



Norwegian partner search in Cultural Cooperation projects in the EEA and Norway Grants 2014-2021

In order to get the best results from your search for partners for the EEA and Norway Grants, the Arts Council Norway recommends completing the following form. The text boxes that make up the form are based on feedback that we have received from Norwegian cultural players. Tailoring the information to the potential partner/potential partner type as opposed to sending a generic request, always yields the best results. The form can be used for partnership requests sent directly to identified, potential partners, as well as those sent to the Arts Council Norway eeagrants@kulturradet.no and Programme Operators. It can also be used for Norwegian entities seeking partners in the Beneficiary States.

This form will be published on our website.

Name of organisation	Binoklis
Country	Latvia
Name of contact person	Reinis Kalvins
Position	producer
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<p>Your organisation</p> <p>Describe the type of organisation and include a good description of your own areas of activity/fields (Visual arts, Performing arts, Interdisciplinary art, Music, Architecture, Library activities, Ethnic culture, Literature, Culture and art education, Museum and gallery activities).</p>	<p>Binoklis is a new company started by Reinis Kalvins and Gatis Smits. Both are seasoned professionals with more than 20 years of experience in film and theatre. Binoklis is focused on creating immersive VR experience and promoting it to a wider audience. Using our experience in film and theatre we are developing the new means of expression and ways of communication needed for the new media of VR. Binoklis recently was financed from Latvian Culture Capital Fund to develop a framework for archiving theatre plays in 180 degree stereoscopic VR technology.</p> <p>Previously we have worked on VR documentary that captured a legendary building before it's renovation (the building of The New Riga Theatre).</p>
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<p>Project idea</p> <p>Provide a brief description of the project idea, what you want to achieve and how you plan to achieve it. Ideally the idea should give an idea of what is planned, but be open enough for the partner to influence.</p>	<p>Aim of this project is to develop, produce and distribute a 360 degree immersive VR science show “Briefly about universe” aimed for the children (age 7-13). The idea is based on a successful kids theatre play which was staged in The New Riga Theatre in 2015 by Gatis Smits (co-founder of Binoklis). The play will provide educational, but very entertaining experience for kids in primary school. The show consists of four 15 min episodes in which colourful characters present topics of nature sciences in immersive way. This creates an imaginative idea about physics, scale of space and time and beginnings of life on earth. The play tells a story about incomprehensible numbers, the tiniest creatures and the oldest of human ancestors.</p> <p>The show will be produced in stereoscopic 360 VR format with interactive options (using controllers). It will be distributed in schools via set of traveling VR monitors.</p>
<p>Relevance of potential partner:</p> <p>Based on your research show why you have identified this particular potential partner is relevant, for example does the organisational type match, similar or complementary experiences, etc.</p> <p>If you have not identified a specific potential partner, try to describe the type of organisation you are looking for. Try to be specific and to link it to your areas of activity, project idea and the role of the partner.</p>	<p>We are looking for a partner in this project.</p> <p>1st preference-</p> <p>The potential partners might come from academic or industry background who specialise in the VR storytelling and whose expertise could help in improving the immersive aspect of the final product.</p> <p>2nd preference-</p> <p>We are also interested in collaboration with contemporary circus artists as well as with scientists to help us creating the necessary scientific demonstrations and tools. Or potential partner might (also) be a theatre or educational institution who would be interested in distributing the content in Norway. This could be achieved by dubbing the final project or producing two version where the play is hosted by a Norwegian actor.</p>
<p>Partner role:</p> <p>What role do you foresee the partner as having in the project? What value do you feel the partner can contribute to the project?</p>	<p>Preferably we would like to collaborate with an active partner who has previous track record in VR or audio-visual media production. But as I mentioned before also an academic institution would be appreciated. We see the role of the partner as a knowledge sharing consultant who could contribute to the project with empirical knowledge and the know-how of the best practices.</p>



Any other comments/ relevant information	

