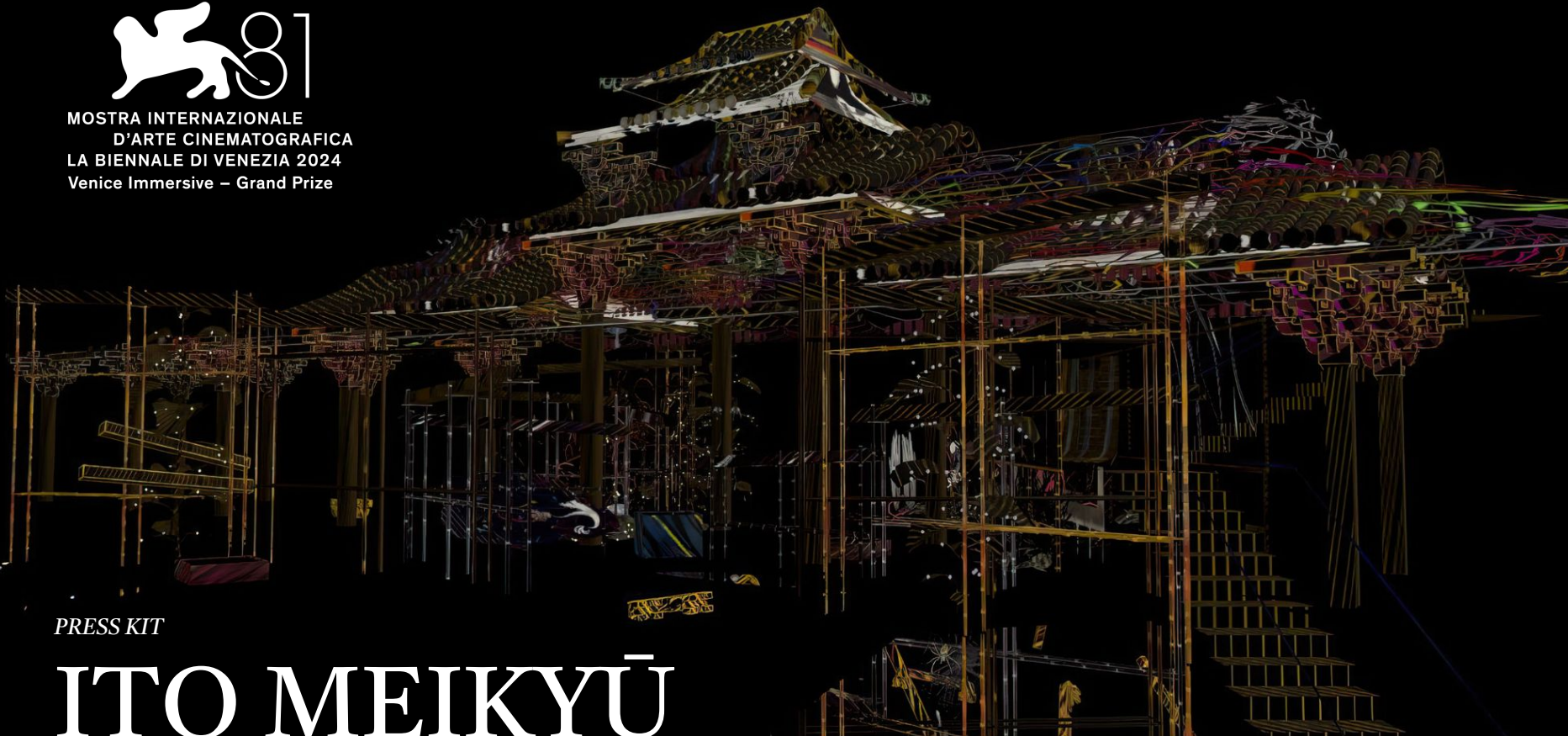




MOSTRA INTERNAZIONALE  
D'ARTE CINEMATOGRAFICA  
LA BIENNALE DI VENEZIA 2024  
Venice Immersive – Grand Prize



PRESS KIT

# ITO MEIKYŪ


*an immersive project by Boris Labbé*

Co-produced by



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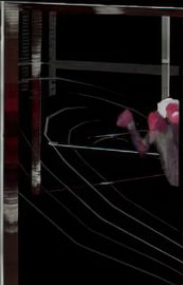




