

SCATTER AND RADA STUDIO PRESENT

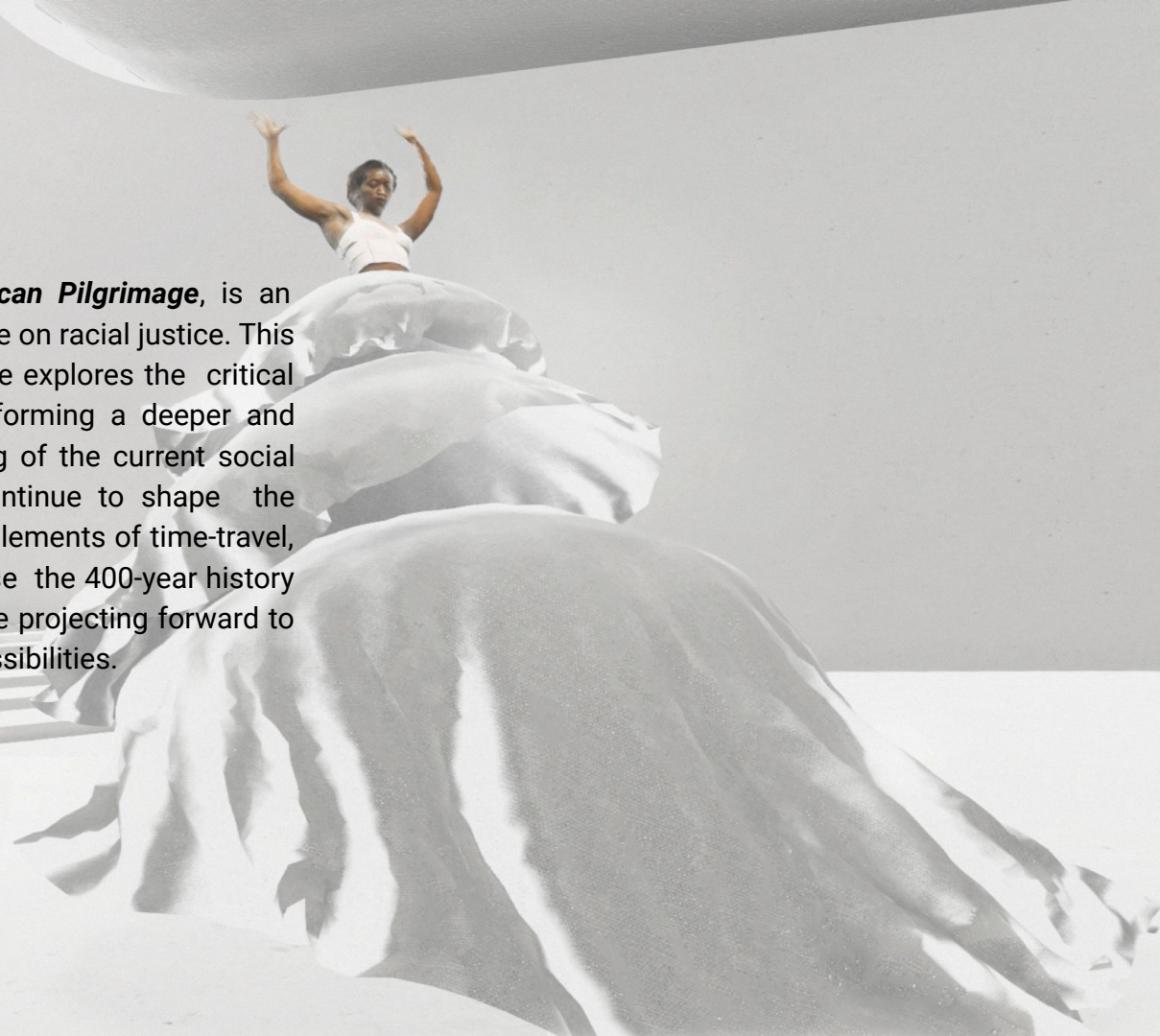



# IT'S CHANGING SAME



## SYNOPSIS

*The Changing Same: An American Pilgrimage*, is an episodic virtual reality experience on racial justice. This visceral magical realist adventure explores the critical role that U.S. history plays in forming a deeper and more meaningful understanding of the current social and cultural conditions that continue to shape the nation. Through magical realist elements of time-travel, participants are invited to traverse the 400-year history of racial inequity in the U.S. while projecting forward to a joyful, Afrofuturist world of possibilities.





