



COLLAPSE.COM

ENERGY RISK CONSPIRACY


What is Collapsus.com?


Collapsus signals a new experience in transmedia storytelling that combines interactivity, animation, fiction, and documentary. This pioneering approach blends real documentary footage with mini-games and movie fragments, inviting you to choose your own perspective as the story unfolds. Interact and make decisions to avoid further blackouts; get a broader perspective by listening to the experts; or observe the consequences for everyday people through the fictional story.


Collapsus looks into the near future and shows you how the imminent energy transition affects a group of ten young people, who appear to be caught up in an energy conspiracy. What will their world look like after the turbulent transition from fossil fuels to alternative energy sources?

Following the adventures of Vera, Jack, Tony and Amir, you are lead into a world of conspiracy, treason and, most alarmingly, failing energy supplies. In this story, set in the near future, the international powers try to cope with a transition from fossil to alternative fuels, while dealing with political dissension, uprisings and a population terrified by increasingly frequent black-outs. As a player, you are required to make decisions that leave their mark on a national and a global scale, in your quest to find solutions to the energy crisis. ▶

Links and Downloads

 [Collapsus Walk-through with Director Tommy Pallotta](#)

 [Trailer - Quicktime 720p](#)

 [High resolution stills - zip file](#)



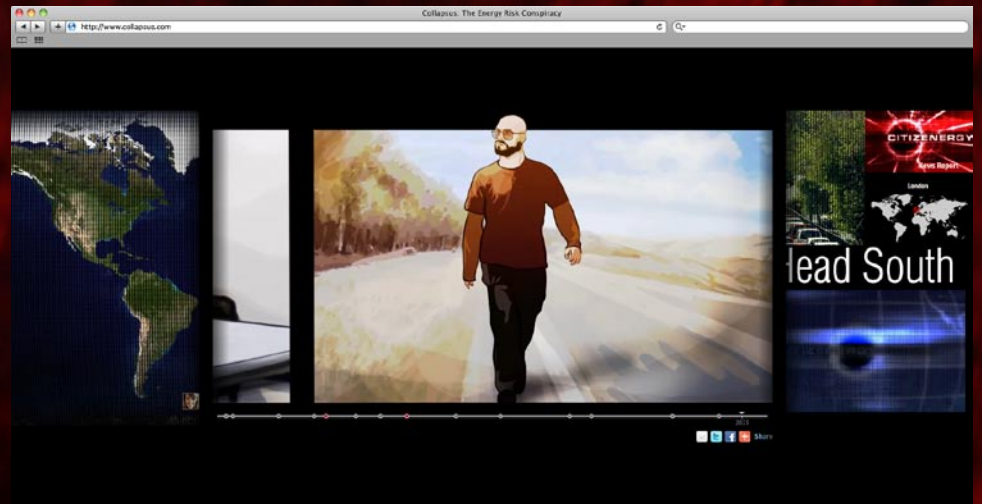
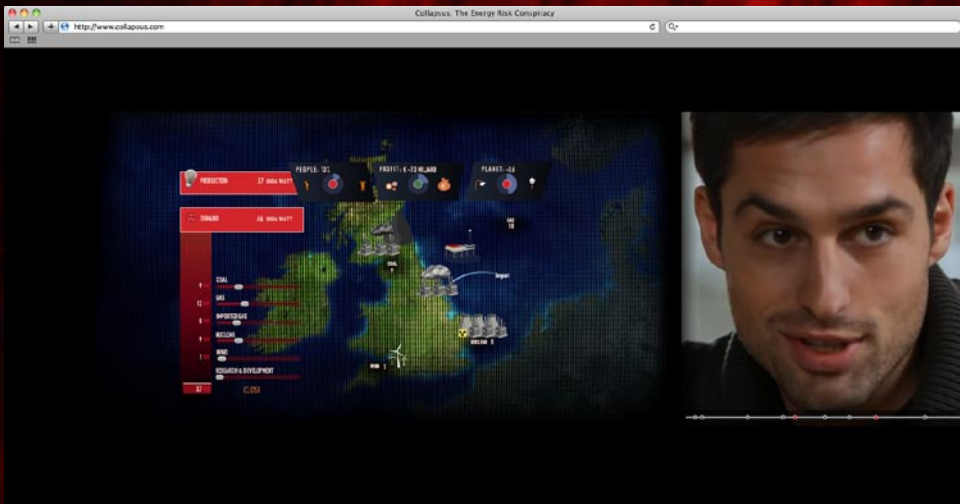
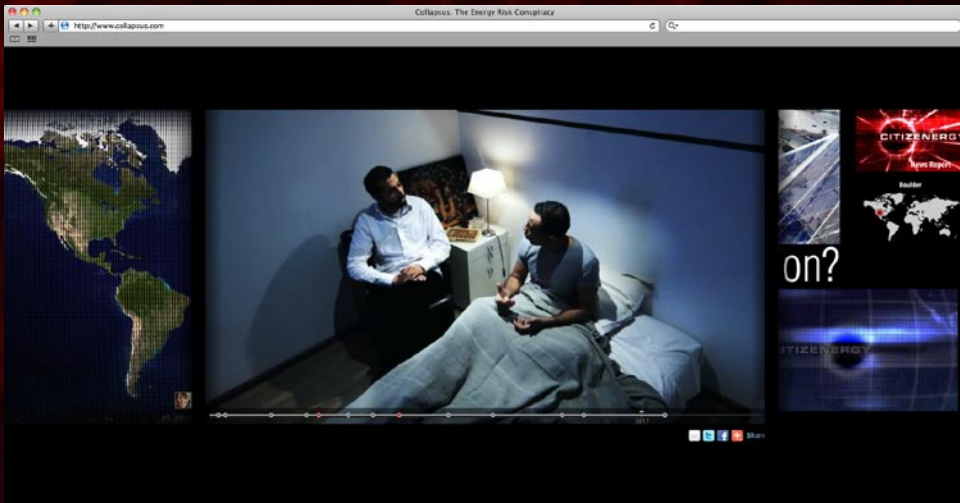
You will be placed in crucial moments in time, and be taken to a series of locations such as London, the Ukraine, Teheran and Colorado. Live action footage combined with animation will help you understand the current political situation – as well the characters’ course of destiny. In your journey you’ll be accompanied and guided by the vlog posts of Vera and her friends as they attempt to figure out not only their personal problems, but also what is happening in their collapsing world - and what they can do to create a livable future world. ▶