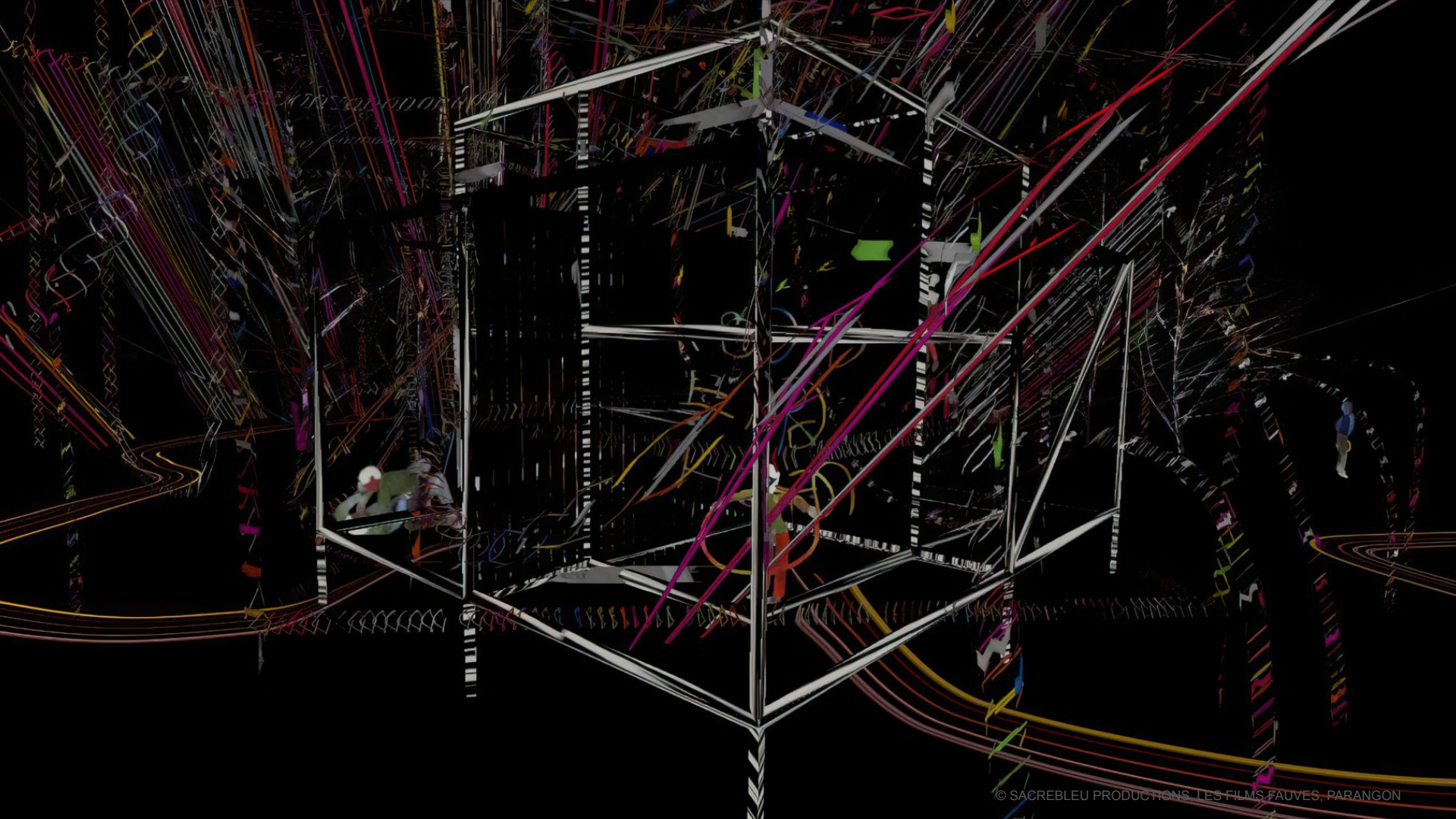
Interior and exterior, transparency and opacity, exhibitionism  
and voyeurism, feminine and masculine; all these notions  
oppose or unite in the infinite cycle of a labyrinth with no exit.  
Life here is like a loom whose living weft is woven from a  
myriad of branching threads and paths.