**Episode 1: “The Dilemma”** is the first installment of this trilogy, time-travel series. It precedes an ambitious corpus that unveils our common history of racial terror, Black joy and resistance. The full experience will include performances, where actors are filmed with Depthkit volumetric capture and streamed to audiences as holograms in real time. The audience bears witness to how history is present today.

# THE EXPERIENCE

## Moving Between Past, Present and Future

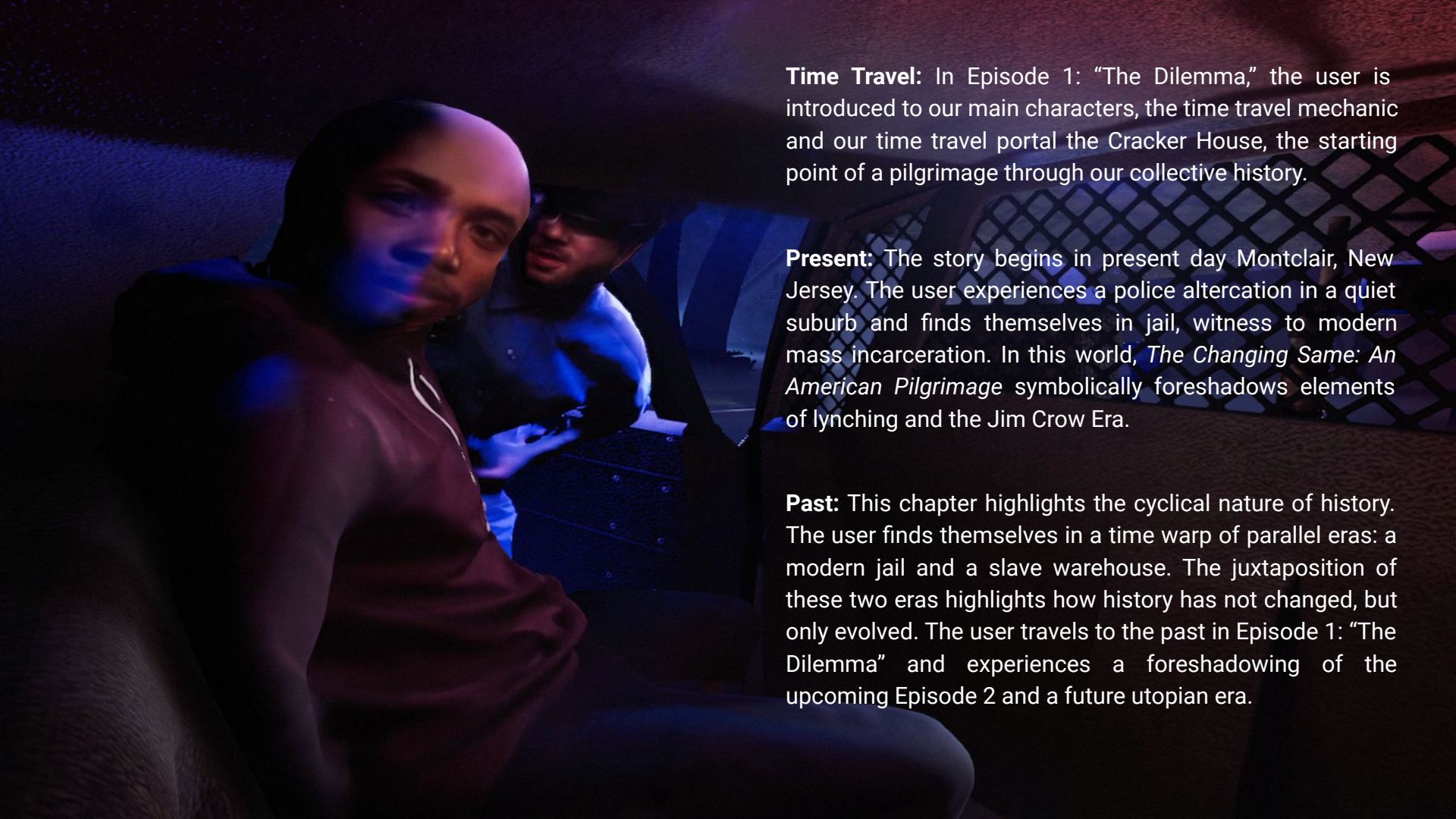
*The Changing Same: An American Pilgrimage* is a non-linear time travel experience through 400 years of racial injustice. The Time Travel mechanic is a liminal space where fireflies and gravitational forces guide the user through significant historical events represented as deconstructed “sets”.

