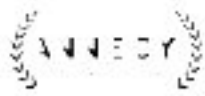


# Chauvet Cave VR - Dawn of Art

**Customer:** SMERGC, Google Arts & Culture, Atlas V

**Date:** 2020

**Amount:** 200 000€



*"The Dawn of Art, a journey through the Chauvet Cave" will take you on the path to our ancestors and to mankind's first masterpiece ever: the monumental frescoes that have decorated the walls of the Chauvet cave for over 36 000 years. This VR experience told by the voices of Cécile de France (French version) and Daisy Ridley (English version) including both an interactive film and a virtual visit of the cave.*

## SYNOPSIS

As the cradle of mankind, the Chauvet Cave is a tangible link between our ancestors and our present-day cultural identity. It is this very sentiment that we seek to convey through this VR experience: a feeling of proximity with the men who created the first masterpiece in mankind's history, a masterpiece whose mythology still echoes in our literature, cinema or even video games. Our goal was not to tell the story of the cave but that of the first artists and their role among paleolithic societies. They were story tellers whose beliefs and knowledge have woven traditions among their communities.

In the context of globalisation we have been facing for some years, VR technology becomes incredibly meaningful. It helps making our common heritage accessible to everyone, heedless of physical and geographical limits, and it limits the ecological impact caused by mass tourism.

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THE  
TRAILER



## PROJECT INFORMATION

This project is a production by the Syndicat Mixte Espace de Restitution de la Grotte Chauvet, in coproduction with Auvergne-Rhône-Alpes Cinéma - Le Lab, with the support of Google Arts & Culture, the Région Auvergne-Rhône-Alpes, the Département de l'Ardèche and of the French Ministry of Culture and Communication.

- **Executive production:** Atlas V / Novelab
- **Director:** Pierre Zandrowicz
- **Development studio:** Novelab
- **Voices:** Cécile de France (French version) Daisy Ridley (English version)

## TECHNICAL INFORMATION

- Length of the film: 9 minutes
- Length of the commented visit: entre 10 et 15 minutes
- Integration and optimisation by Novelab of the 3D models generated by Google Arts & Culture after a photogrammetric and lasergrammetric mapping of the cave.
- Photorealistic
- 6 degrees of freedom
- Available online and for free on the Steam and Oculus stores for virtual reality headsets Oculus Rift / HTC Vive
- Oculus Quest porting in developement by Novelab