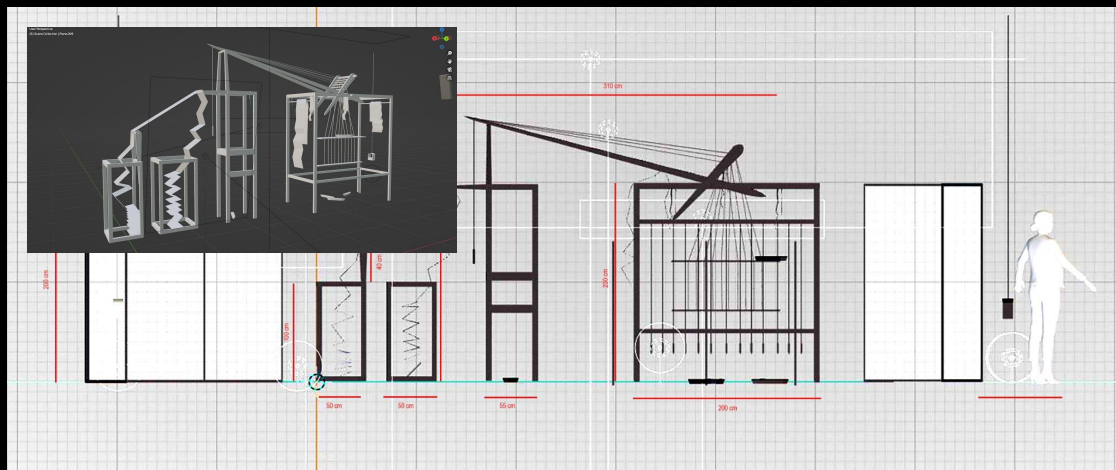
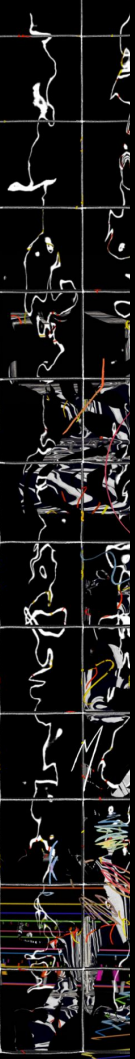


Drawing has always been central to my life. Initially, I practiced in a classical manner on paper, but as the years went by, I sought to let it overflow, crackle, proliferate, and come to life.” Boris Labbé









# EXHIBITION FORMAT

Weaving machine (Wood structure)  
Video Projection  
Drawings

The exhibition proposes to follow a continuous and impalpable thread between the works of Boris Labbé. A Thread, like a labyrinthine entry into the artist's mind, which takes the viewer from drawing to virtual reality. Words become lists, drawings become collections, their spatial arrangements become construction and deconstruction, and their multiplications become movement and repetition.







# BORIS LABBÉ

*The director*

Trained at the École supérieure d'art de Tarbes and then at the École de cinéma d'animation d'Angoulême, the work of Boris Labbé (1987, FR) quickly toured the world, whether in contemporary art exhibitions, international film festivals, or at audiovisual concerts.

His latest short film *The Fall* was selected for the Special Screening at the Critics' Week of the 2018 Cannes Film Festival.

In 2020 he collaborated with the choreographer Angelin Preljocaj and signed the video scenography of the show *Swan Lake*.

His films and video installations have earned him some fifty awards and distinctions around the world, including the Golden Nica Animation at the Ars Electronica Festival in Linz and the Grand Prix at the Japan Media Arts Festival in Tokyo.

Between 2023 and 2024, he is developing and carrying out two landmark projects: *Ito Meikyū*, his first virtual reality project (produced by Sacrebleu Productions) and *Glass House*, a video scenography in collaboration with composer Lucas Fagin (produced by the Ensemble Cairn).



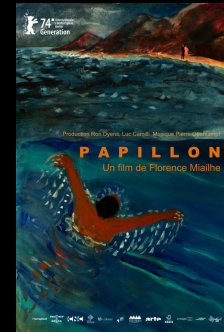
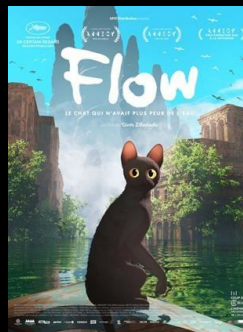


# SACREBLEU PRODUCTIONS

*The executive producer*

Since the creation of Sacrebleu Productions (1999) by Ron Dyens, over 100 short films have been produced which have been selected in over 2500 domestic and international festivals, among the most important, such as Cannes, Berlin, Venice, Sundance, Toronto...

