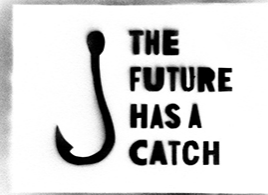


VR ODER (TRUGBILDER EINER FAMILIE) | VR OR (MIRAGES OF A FAMILY)



Q & A with Marian and Jonas

1. How did you develop the cut?

Marian answers:

- There was a rough structure with different chapters. It is based on the gaming scene.
- Improving the unilinear story with editing.

Jonas answers:

- Cutting two images created different meanings for the viewer.

2. Did you have role models for the camera work?

Marian answers:

- No, they got inspired by watching other movies.
- They describe the characters through camera work, dynamic or static.

3. Old school vs. new, where did the decision to interweave VHS and VR come from?

Jonas answers:

- VHS and VR do not necessarily interweave.
- The boy creates his own virtual reality.
- VHS creates the framework for the story.
- Special moments have always been captured on camera.