Collapsus aims to provide you with a deeper insight into the complex issues surrounding global energy politics. You are able to explore these issues by viewing the story, accessing additional information, and making difficult choices that influence the world's energy production. With this immersive approach, Collapsus.com uses internet capabilities to draw astonishing international contrasts and connections, between disparate countries and organizations, around the central theme of energy politics. Behind every energy related article you might read in the paper lies a compelling, globally-relevant story. Collapsus tells this story. ■








An aerial photograph of a coastline, likely the Mediterranean Sea, showing the dark blue sea, the greenish-brown coastal waters, and the tan and brown landmasses. A white grid is overlaid on the image. In the upper right quadrant, there is a circular UI element consisting of two concentric circles with small arrows pointing outwards from the inner circle.

Production notes

The audience for documentary is dying. The average age of a television documentary viewer is 55 and up. Dutch broadcaster VPRO came to Submarine with the concept of making a simulation game in which the player experiences the impending world's energy problems. The goal was to attract a different audience than traditional documentary viewers.

What emerged from this experiment is the transmedia experience, Collapsus. SubmarineChannel, the producers of Collapsus, has over a decade of experience with documentary storytelling and with making games and animations, but their real passion lies in creating a cross-over between these genres. Collapsus combines the three elements in a unitary interface, telling this rather complex story in a contemporary manner. Producer Bruno Felix says, "We always try to approach complex issues in appealing and engaging ways. It was very interesting to produce a transmedia project because it is an emerging genre that is still in development and experimentation is still possible". ▶

A wide-angle, hazy photograph of a city skyline at sunset or sunrise. The sky is filled with soft, golden light and scattered clouds. In the foreground, the silhouettes of various buildings are visible, including a prominent church spire with a cross on the left side. The overall atmosphere is serene and atmospheric.

Director, Tommy Pallotta brought an annotated approach to the narrative structure of a story. “We crafted a multitasking and multi-linear experience and we blended genres like animation, documentary, fiction and interactivity all together in one story.

This hybrid approach allows us to look at a serious documentary subject, but also to shift from the usual talking head approach to something that better reflects our time.” Pallotta has been making hybrid live action/animation films for years. He co-developed a technique that allows artist to rotoscope (draw) over real images. He produced the features, *Waking Life* and *A Scanner Darkly* using this method and assembled a small team from his past productions to give *Collapsus* its unique look.

As much as *Collapsus* is hybrid of documentary and interactive experience, the approach was really about story and characters.

“The scientific perspective about the future of energy is basically horrific, no matter what scenario you look at”. Pallotta elaborates, “At the heart of this experience though are characters, not data. This was very important to us; to tell a story from a human perspective and experience that we can all understand.” ■



About SubmarineChannel

Submarinechannel.com is a distribution and a production platform for transmedia productions such as short digital films, innovative online games, interactive animations, web documentaries, online graphic novels and other new formats.