In 2016 Sacrebleu expanded into the production of feature-length films with the release of the film *Long Way North* by Chayé and then produced Damian's animated feature film: *Marona's Fantastic Tale* (2019).



In 2022, *My Sunny Maad*, Pavlatova's first animated feature film won the Jury Prize at Annecy and the Zagreb FilmFest Grand Prize.

*Sirocco and the Kingdom of the Winds* by Chieux made its Premiere as the Opening movie at Annecy 2023 and won the Audience Prize. In 2024, *Flow* of Gints Zilbalodis premiered at Cannes Film Festival (Un Certain Regard Competition) and received 4 awards in Annecy where the film was among the Official Selection. ITO MEIKYŪ is Sacrebleu's first VR project.





# LES FILMS FAUVES

*The co-producer*

Committed to shaking-up the cinematic territory of the Grand Duchy, LES FILMS FAUVES brings to the fore new Luxembourgish talents, with a strong footing in their cultural identity and language, but capable of transcending the local.

With our experience in co-production and impulse to escape comfort zones we support and fight for the emergence of international auteurs (Rebecca Daly's MAMMAL, Zoe Wittock's JUMBO), just as we defend strong and established voices from all horizons (Wang Bing, Rodrigo Moreno, Bertrand Mandico).

We aspire to remain free from a restrictive editorial line, operating instead within the border areas between author and genre film, fiction and documentary, encouraging narrative risk-taking - be it lyrical, poetic, strange or fantastic - as much as formal daring, always conscious that “form is the bottom which rises to the surface”.

Expanding our horizons into the XR industry, we are excited to be part of ITO MEIKYŪ, directed by Boris Labbé and selected at Venice Immersive 2024. This project reflects our commitment to exploring auteur cinema within this new reality. As with our traditional films, we aim to bring an author's unique vision to the forefront, pushing the boundaries of narrative and form in the immersive world of XR.

The authors we support, rather than forcing a discourse onto us, lend the world their ear, then set out to transform it - offering a fresh, strong, sincere and offbeat look at the world.



# PARANGON

*The co-producer*

Founded in 2020, Paragon Animation Studio aims to offer alternatives and answers to the growing demand in the region while also encouraging increased cross-border co-productions, particularly with the 4 countries bordering Grand Est region (Belgium, Switzerland, Germany, Luxembourg).

Its location within the Studios du Rhin also allows Paragon to combine its skills with the companies that are part of the Studios du Rhin, and in particular the post-production of sound and image carried out by Innervision.

Created by Ron Dyens (Sacrebleu Productions), Luc Tharin (Innervision), Fabrice Barbey (Protozoaire) and Alexis Frey-Gobyn, Paragon Animation Studio has participated in the creation of numerous projects such as the feature film *Sirocco* and the *Kingdom of the Winds* (Audience Award at the Annecy International Animation Film Festival in 2023) as well as *Winter in Sokcho* (Selected at the Toronto International Film Festival 2024).

*ITO MEIKYŪ* (Grand Prize of the Immersive Competition of the Venice Film Festival 2024) was partly produced at Paragon (2D animation and 3D modeling)



