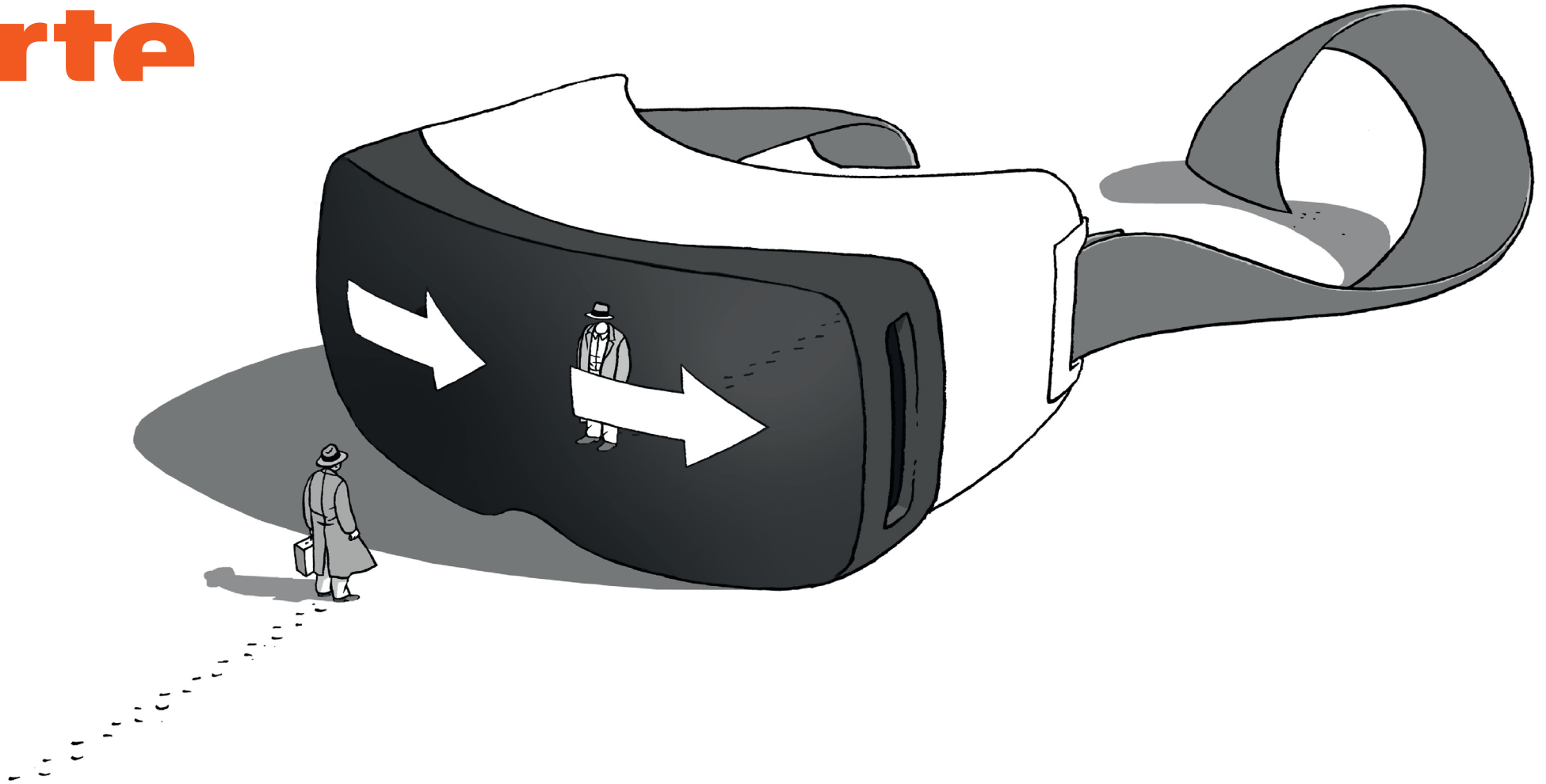


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VR

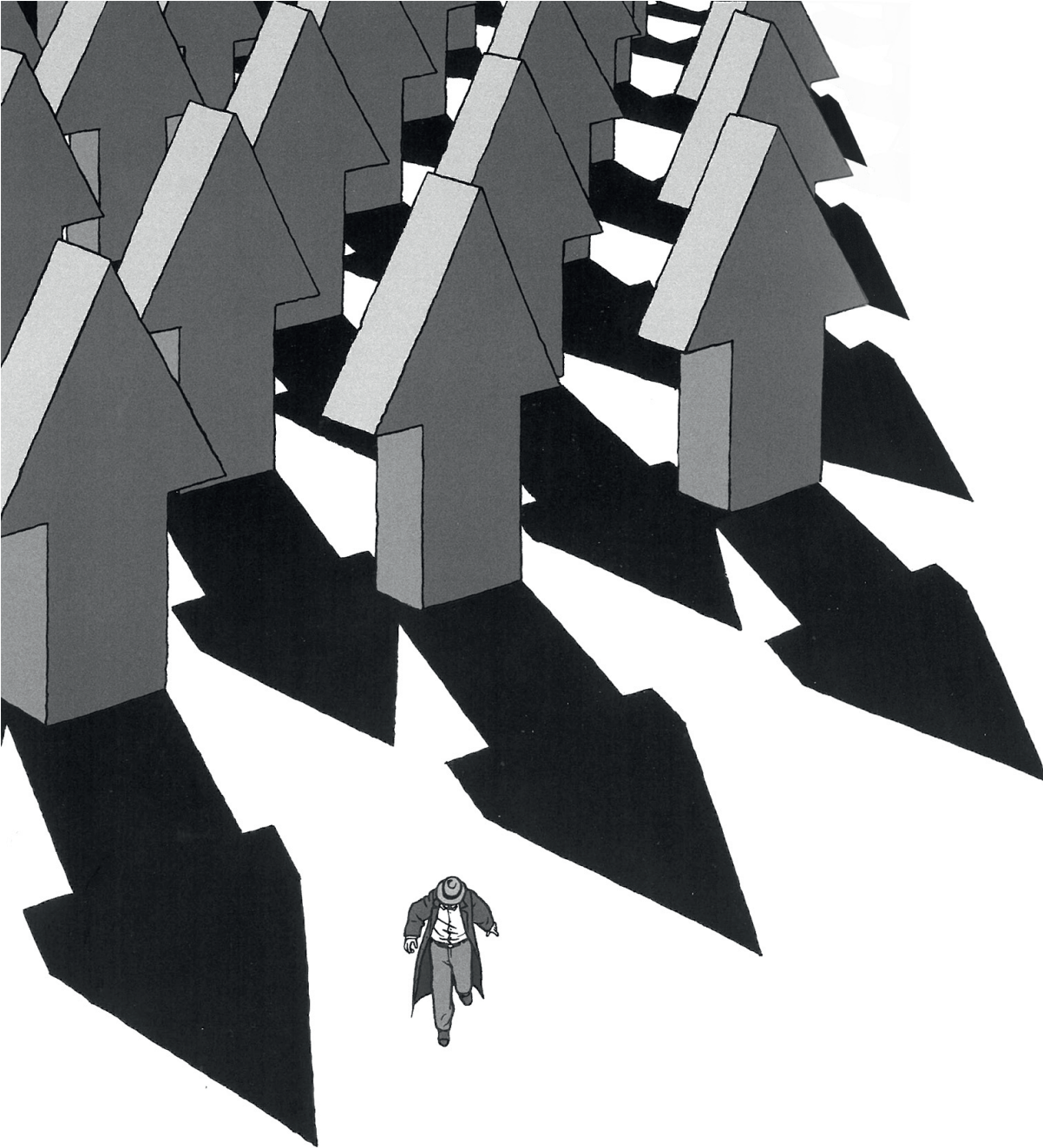
S·E·N·S

AN EXPLORATION GAME IN VR

ONLINE WEDNESDAY OCTOBER 5, 2016

A VR LABYRINTH INSPIRED BY A GRAPHIC NOVEL.  
A VOYAGE OF INITIATION INTO THE HEART OF A  
UNIVERSE FILLED WITH STRANGE LAWS.