SubmarineChannel gathers the most stylish, offbeat, original and arresting artworks for the internet into one place. You'll find linear and interactive works, because the bottom line is using new media to create new experiences. What's unique about SubmarineChannel is the range and scope of its activities. From design to internet, from short digital films to animations and interactive graphic novels, SubmarineChannel provides a showcase for work aimed at a young but critical audience, one with a global perspective on digital culture. ▶



Although based in mainland Europe, SubmarineChannel is global in scope, bringing inspiring and original work from Asia, North America and Europe together under one roof. It uses a range of possibilities for assembling this content, from exclusive licensing to acting as an agent and creating distribution deals with other web sites and media.

SubmarineChannel syndicates work not just to other web portals, but to TV companies, mobile services operators and other media, both traditional and novel. The 20-strong company has full, transmedia production capabilities, from print and video to film and TV, and represents a growing stable of creative talent. These resources can also be used to take existing work and re-format and re-edit it, for example making made-for-Net films TV broadcast-ready.

Unlike most existing channels, SubmarineChannel offers a mix of magazine and content delivery. By profiling artists and reporting on digital culture, SubmarineChannel puts works into perspective rather than just streaming as many as possible.

Founders of Submarinechannel

Submarinechannel.com is an initiative of the Amsterdam based production company Submarine. Submarine's founding partners, Bruno Felix and Femke Wolting, are pioneers in the transmedia world. ▶

Femke Wolting has produced and directed many TV and transmedia programs. She is the initiator of Exploding Cinema, Rotterdam Film Festival's annual look at the future of media, organizing exhibitions, conferences and master classes for media makers. Besides managing Submarine and SubmarineChannel, she just finished with co-director Jorien van Nes a new documentary film about virtual worlds: Another Perfect World.

Bruno Felix is the former director of VPRO Digital, where he developed a number of prototype media formats, such as the popular online radio station 3voor12, an online movie database and he produced several websites for the VPRO organization. He has been a consultant to the Dutch government on policy issues surrounding media and culture.

For more information regarding Submarine please go to:

www.submarine.nl

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PRODUCERS
BRUNO FELIX
FEMKE WOLTING

CAST
VERA - NANETTE DRAZIC
JACK - MICK DE LINT
TONY - JAMES R. KIRKLAND
CHEN - PHI NGUYEN
ELENA - KATARINA JUSTIC
ESPERANCA - LISETTE MERENCIANA
AMIR - FAHD LARHZAoui
ALI - HOSSEIN MARDANI
MARIANNE - JOY EHRlich
LIANA - KIKO DE PATER

LINE PRODUCER
MATTHIJS VERMOTEN

D.O.P.
MARTIJN VAN BEENEN

VISUAL EFFECTS, COMPOSITING & ANIMATION
CHRISTIAAN DE ROOIJ

VISUAL EFFECTS & ANIMATION
CHUN SEE DANIEL LIM

ILLUSTRATIONS & ROTOSCOPE
AARON SACCO
NATHAN JENSEN
LEAH LOVISE
TOM VAN DER HEIDEN

WEB DEVELOPMENT & GAMES
KAREL BRASCAMP
JORRIT DE VRIES
PASCAL STRIJBOS
NANCY WUTTKE
NIELS 'T HOOFT

INTERFACE DESIGN
JURRIAN ESMEIJER
CHRISTIAAN DE ROOIJ

PROJECT INITIATIVE & DOCUMENTARY BACKSTORY
SHUCHEN TAN
WILLIAM DE BRUIJN

SCRIPT
LANCE WEILER & CHUCK WENDIG

META-SCENARIO
WILBUR PERLOT & SHAILOH PHILIPS

PRODUCTION MANAGER
OLIVIA VAN LEEUWEN

STORYBOARDING
GUSTAVO GARCIA

DATA PULLER
RAM VAN MEEL

SOUND ENGINEER
SANDER DEN BROEDER

SOUND ASSIST
SOPHIE DETERMEYER

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PRODUCTION ASSIST
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RENÉ KNIP

AUDIO POST PRODUCTION
SOUND ADVENTURE

SOUND DESIGNER
EVELIEN VAN DER MOLEN

ADR RECORDIST
RENÉ OVERHORST

SOUND SUPERVISOR
JAN WILLEM VAN DEN BRINK

MUSIC
MICHEL BANABILA

VOICES
ELLIOTT EISENBERG
ZHENG WHANG
ELWIN DE GROOT
LEILA AHMED

PUBLICITY VPRO
MIEKE MANDERS
MARINA ALINGS

SUBMARINECHANNEL PRODUCER
WILLEKE STEENBEEKE

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