# CREDITS

*Written and directed by* Boris Labbé

*Produced by* Ron Dyens  
Gilles Chaniel

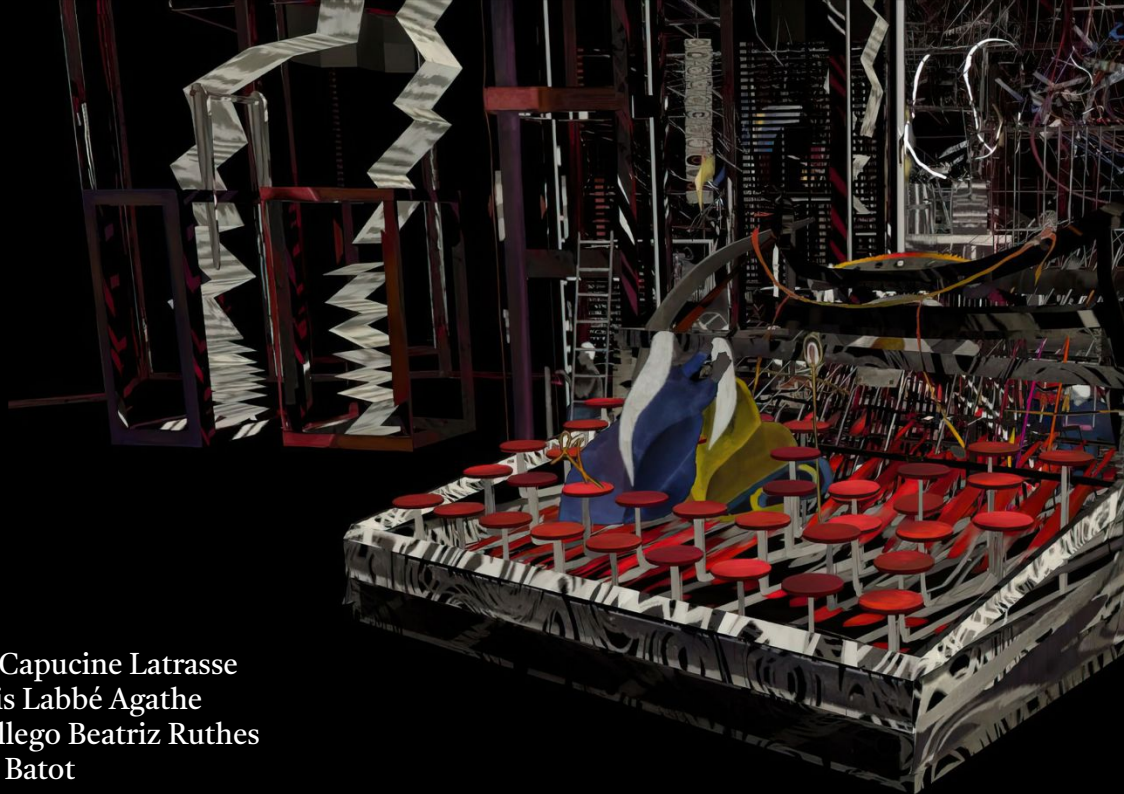
*Original music and  
sound design by* Daniele Ghisi

*Lead Developer* Charles Ayats

*Developer* Elie Buglione

*Artists* Germain Linder, Capucine Latrassé  
Ryo Orikasa, Boris Labbé Agathe  
Sollier, Collin Gallego Beatriz Ruthes  
dos Santos Manu Batot

*Sound* Daniele Ghisi  
Alex Nogueira



# TECHNICAL INFORMATION

*Title:* ITO MEIKYŪ (*Ito Meikyū*)

