generation of stargazers with his charismatic, forthright and infectious enthusiasm about the cosmos. But even Brian, until now, hasn't been able to take us 'out there' into the universe to witness its personal majesty.

'Virtual Cosmos' has the rare opportunity of being able to shepherd the story of the universe to a global audience, through a never-before-seen immersive VR film. And whilst scientific facts and physics will underlie the series, it is paramount that the delivery system for that knowledge is entertaining.

The holy grail of any film is to make fiction feel like documentary and documentary feel like fiction. When their lines are blurred, our level of empathy and involvement in either type of film dramatically increases.

The aim of Virtual Cosmos should be to create a film that inspires such wonder and awe in the beauty, power and importance of the universe,

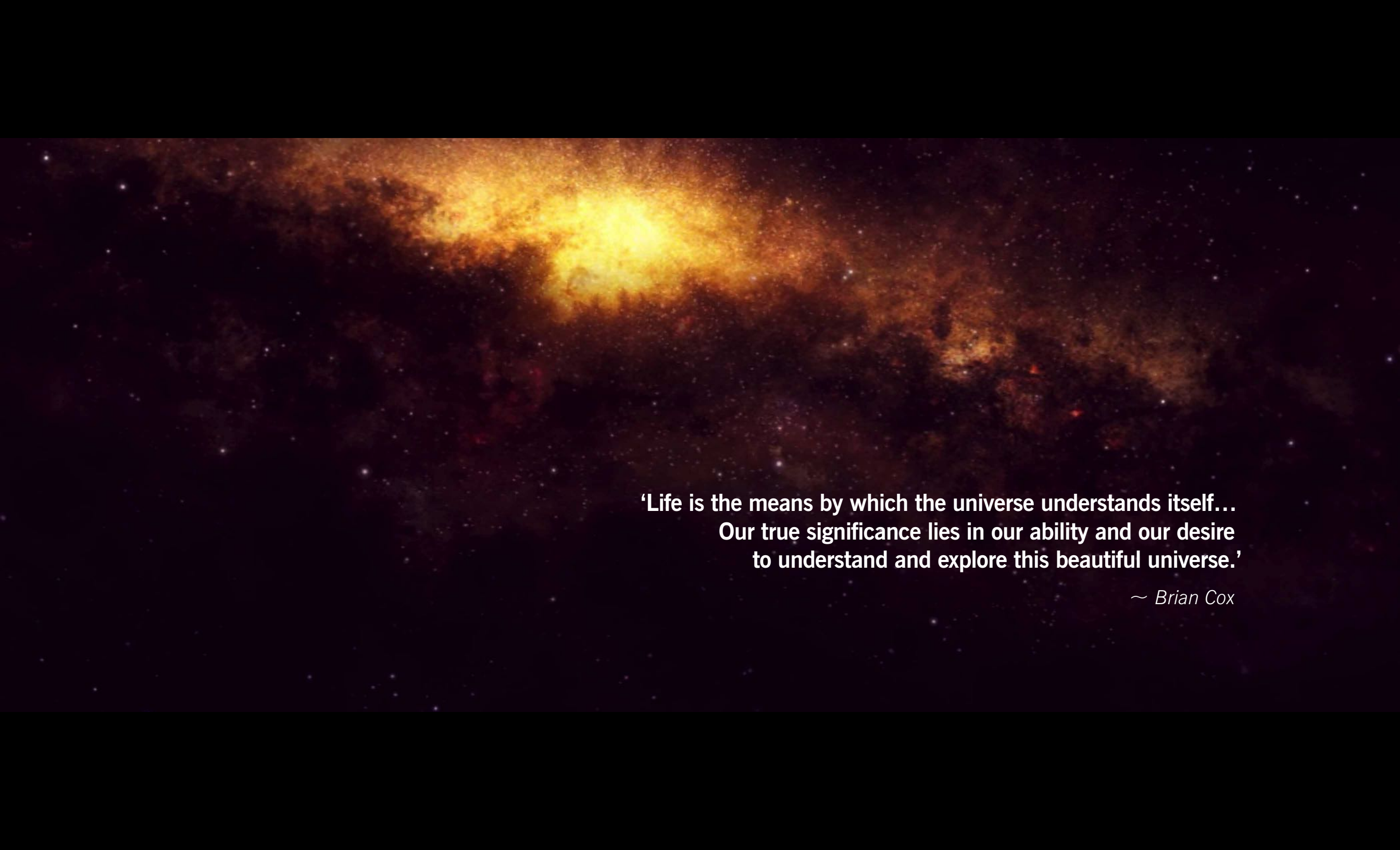
that it literally takes an audience's breath away. Virtual Cosmos needs to be as fun, inspiring and engaging as films were when you were a kid and there were more questions than answers.