[arte.tv/sens](http://arte.tv/sens)



# SENS<sup>VR</sup>

AN EXPLORATION VIDEO GAME IN VR

BASED ON THE GRAPHIC NOVEL BY MARC-ANTOINE MATHIEU (EDITIONS DELCOURT)

AUTHORS: CHARLES AYATS, ARMAND LEMARCHAND, AND MARC-ANTOINE MATHIEU

CO-PRODUCTION: ARTE FRANCE, RED CORNER (FRANCE, 2016, 30 MN)

**SENS<sup>VR</sup> is the first virtual reality game inspired by a comic book. Lost in a graphic maze, guided only by arrows. Where will they lead you?**

Step into a labyrinth with, as your only landmark, arrows taking a thousand forms along the way. Adapted from the work of Marc-Antoine Mathieu, the writing plays with the codes of the graphic novel and, through virtual reality, opens wide the field of exploration to become a narrative and one-of-a-kind sensory experience. In SENS<sup>VR</sup>, you have to heed all the proposed indications. Most of the time, they will be concealed under volumes difficult to understand, hidden under the sand, or in the recesses of a graphic illusion. You animate objects with just a simple glance that, in turn, reply by showing you the way. You sometimes find yourself in the confines of a sea of ice crackling under your feet. You dash off flying over endless cities. Going where? Actually, no one really knows, each must find his own way...

- Best Emotional VR Game - Emotional Games Awards 2016
- Selection - Tribeca Film Festival - Storyscapes 2016
- Finalist - Unity Vision Summit 2016 / MAGIC 2016

