



ZERO DAYS VR

scatter A Scatter
Production

Contact Information

Project Contact:

Yasmin Elayat

Director

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Additional Project Contacts:

Screenings and Distribution

gather@scatter.nyc

DepthKit Volumetric Video Inquiries

James George

503.863.0747

james@scatter.nyc

Trailers:

[Official Trailer \(2D\)](#)

[Official Trailer \(3D\)](#)

Web:

scatter.nyc

Instagram:

@scatterco

Twitter:


@scatterco

Facebook:

facebook.com/scatterco

Based on the Participant
Media feature-length
documentary "Zero Days"
Directed by Alex Gibney





“one of the most powerful VR documentaries that I’ve seen”
— *Voices of VR*

“Documentary unlike any other.”
— *Cool Hunting*

“one of the most aesthetically powerful pieces of VR to date”
— *VR Scout*

“most powerful use of the VR medium”
— *Creator’s Project*

“Brilliantly crafted.”
— *Beautiful Now*

“Fear and trembling.”
— *The Verge*

“Zero Days VR Sets A High Bar In The Oculus Store”
— *Forbes*

“Forget green cyberspace and floating ones and zeros”
— *Fast Company*

“...takes the Oculus headset-clad participant deep inside
the facility that was brought down by the Stuxnet Virus.”
— *The Hollywood Reporter*

Awards

HONORARY MENTION
PRIX ARS ELECTRONICA 2017

PRIXARS



VISION
VR/AR SUMMIT 2017

Awards



VISION
VR/AR SUMMIT 2017

Awards

**BEST
CINEMATIC VR**

**NARRATIVE
ACHIEVEMENT**

Festivals



next
MARCHÉ DU FILM



Official Selection 2014
sundance
film festival



OFFICIAL SELECTION
SFFILM FESTIVAL



OFFICIAL SELECTION
SIGGRAPH
COMPUTER ANIMATION FESTIVAL
2017



**GENEVA
INTERNATIONAL
FILM
FESTIVAL**

Logline

The true story of a clandestine mission hatched by the US and Israel to sabotage an underground Iranian nuclear facility told from the perspective of Stuxnet, a sophisticated cyber weapon, and a key NSA informant. Audiences experience the high stakes of cyber warfare placed inside the invisible world of computer viruses.

Synopsis

How do you make a documentary where the lead character is code - where code could speak for itself?