These films need to connect the abstract universe to the viewer's personal perspective through a relatable rhetoric, that is driven by passion and humour! And in VR it is vital that they experience the true scale of the universe; only through that dimension can the more philosophical and personal subtext of the films be grasped.

For all these elements to fully resonant the CG, and interface within the experience, needs to be so intuitive and visually stunning that we're instinctively submerged into the experience as if floating in zero gravity.

Whilst the first episode has to tackle the 'first big question' and establish the series' environment and character, 3 additional 15 min episodes could explore the unifying elements of the 'theory of relativity', 'quantum physics' and 'string theory' through dynamic and cinematic storytelling to create a truly compelling series that reveals the secrets of the universe.

Virtual Cosmos has the opportunity, through the lens of understanding the universe, to show all of us how lucky we are to find ourselves alive in this moment, at this time. And in doing so, I believe, the film has the capability to remind us of what is truly important in life; and in the process make us smile just a little bit wider when we look up at the night's sky.



**'Life is the means by which the universe understands itself...
Our true significance lies in our ability and our desire
to understand and explore this beautiful universe.'**

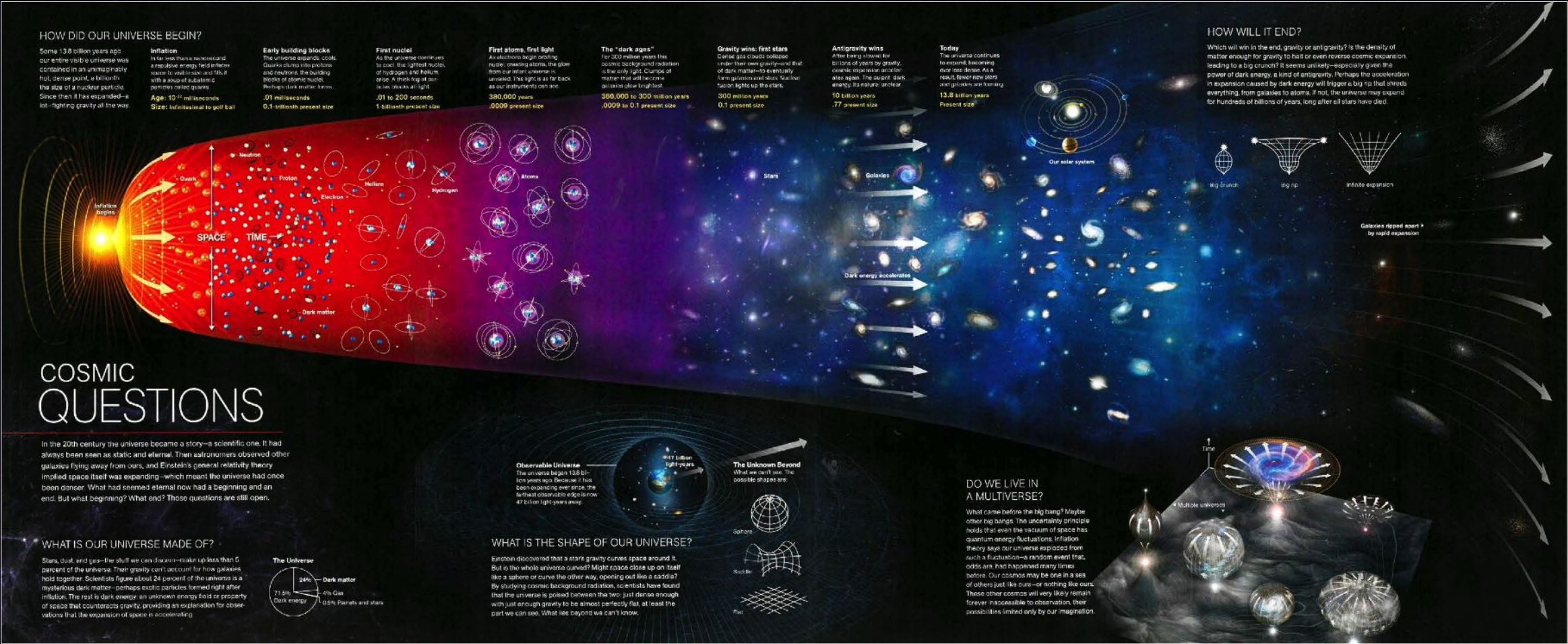
~ Brian Cox

EP I: MOOD BOARDS



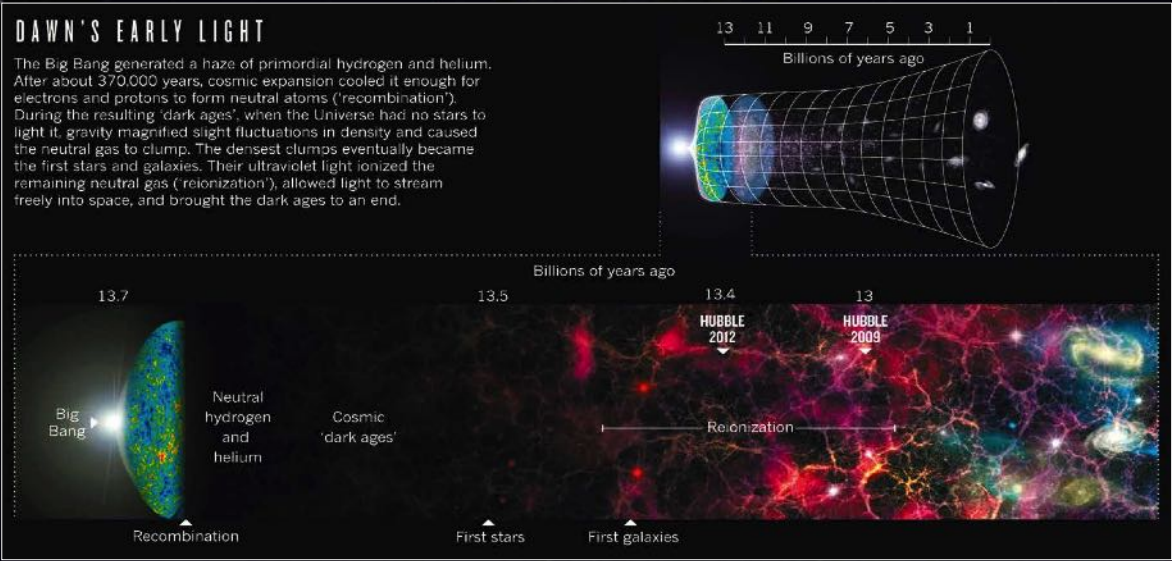
EP I: VISUAL GUIDES

'The Blg Bang' – ver 1

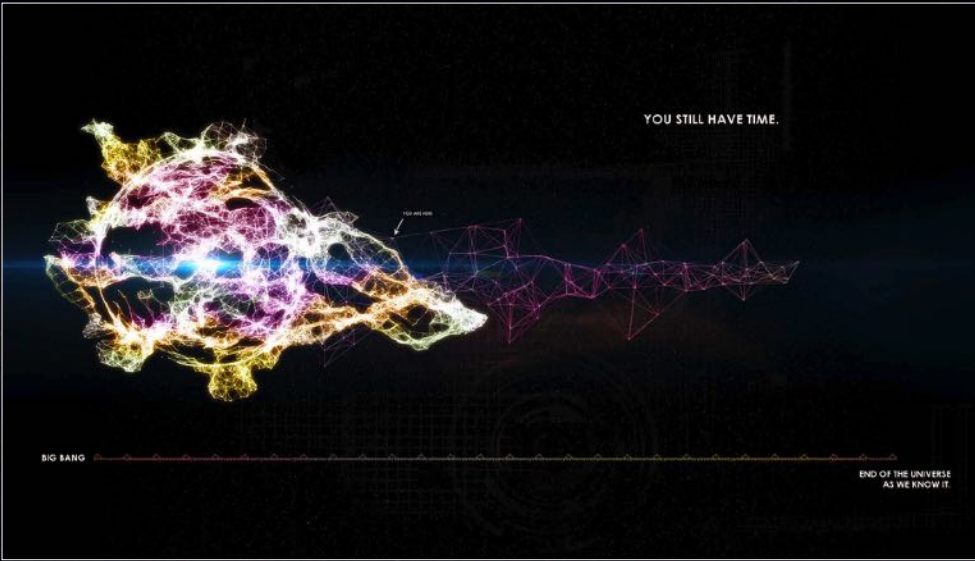


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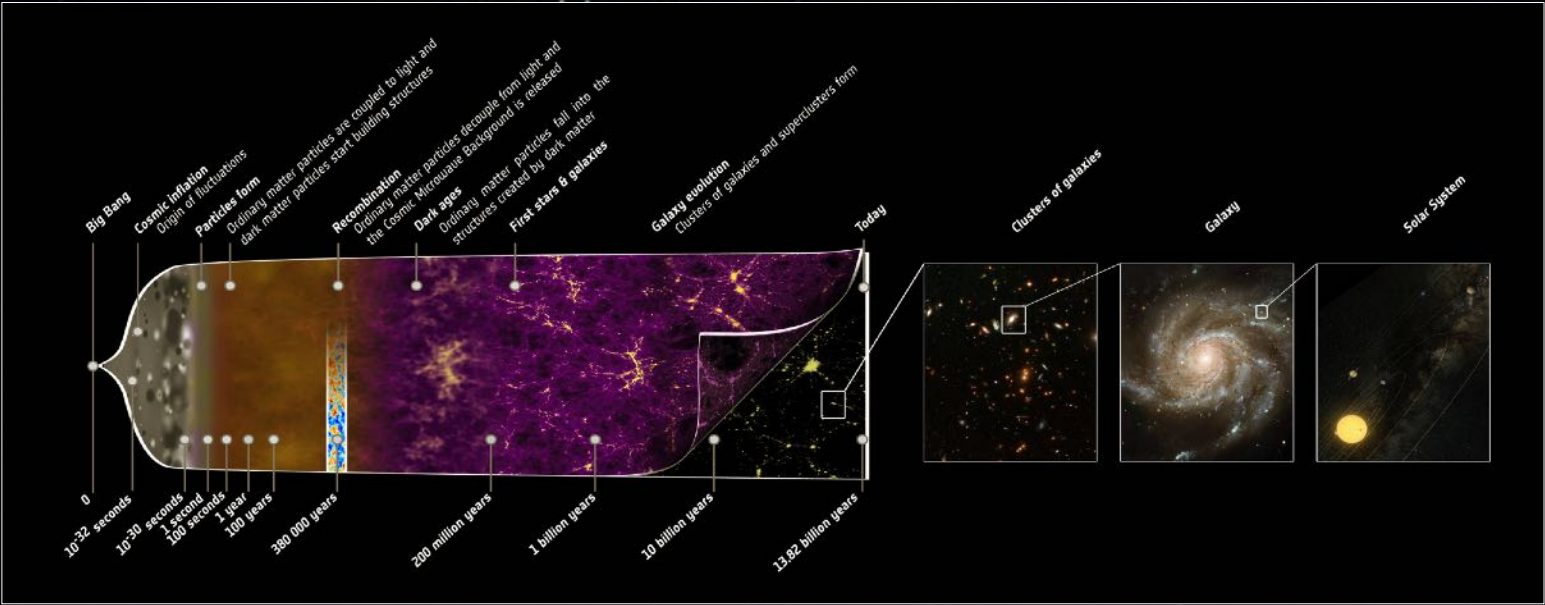
'The Blg Bang' – ver 2