**ON LINE WEDNESDAY OCTOBER 5, 2016**

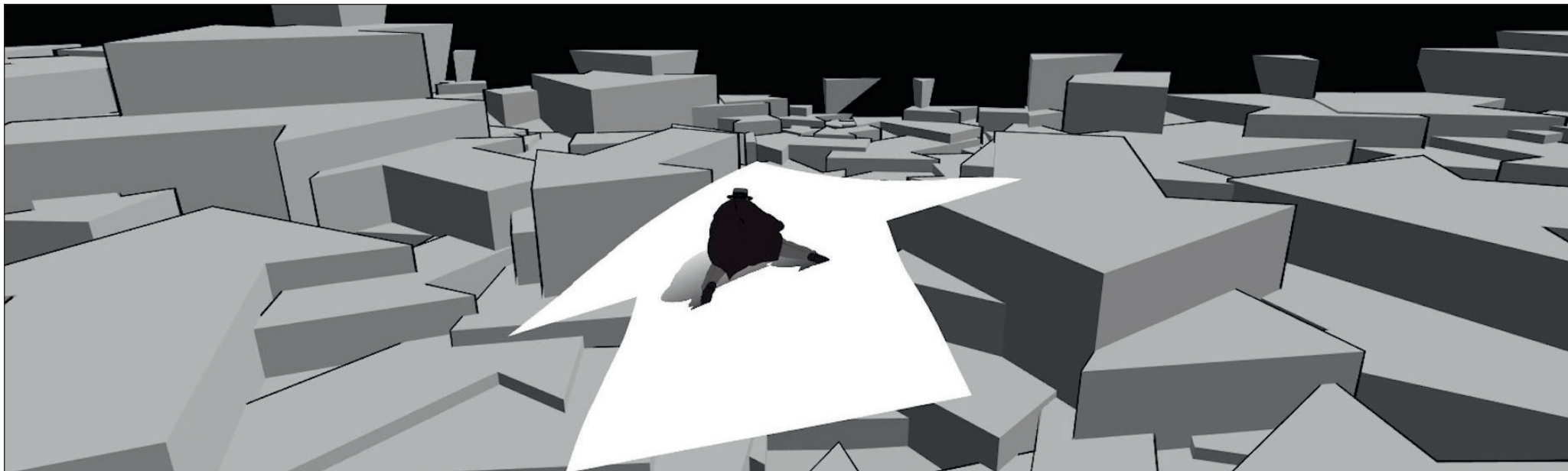
ON **arte** CREATIVE

WITH VR HEADSET Samsung Gear<sup>VR</sup> AND **oculus**



ON TOUCHSCREEN AND CARDBOARD

AND ON **arte.tv/sens**

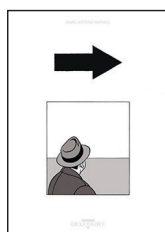


# SENS<sup>VR</sup>

## THE ORIGIN

**SENS<sup>VR</sup>** is based on a graphic novel by Marc-Antoine Mathieu. The cartoonist has long explored the outer boundaries of this genre in each of his books. The game designers, Charles Ayats and Armand Lemarchand, saw it as a dream world to be explored in virtual reality.

SENS<sup>VR</sup> unfolds the spirit and graphic universe of the book in 3D with its character, scenery, hand drawn lines, and play on light and shade..., and rethinks the script along with the strange relationship between the reader and the character. The game takes liberties as it cuts across the codes of the various genres: those of comic books, video games, and virtual reality. The character's duplication (seen internally and externally), the purified space and the story line - almost a philosophical tale - make it unique and yet readily comprehensible to a wide audience.



**S.E.N.S**

BY MARC-ANTOINE MATHIEU  
DELCOURT ÉDITIONS

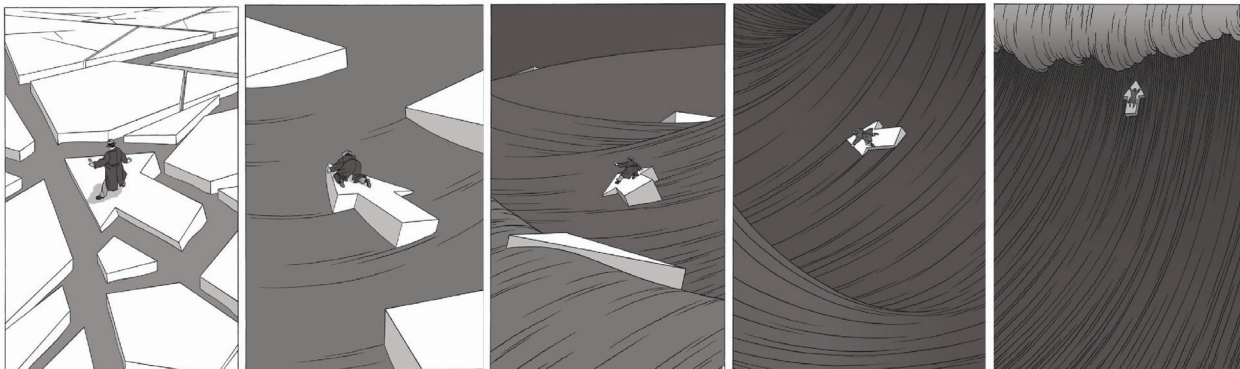






## MARC-ANTOINE MATHIEU

Marc-Antoine Mathieu graduated from the School of Fine Arts in Angers before working as a graphic-designer at an agency specializing in the creation of exhibitions. In 1990, he published his first album, *The Origin*, which provided him notoriety after winning numerous awards, including the «Alph-Art coup de cœur» prize at the Angoulême Festival in 1991. With over a dozen albums published and numerous awards to his credit, Marc-Antoine Mathieu is now a key author of the French graphic novel.



**WEDNESDAY, OCTOBER 19, 2016**



### OTTO L'HOMME RÉÉCRIT

BY MARC-ANTOINE MATHIEU

DELCOURT ÉDITIONS  
HARDCOVER ALBUM  
72 PAGES  
305 X 196  
EAN : 978-2-7560-8019-2  
PRICE : 19,50 €

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Otto Spiegel is a well-known performance artist gradually slipping into existential self questioning that digs deep into his soul ending up invading his entire being. He never before experienced such vertigo, or a similar internal abyss. Marc-Antoine Mathieu provides startling answers in this modern fable, this story of a man in the discovery of himself.