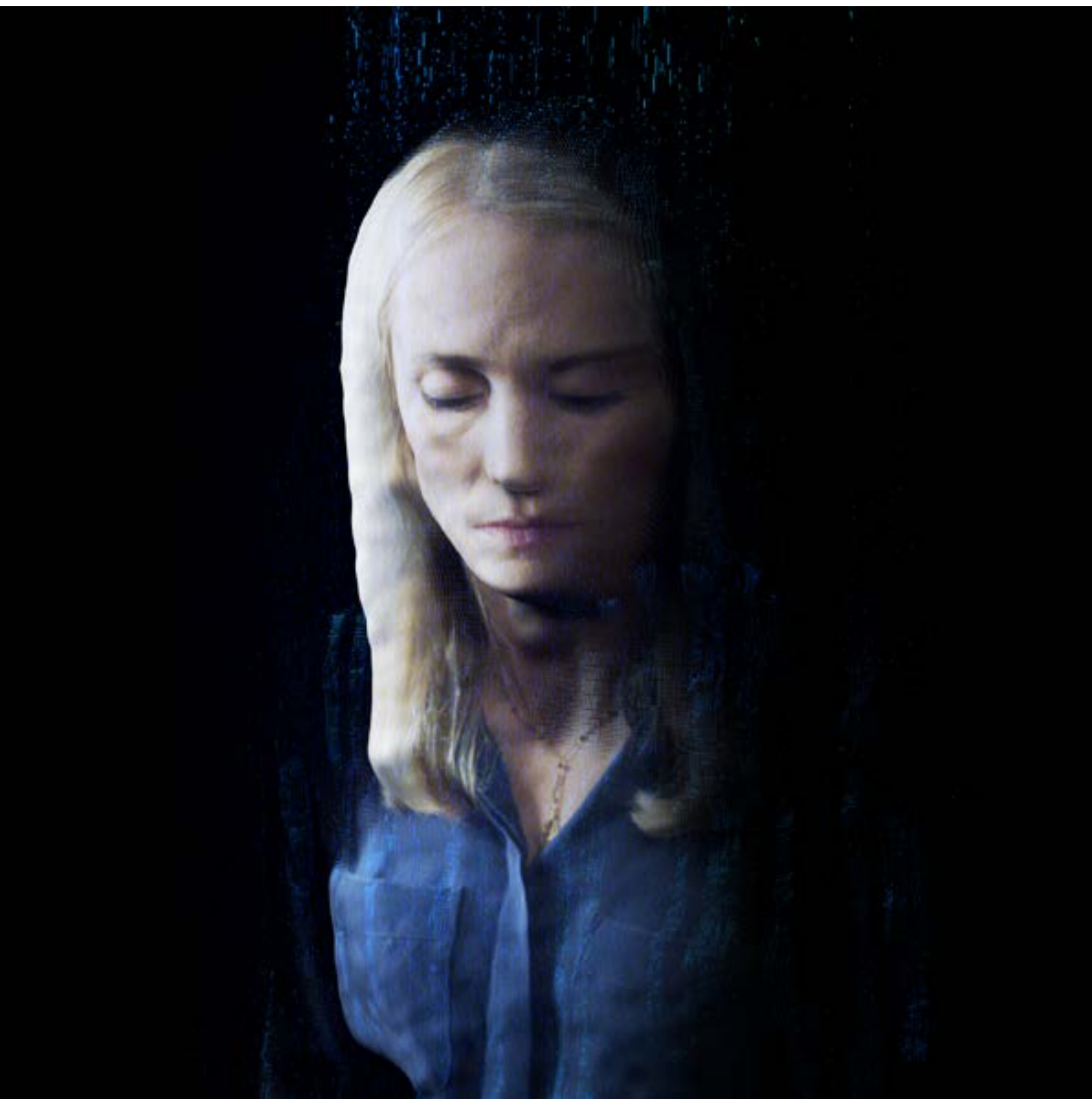
Embody a viral implant, immersed in the invisible world of cyber warfare.

Based on the Participant Media feature-length documentary *Zero Days* Directed by Alex Gibney, ***Zero Days VR*** introduces a new dimension to the original feature by telling the story from a perspective that wasn't possible before the emergence of virtual reality. The *Zero Days VR* experience visualizes the story of Stuxnet in a new way: audiences will be placed inside the invisible world of computer viruses experiencing the high stakes of cyber warfare at a human scale.

Zero Days VR tells the Stuxnet story through two main characters: the Stuxnet virus, and an anonymous NSA informant who testifies about a cyber mission hatched by allies with clashing agendas.

Zero Days VR explores the next chapter of modern warfare through the story of Stuxnet: the first cyber weapon in the world known to cause real-world physical damage. Audiences experience the invisible world of cyber warfare through the perspective of the Stuxnet virus on a clandestine mission hatched by the US and Israel to sabotage an underground Iranian nuclear facility.

Zero Days VR highlights how this digital threat is closer to home than we realize, representing a new chapter in modern warfare.



Production

scatter

Scatter is an immersive media studio. We believe technology has the power to extend the human experience in a powerful way. We translate the world around us – real stories, real places, real people – through the creative use of technology to create immersive experiences. Our mission is to elevate the stories most relevant to our lives across physical, virtual and digital spaces to foster critical dialogue and evoke emotive experiences.



Volumetric Filmmaking powered by DepthKit

At Scatter, we've pioneered the use of an exciting new virtual reality filmmaking technique called volumetric filmmaking. Made possible with the exciting new software tool called DepthKit, volumetric filmmaking allows us to capture real actors and place them inside interactive virtual reality stories. Using DepthKit puts the viewer face-to-face with real character performances without sacrificing the immersive quality of true 6-Degrees-of-Freedom VR.