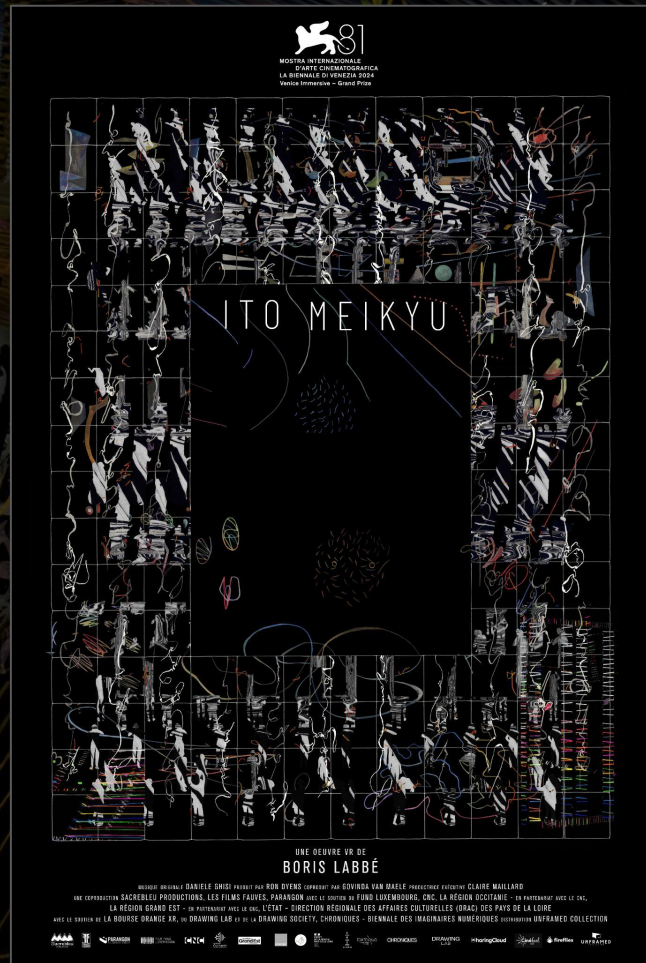
*Year of production:* 2024

*Languages:* No language

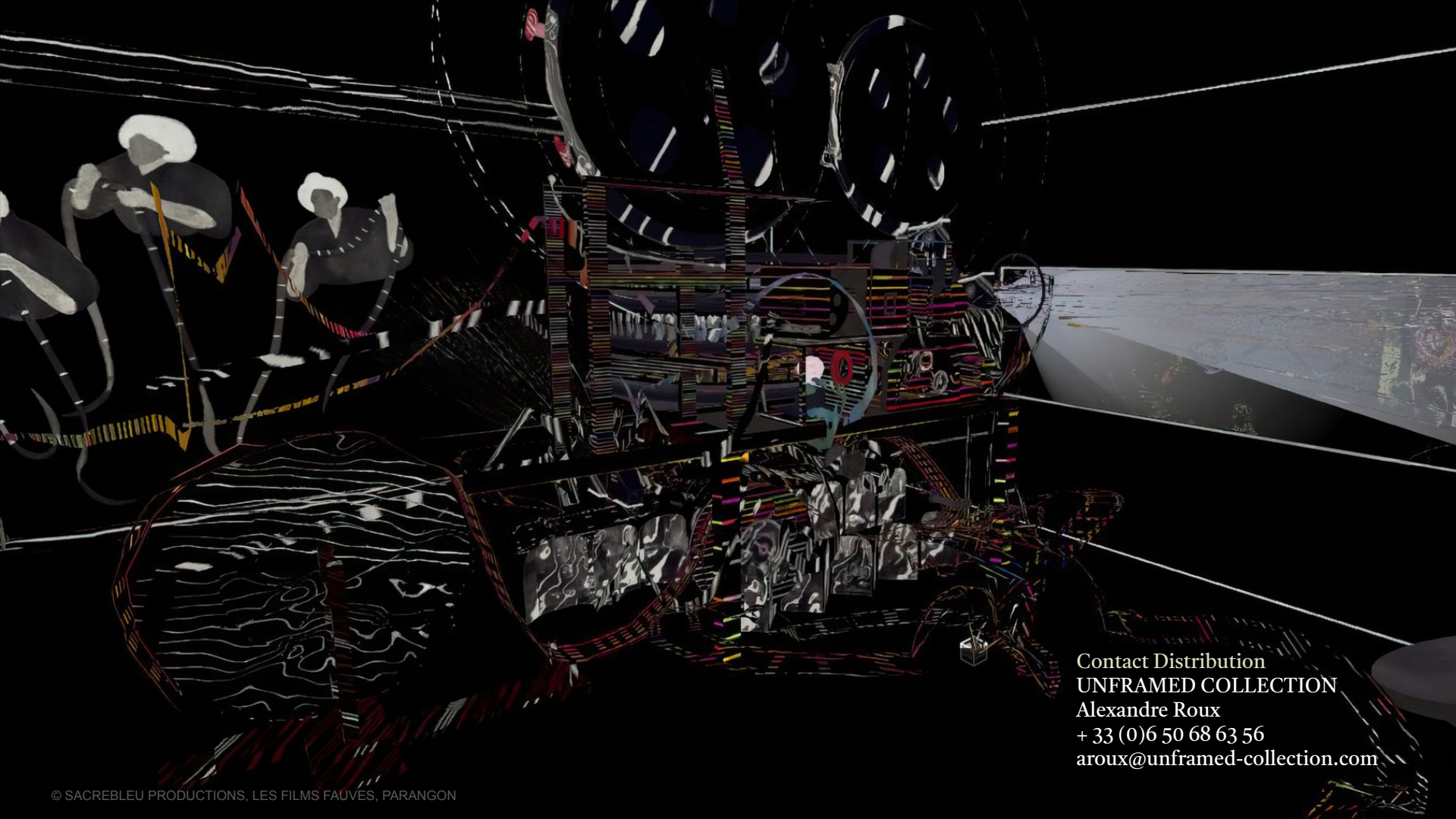
*Format:* VR 6DoF STANDALONE

*VR Headset compatible:* QUEST 2 & 3

TRAILER 







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