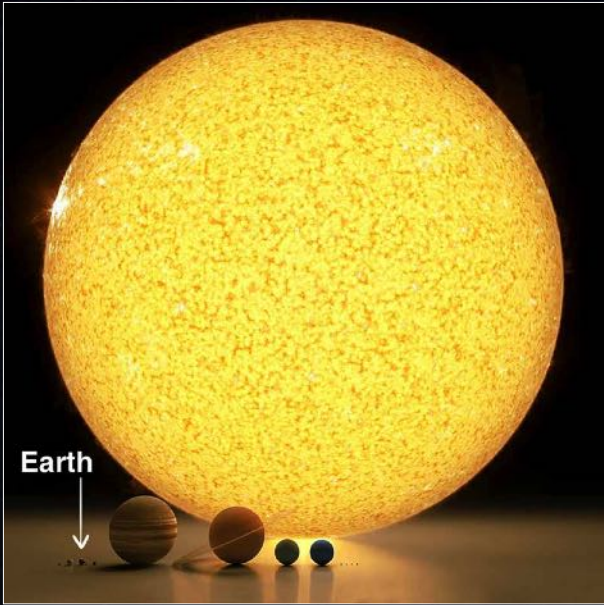
'The Blg Bang' – ver 3

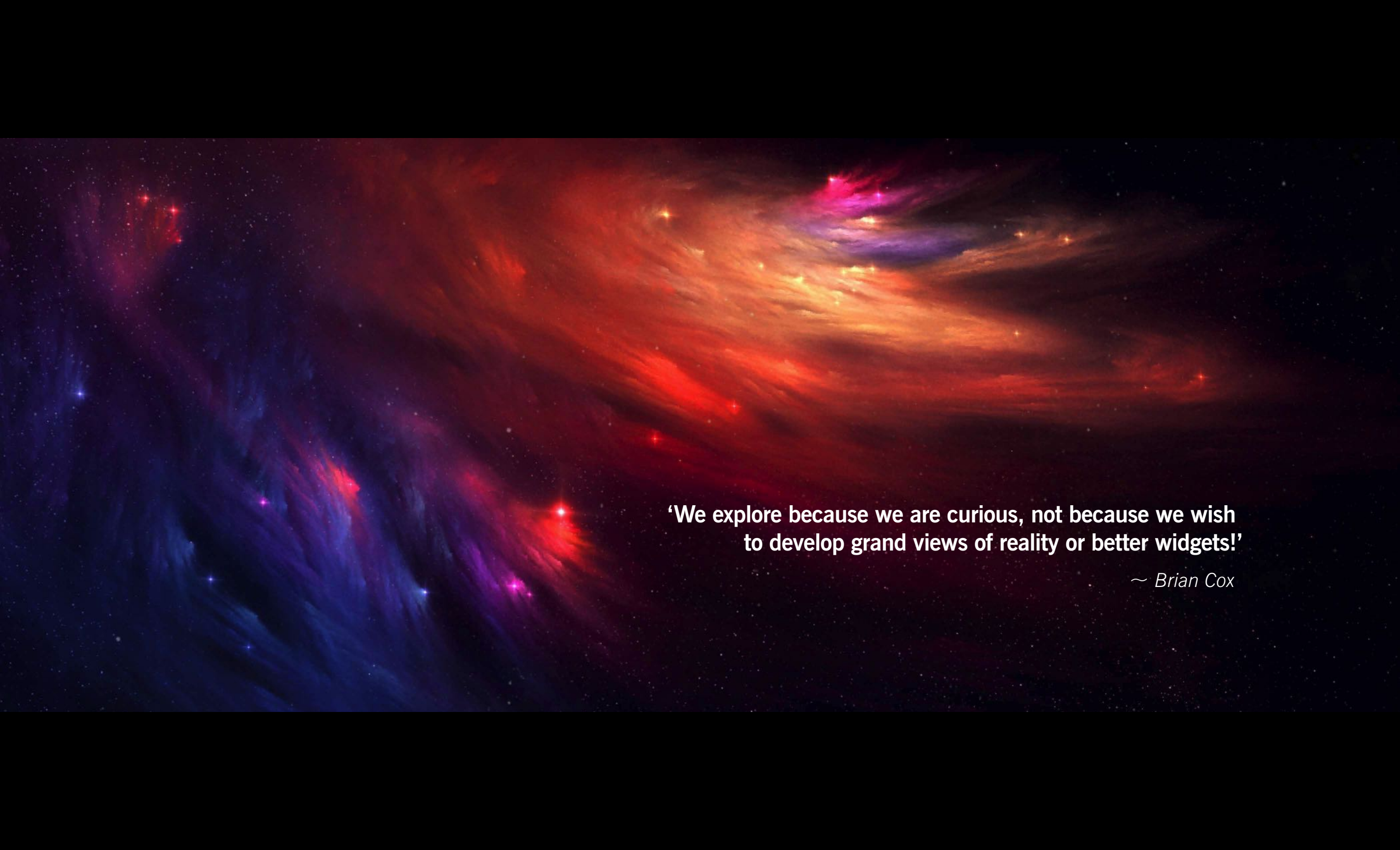


'The Blg Bang' – ver 4



The scale of our solar system's planets in comparison to our sun





**'We explore because we are curious, not because we wish
to develop grand views of reality or better widgets!'**

~ Brian Cox

SARAH KINGA SMITH – Producer:

Sarah Kinga Smith is the founder of Reverse Engineering Studios, 'RES', a talent management and production company for digital and traditional media.

Prior to her engagement at RES, she was managing director of London then later US based film funds, overseeing projects from companies like Universal Pictures, Lionsgate and Europacorp. She executive produced commercially successful pictures ('Lone Survivor', '2 Guns', 'November Man') and worked with critically acclaimed directors & producers of companies, like Sony, Annapurna, Riddley Scott Associates and Digital Domain.

In 2014 taking a break from film finance, she returned to creative development and joined a talent management company as Head of the International Literary Talent Department. She worked with clients at HBO, Vuguru, Amazon and MakerStudios. Digital companies brought new formats and access to new platforms, pushing creators to adopt new ways of storytelling by merging traditional business models of Film & TV with fast paced digital environment.

To discover new media formats, in 2015 with her producing partner Micke Hjorth (Chairman of the Board at Starbreeze Studios) she produced a live action immersive VR experience ("Cockatoo Spritz"), which was premiered at Cannes Film Festival in 2016. Since she had showcased immersive and interactive content at International and US festivals, including TIFF, Dubai Film Festival, Brussel Media Summit, Beijing Film Festival and EFM in Berlin.

With a global perspective, as a cross collateralized content creator, Reverse Engineering Studios (RES) was founded to support creatives, to manage IP

development across platforms and to utilise technology in suitable media formats including VR & AR. In 2017 RES in collaboration with Eddie Lou (CEO of Sandbox VR & Sandman Studios) co-founded Pitch Virtual, an online content studio to support great stories and storytellers in creation, communication and collaboration.

RICHARD RUDY – Director:

Rich began his career at The Mill, London, before shifting to a career in advertising as a visualiser, project designer and developer (where he worked for Warner Brothers for years). His first production company; 'Barefoot Films', with partner James Harvey, garnered their first film 'Rave Against the Machine'; a documentary on the music scene in Sarajevo during and after the war, which went on to win 9 international awards.

After editing a Lucy Walker documentary in New York, Rich returned to London and opened '...FIN' Films working alongside acclaimed British writer Stephen Scott-Hayward. Whilst developing a number of features and shorts, Rich advanced his skills in writing and producing, marketing and financing independent features.

...FIN's 30min horror short; 'Dregs' caught Hollywood's eye and Rich moved to LA in late 2015, to develop his slate of feature and TV projects. Rich is repped by Gotham Group and WME.



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