

SYNOPSIS

Narrated by Colin Farrell, Gloomy Eyes tells the story of the sun who got tired of the humans and decided to hide and never rise again.

The darkness awoke the dead from their graves. A zombie kid called Gloomy and a mortal girl called Nena fall in love and form a deep connection that not even the most powerful man in town can destroy.

Gloomy Eyes is an animated VR-series in 6DoF & 3D real time, with Colin Farrell (Eng.), Tahar Rahim (Fr.), Max Riemelt (Ger.), Jorge Drexler (Spa.), and Jam Hsiao (Mand.).

LENGTH 3 EPISODES / 31 MIN.
FORMAT VR 3D CGI / 360 VIDEO /
NOW ON QUEST
LANGUAGES ENG. / FR. / GER. /
SPA. / MAND.
YEAR 2020
DIRECTED BY JORGE TERESO
& FERNANDO MALDANADO
VR INFO ALL VR DEVICES
PLAY AREA 4X8 FT
PRODUCED BY ATLAS V / 3DAR /
ARTE / RYOT / VIVE ORIGINALS

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GLOOMY EYES



ABOUT THE DIRECTORS



JORGE TERESO is a director & digital artist from Buenos Aires. His work ranges from playful and lysergic animations to realistic VR experiences and interactive installations. He's a partner at 3dar studios, where he created its first award winning short film, *Shave It* (2013). Since then he's been creating 3dar's original content, always in search of new ways to expand the possibilities of animation.



FERNANDO MALDANADO was born in San Juan, Argentina. His first shortfilm "La mezcla," directed with Lucas Aguirre was awarded by *Telefé Cortos* 1st edition (2004) and selected by *Mar del Plata Film festival* (2005). He lives in Buenos Aires and works as Director of animation at 3Dar Studios. He co-directed *Shave it* (2013) with Jorge Tereso. He was the Animation Director in *Uncanny Valley* (2015).



ABOUT THE PRODUCERS



ATLAS V is behind some of the most awarded pieces in the field of new media, with projects shown at a-list festivals such as Sundance, Tribeca, SXSW, Venice, Sheffield, Telluride, Cannes, Busan and Sitges. From immersive experiences in AR and VR to interactive installations that use machine learning, Atlas V seeks to engage audiences by leveraging new technologies, unique visual aesthetics, and immersive design.



3DAR is a group of creatives, engineers and storytellers, pushing the boundaries of virtual reality, animation, live action and visual effects. The nature of the team is designed to combine great art sensibility with technology, through an organic but efficient process. Previous partners include Sony, Google, Dell, Lays, Perrier, Zappos, Harley Davidson, Ubisoft and Cartoon Network.

PRESS LINKS

"The most beautiful thing I have ever been a part of (...) it's a story about finding love and the awkwardness and improbability of love ; a zombie boy and a mortal girl find love, and somehow, for that to be the most beautiful relationship in this world."

COLIN FARRELL

Best VR Animation at Sundance 2019 :
"adorable with just a hint of creepiness."

THE VERGE

"The Top 50 XR Experiences of 2019"

FORBES