Time travel allows us to make connections between the past, present and future to contemplate the cycles of history and their strong influence on our lived experiences today:

***How much has really changed and how have experiences mutated?***

***How much have we internalized a refusal to question so as not to face the pain of the persistent terror today?***





**Time Travel:** In Episode 1: “The Dilemma,” the user is introduced to our main characters, the time travel mechanic and our time travel portal the Cracker House, the starting point of a pilgrimage through our collective history.

**Present:** The story begins in present day Montclair, New Jersey. The user experiences a police altercation in a quiet suburb and finds themselves in jail, witness to modern mass incarceration. In this world, *The Changing Same: An American Pilgrimage* symbolically foreshadows elements of lynching and the Jim Crow Era.

**Past:** This chapter highlights the cyclical nature of history. The user finds themselves in a time warp of parallel eras: a modern jail and a slave warehouse. The juxtaposition of these two eras highlights how history has not changed, but only evolved. The user travels to the past in Episode 1: “The Dilemma” and experiences a foreshadowing of the upcoming Episode 2 and a future utopian era.

# VOLUMETRIC FILMMAKING

**The most ambitious volumetric film ever made.**

*The Changing Same: An American Pilgrimage* features real people filmed in three dimensions as holograms with Depthkit volumetric video. The Scatter team engineered world-first features for Depthkit software to make telling this story possible.

Lamar, our protagonist and guide through *The Changing Same: An American Pilgrimage*, is made magical with custom firefly effects for Depthkit volumetric video in Unity game engine. A hybrid avatar pipeline combining volumetric capture and motion capture renders our character Harriet other-worldly and majestic as she heralds a speculative future.

The virtual worlds in the *The Changing Same: An American Pilgrimage* are also recorded from real places. Photogrammetry captures and memorializes the unmarked site of the historic 1934 Claude Neal lynching on which this story is based.

These tools used to create *The Changing Same: An American Pilgrimage* are now being used by creators worldwide in the Depthkit Studio pilot program: <https://www.depthkit.tv/depthkit-studio>



# SCREENING AND TECHNOLOGY INFORMATION

2021 Tribeca Film Festival  
Immersive

June 9th - June 20th, 2021

Museum of Other Realities @ [Spring Studios](#)

**Tribeca Immersive Tickets Available [HERE](#)**  
**List of Approved Technology [HERE](#)**

For information including press materials, creator interview requests, and early screener requests please contact:

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# CREATORS

**Michèle Stephenson, Rada Studio Lead Artist, Director, Producer,  
Writer *The Changing Same: An American Pilgrimage***

Filmmaker, artist and author, Michèle Stephenson, pulls from her Panamanian and Haitian roots to think radically about storytelling and disrupt the imaginary in non-fiction spaces. She tells compelling, deeply personal stories that are created by, for and about communities of color that reimagine and provoke. Her feature documentary, *American Promise*, was nominated for three Emmys and won the Jury Prize at Sundance. She is a Guggenheim Fellow and a Creative Capital artist.