The narrative power of filmmaking with game-engine interactivity.

Project Creators

Yasmin Elayat - Director

Scatter Partner & Creative Director Yasmin Elayat is a new media artist, experience designer and creative technologist. Her work pushes the boundaries of immersive and collaborative storytelling experiences ranging from new media documentary to immersive environments and site-specific installations. Yasmin is the Co-Creator of 18DaysInEgypt: A Participatory Interactive Documentary Project about the Egyptian Revolution supported by TFI, Sundance and the Ford Foundation.

Elie Zananiri - Technology Director

Scatter Technology Director Elie Zananiri is a creative developer specialized in large-scale installations, mobile applications, and user interfaces. His work experiments with breaking social boundaries in public spaces, through immersive experiences and generative compositions. Elie is a regular contributor to open-source software projects, including the Processing and openFrameworks creative coding toolkits.

Mei-Ling Wong - Producer

Scatter Co-Founder Mei-Ling Wong is a multi-disciplinary producer. Her career in producing commercials and immersive installations enables her to combine traditional production disciplines across a wide range of mediums including film, visual effects, motion graphics, live performance, experiential installations and documentary narratives told through the lens of virtual reality.

Alexander Porter - Executive Producer

Scatter Co-Founder Alexander Porter is a director of photography. His career as an artist, photographer and documentarian enable him to combine photographic traditions and narratives with new imaging techniques; exploring the documentary & aesthetic potential of reality capture techniques.

James George - Executive Producer

Scatter Co-Founder James George addresses the emotional response to science fiction technologies as they become reality. Co-Creator of the DepthKit, a volumetric filmmaking system, James has helped to equip the next generation of filmmakers with a new cinematic vernacular. He has applied this format towards feature films, interactive installations, and software products advancing the art of the moving image.

Credits

Director

Yasmin Elayat

Technology Director

Elie Zananiri

Executive Producers

Alex Gibney

Sarah Dowland

Alexander Porter

James George

Producers

Mei-Ling Wong

Yasmin Elayat

Alexander Porter

Writers

Yasmin Elayat

Alexander Porter

Design Director

Bradley Munkowitz

Lead Designer/Composer

Michael Rigley

Lead Branding

Michael Cina

Lead VR Artist

Thomas Meduri

VR Artist

Jillian Morrow

Animation & Software Development

Elie Zananiri

David Gochfeld

Kevin Watters

Motion Graphic Designer

Linda Shirar

Technical Advisor

James George

Additional Development Support

Kyle Kukshel

Neil Purvey

DepthKit Director of Photography

Alexander Porter

Original Music & Sound Design

Antfood

Editors

Alexis Johnson

Linda Shirar

Mandy Mandelstein

Bil Thompson

Distribution

Caitlin Robinson

Production Counsel

Fridman Law Group

Additional 2D Design

Sofia Aronov

Installation Design

Alexander Porter

Production Coordinator

Zara Hayden

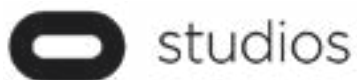
Cast

Joanne Tucker (NSA Informant)
Eric Chien
Liam O'Murchu
Ralph Langner
David Sanger
Olli Heinonen
Sean McGurk
Amos Yadlin
Emad Kiyaei
Richard A. Clarke
Michael Hayden
Gary Samore
Yossi Melman
Vitaly Kamluk

Available On



Supported by



Volumetric Capture and Playback
powered by



Additional Press Links:

[VR Scout](#) — Feature

[Creators Project](#) — Feature

[Fast Company](#) — Feature

[Voices of VR Podcast](#) — Feature

[Forbes](#) — Feature

[PC Mag Video](#) — Feature

[Oculus Blog: VR Visionaries](#) — Interview

[PC Mag Interview](#) — Feature

[Hollywood Reporter](#) — Feature

[The Art Newspaper](#)

[MTV](#) — Festival Diary

[MIT Docubase Interview](#) — Exclusive

[Daily Herald](#) — Feature

[Indiewire](#) — Mention

[The Verge](#) — Review

[Beautiful Now](#)

[Forbes](#) — Best of Sundance