FAQs:

Q: Who is this call for?

This programme is for Emerging and Diverse Creatives interested in working in Virtual Reality. It will provide you with practical experience in VR / immersive technology, the opportunity to learn about research and development within creative companies and experience of innovating with film and television archives from the BFI / BBC. nine successful applicants will each receive £15,000 to undertake a professional placement and training programme at one of the creative companies listed below.

Q: What are the key dates for the scheme?

Application close date: 5pm 8th November 2021
Interview dates: mid-November 2021 (via video conference)
Contracting: late November to early December 2021
Core training with StoryFutures: 6-7th and 11-14th January 2022 (in person with remote follow up)
Production phase: A fifteen-week (or part-time equivalent) period between December 2021 - 27 May 2022 (remote / in person / hybrid according to placement). Dates will be confirmed by each Company in line with their production schedules.

Q: What will I receive?

- A placement with one of nine companies in London or the Gateway Cluster area which includes London and the South East.
- 9 creatives will be appointed and they will each be placed with one company for this training and development opportunity, contracted on a freelance basis.
- A £15,000 fee for the project (inclusive of all expenses) - some travel and flexible working will be required. The fee covers the equivalent of approx.15 weeks full time commitment to work on the project. Each placement company will finalise the freelance contract requirements, dates and project deliverables.
- You will receive hands-on training to use state of the art immersive technology, spatial storytelling and the use of media archives.
- Mentoring and career development opportunities.
- Being part of a cohort, whose aim is to be social, interactive and in regular contact with each other to share learnings and knowledge and network.

- You will also gain an appropriate production credit, to be agreed with the placement company, which can help propel careers to the next level.

Q: What kind of skills and level of experience do I need to apply?

- You will likely work in film, television, games or digital production or may have already started your journey in immersive (VR, AR, XR).
- These roles are **not for new entrants** in the creative industries, you need **at least 3 years of professional experience** relevant to the role you are applying for. The programme is designed to transition skills from other areas of the creative industries to immersive OR act as a next step in career development for people who have already begun this journey.
- **Prior experience of VR production is not required**, although it is a bonus if you have already engaged with AR and VR projects.

Q: What kind of placement roles can I apply for?

The specific placement opportunities available include these particular roles:
- Writer
- Associate Producer
- Designer
- Animator (2D or 3D)
- Creative Technologist
- Sound Designer

Q: Can I apply for more than one role?

Yes! You can apply for as many roles as you are interested in provided you have the relevant 3 years minimum experience working with that skill. Please note you will need to complete a separate application for each role you would like to apply for, and outline your relevant professional experience for each role separately. Also, applying for more roles does not necessarily increase your chances of success.

Q: Where will I be based for the project?

The companies are all based in London or the Gateway Cluster area which includes London and the South East. Working patterns may be negotiable, with hybrid / remote work patterns dependent on the particular role, your location and where the selected creative company placement is based.

There will also be training at the start of the scheme which will be delivered in person in Egham, Surrey, as well as remotely. Attending this is compulsory and costs for accommodation and meals will be covered separately.

Q: How does the application and selection process work?

Applications must be made online, and applicants will be shortlisted for interview by StoryFutures and the named companies in the project. You must apply for a specific role and if you wish to apply for more than one role you will need to complete separate applications for each role. Applications will be reviewed in regards to applicants' experience level and transferable skills, potential for career progression by taking part in the scheme and our commitment to diversity. Please note, external specialists and judges may also be consulted at this stage.

Shortlisted applicants will be invited to an approx. 30min online interview and, in addition, they will be asked to showcase their portfolio to talk through some of their previous projects. Final decisions are made by StoryFutures staff and are not open to appeal.

Q: What is immersive media and do I need to have experience of working with it to apply?

Immersive media includes Virtual Reality (VR), Augmented Reality (AR), Mixed or Merged Reality (MR) and Immersive Installations. In the context of this project, immersive will involve making virtual reality experiences. Each company will use different production technologies, but some of the placements may work with scanning and game engine technologies, which you can read about here.

Not all placement roles will require you to have direct experience of immersive media production. Rather, you must have a clear and proven interest in learning about interactive storytelling and want to learn how to transfer your skills to a VR production and use new types of technology.

Q: What kind of Virtual Reality experiences will be produced?

The production companies will work with the BFI / BBC archives to produce a 3-10-minute VR experience for Oculus Quest VR headsets, which will be presented in 15 locations across the UK. Their task is to re-animate the BFI and BBC Archive using immersive technologies in innovative and experimental ways to reinvigorate our connection to public places in a moment of national celebration.

To find out more about the VR project brief, please go to: https://www.storyfutures.com/creative-cluster/innovation-opportunities/storylab-commissions

Q: Who are the VR companies the placements are with?

Alchemy Immersive	alchemyimmersive.com
Charisma	charisma.ai
Diverse Interactive	diverseinteractive.com
Furness Films	avrilfurness.com
Indigo Storm	indigostorm.co.uk/ and studioanrk.com
NoGhost	noghost.co.uk
Shroom	shroomstudio.com
Surround Vision	surroundvision.co.uk/
Visualise	visualise.com/

Q: Can I choose which VR production company/studio I would like to work with?

No. The opportunity is role-based rather than company-specific and you may be placed with any of the 9 companies listed. You will be interviewed by up to three companies, and then we will work with you and the companies to ensure a good match, but we cannot guarantee your choice of company.

Q: What training and support will I receive?

You will receive training in state-of-the-art immersive technologies, editorial process and how to work with archive video. Core training will be delivered in person at Royal Holloway University, Egham Hill, Egham TW20 0EX. All accommodation and meals costs will all be covered. In addition to the residential training period, Creative Practitioners selected for these roles will be provided with regular online workshops as part of a talent development programme with StoryFutures Academy, as well as access to StoryFutures workshops for business development.

Q. How can I find out more?

All applicants are welcome to contact us if you require any help with your application or if you have other requests for reasonable adjustments. We encourage you to register and attend a live webinar on **Tuesday 2nd November at 5pm,** where our team can explain more about the placements, and answer any questions.

Register here:
https://www.eventbrite.co.uk/e/vr-professional-placements-information-session-tickets-190475014897

For any other queries about the application process or eligibility, you can also contact storyfutures@rhul.ac.uk