**Joe Brewster, Rada Studio Lead Artist, Director, Producer, Writer**  
***The Changing Same: An American Pilgrimage***

Producer and Director Joe Brewster is a Harvard-trained psychiatrist who uses his psychological training as the foundation in approaching the social issues he tackles as an artist and filmmaker. Brewster has created stories using installation, narrative, documentary and print mediums that have garnered support from critics and audiences internationally, including Sundance- winning and 3-time Emmy nominee documentary, *American Promise*. He is a 2016 Guggenheim Fellow



**Yasmin Elayat, Scatter Lead Artist, Director, Producer *The Changing Same: An American Pilgrimage***

Yasmin Elayat is an Emmy-award winning immersive director, United States Artists 2020 Fellow, and Co-Founder at Scatter, an immersive company pioneering Volumetric Filmmaking. Yasmin directed Scatter's *Zero Days VR* (Sundance 2017) a documentary about cyber warfare and the Stuxnet virus, which won the Emmy for Original Approaches: Documentary. Yasmin is the co-creator of *18DaysInEgypt*, which was lauded as one the Moments of Innovation in Participatory Documentary. Yasmin's work has won multiple awards and exhibited at various festivals including Sundance, Tribeca, SIGGRAPH, Festival de Cannes, and the World Economic Forum.

## ABOUT SCATTER

Scatter is an Emmy award-winning creative company. Scatter is recognized for pioneering the emerging discipline of Volumetric Filmmaking through its original volumetric film productions and its AR/VR creativity tools. Scatter's first product Depthkit is the most widely used toolkit for accessible volumetric video capture. Scatter's virtual reality title Zero Days VR (Sundance 2017) a documentary about cyber warfare and the Stuxnet virus recently won the Emmy for Original Approaches: Documentary.

Scatter is the world leader in volumetric filmmaking experiences and tools. Their mission is to democratize volumetric filmmaking.

# scatter

## ABOUT RADA STUDIO

Through visual storytelling Rada Studio scratches beneath the surface where answers are not always easy exploring points of discomfort and grey areas where art can affect change.

The Rada Studio is a media production company committed to creating compelling visual stories by, about and for communities of color that provoke thought and dialogue about our complex multicultural world and amplify voices and perspectives often neglected in dominant culture spaces. Keeping the art of storytelling and cinematic language front and center, Rada Studio has created narrative films, documentaries and interactive media that challenge and inspire audiences across the world to think critically about their own place and roles in society.



# CREDITS

## Directed by:

Michèle Stephenson, Joe Brewster,  
Yasmin Elayat

## Written by:

Joe Brewster, Michèle Stephenson

## Executive Producers:

Opeyemi Olukemi, Diana Barrett, Sheila  
Leddy

## Co-Executive Producers:

James George, Alexander Porter

## Producers:

Yasmin Elayat, Michèle Stephenson, Joe  
Brewster

## Art Direction:

Rad Mora, Technical Direction, and Elliott  
Mitchell

## Technical Director:

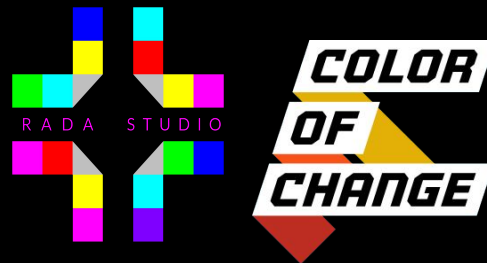
Elliott Mitchell

## Original Music:

Serpentwithfeet, Brandon Juhans

**A Rada Studio and Scatter Co-Production**

**Made with Depthkit**



**scatter**



**POV SPARK**



**FULL CREDIT LIST AVAILABLE [HERE](#)**

# SOCIAL HANDLES

## Facebook

@tribeca

@scatterco

@radastudionyc

Optional: @depthkitapp

## Twitter

@tribeca

@scatterco

@radastudionyc

**Optional:** @Depthkit, @yelayat, @michele0608,  
@obviousjim, @alexicon3000, @timscaffidi,  
@graphieti, @equalsonics, @mrt3d,  
@lily\_the\_fang, @hey\_milkman

## Instagram

@tribeca

@scatterco

@radastudionyc

**Optional:** @depthkit, @yelayat, @michele\_0608,  
@obviousjim, @alexicon3000, @timscaffidi,  
@graphieti, @tempo.studios, @sbreneau,  
@equalsonics, @mrt3d, @milkmanmedia,  
@c8lingrace

## Hashtags

Official Hashtag: **#Tribeca2021**

Project Hashtag: **#ChangingSameVR**

Other Hashtags: **#volumetric #volumetricfilmmaking  
#depthkit**

**For Additional Information**

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# “A HARD-HITTING LOOK AT RACIAL INJUSTICE IN THE US”

UPLOAD  
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