# "MADRID NOIR"

BANG! BANG!

## SYNOPSIS

"After her estranged uncle is declared dead, a disenchanted young woman arrives in Madrid to empty the apartment that he left behind. Lola is soon compelled to dig into her memories, where she'll pick up her uncle's shadowy trail and attempt to piece together the puzzles of the past. Staged as an awe inspiring theatre production, this charming mystery unfolds across a city that lives in the night, a Madrid now lost to time."

**75 WORDS**

"With her uncle declared dead, a disenchanted young woman must delve into her memories to pick up his shadowy trail. Solving mysteries ain't easy in a city lost to time."

**30 WORDS**

VR WORK
ANNECY 2021
OFFICIAL SELECTION

TRIBECA FESTIVAL 20 YEARS 21
OFFICIAL SELECTION

CANNES XR
MARCHÉ DU FILM

Length: 46 minutes
Format: 2/ 23 min episodes
VR 6DOF
Rating: PEGI 7
Lang.: English, Spanish, French
Platf.: Oculus Quest 1 & 2
Produ: No Ghost & Atlas V in collaboration with Oculus, Epic Games, Creative XR and CNC
Directed by: James A. Castillo
Written by: Lawrence Bennett, Lydia Rynne & James A. Castillo

WEBSITE
madridnoir.com

CONTACT
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# DESCRIPTION

### "A MYSTERY TWENTY YEARS IN THE MAKING!"

"After her estranged uncle is declared dead, a disenchanted young woman arrives in Madrid to empty the apartment that he left behind. Lola is soon compelled to dig into her memories, where she'll pick up her uncle's shadowy trail and attempt to piece together the puzzles of the past. Staged as an awe inspiring theatre production, this charming mystery unfolds across a city that lives in the night, a Madrid now lost to time."

This thrilling interactive caper, presented in two acts takes place in a tactile and meticulously detailed re-imagining of Spain's capital. Taking the moodiness of classic noir and cramming it together with the gleeful expression of animation, **Madrid Noir is a 46 minute VR adventure** you'll not soon forget! Driven by the power of the Unreal Engine and releasing on **Oculus Quest 1 & 2, Madrid Noir will be available in Summer 2021.**

Madrid Noir is **Directed by James A. Castillo** and is brought to life by the stars Godeliv Van Den Brandt as Lola Petit and Fernando Guillén Cuervo as Manolo Monreal.

Madrid Noir is executive produced by Antoine Cayrol, Arnaud Colinart and Luke Gibbard.

# DIRECTOR'S STATEMENT

Underneath all the aesthetic choices we have made; the music, the visuals, the performances, and the animation, lies a story that rings true to me and what I believe Virtual Reality to be good at, profoundly connecting the viewer with characters and their stories.

As artists, we were compelled to use this opportunity to dive deep into what makes stories relevant to us. There is a lot of CG wizardry in Madrid Noir, but at its core lies a small, yet universal story of a disconnected family. We pulled from our own experience to develop the character´s personalities and conflicts, creating a young protagonist who struggles to understand her place in her uncle's life and who is looking for an opportunity to prove herself.

The only way to infuse the project with the heart, humour and suspense that we needed was to use animation's ability to suspend audiences' disbelief. Films that are engaging no matter your age, such as the Wallace and Gromit or Pixar films are a particularly key influence on us as they manage to marry adventure and danger with a hysterically funny and charming sense of wit.

**Since I decided to dedicate my life to creating animation, I have had one goal in mind, to bring a rise to the presence of genre driven narratives in the artform and I believe this project stands as a testament to that.**

As a VR enthusiast myself, I know there is room in the medium for fun, lighthearted and theatrical experiences in which players can get directly involved on a physical as well as an emotional level with the characters.

I hope Madrid Noir charms your inner child, infuses your life with wonder and thrills you to no end.

- James A. Castillo

# TALENT

## JAMES A. CASTILLO
### DIRECTOR

A Madrid native, James A. Castillo is an award winning Director and Designer based in London, UK.

After completing his studies in Singapore, he started a career as a designer; working in games, advertising and in film, with clients such as Sony Pictures, Cartoon Network or Paramount Pictures. His first experience with VR came Art directing the award winning Melita (2017) which triggered his interest in merging animation with new technologies.

James' vision and animation sensibilities earned the trust of No Ghost, with whom he developed Madrid Noir: The Prologue which, after a successful festival run, landed the Best Debut VR film at the Raindance film festival (2018)
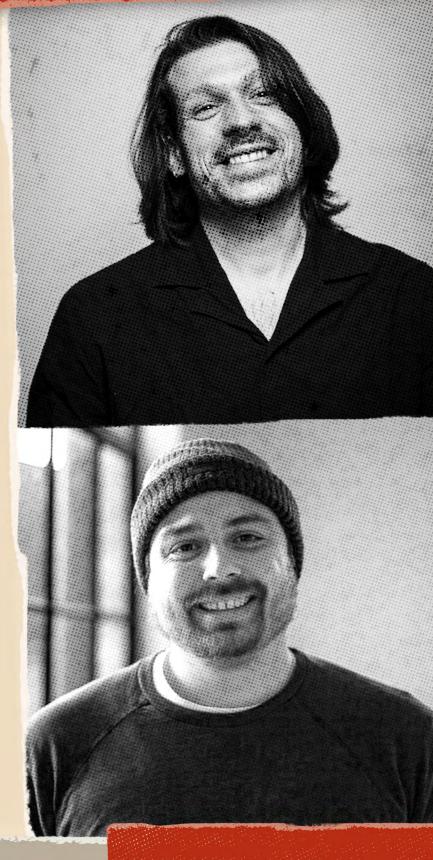
He currently works in London as an independent Director.

## LAWRENCE BENNETT
### WRITER

Lawrence Bennett is a writer and Co-Founder/ Director of No Ghost, an immersive studio based in London, UK.

With a keen interest in Cinema, Technology and Theatre, he found a crossover for all three in computer animation.

After half a decade working in VFX, and eager to return to his creative roots in 2015 he founded No Ghost with the express aim of exploring storytelling in the immersive landscape. Lawrence has since been focused on developing VR and AR projects that combine his passions for striking visuals and emotionally affecting experiences.

TEASER TRAILER

## PRESS LINKS

VARIETY

ANIMATION MAGAZINE

UPLOAD VR

REALOVIRTUAL

## NO GHOST DEVELOPERS

No Ghost is an interactive and experiential development studio, based in London, UK. Since 2015, No Ghost has been innovating in the XR industry, creating original interactive experiences and installations.

Combining striking visuals, high quality animation and compelling narratives, No Ghost works with a wide range of clients from multinational brands all the way to local independent artists.

With a diverse team of technical brains and artistic wizards, No Ghost aims to be the prime conduit between the worlds of art and technology.

## PRODUCERS ATLAS V

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 Venice Mostra (Gold Lion 2018), Sundance (5 selections), Peabody (Future of Media award 2019), Tribeca, SXSW (Storytelling Award 2019), Sheffield, Telluride, Cannes, Busan, Sitges...In 2020, AtlasV has launched a full capacity servicing company named Albyon, with a team of real time technology specialists, who operate at the frontier of video game and movie production.

Finally, a dedicated team is now focusing on distribution strategies for immersive content.

Ghost

CREATIVE XR    CNC    PROCIREP    ANGOA    EPIC MEGA GRANTS recipient    oculus

# MARKETING IMAGES