

An aerial photograph of a densely packed favela in Rio de Janeiro, Brazil. The favela is built on a steep hillside, with numerous small, colorful buildings. In the background, a large, dark, rocky mountain rises prominently, partially shrouded in mist. The sky is clear and blue. The text "Favela Stories" is overlaid in the center, with "community-created VR stories" below it.

# Favela Stories

community-created VR stories

# **BREAKING STEREOTYPES THROUGH DIRECT EXPERIENCE**



FAVELA STORIES is a platform of VR stories created by local communities that showcase the beauty and vibrant soul of Brazil's underrepresented favelas.

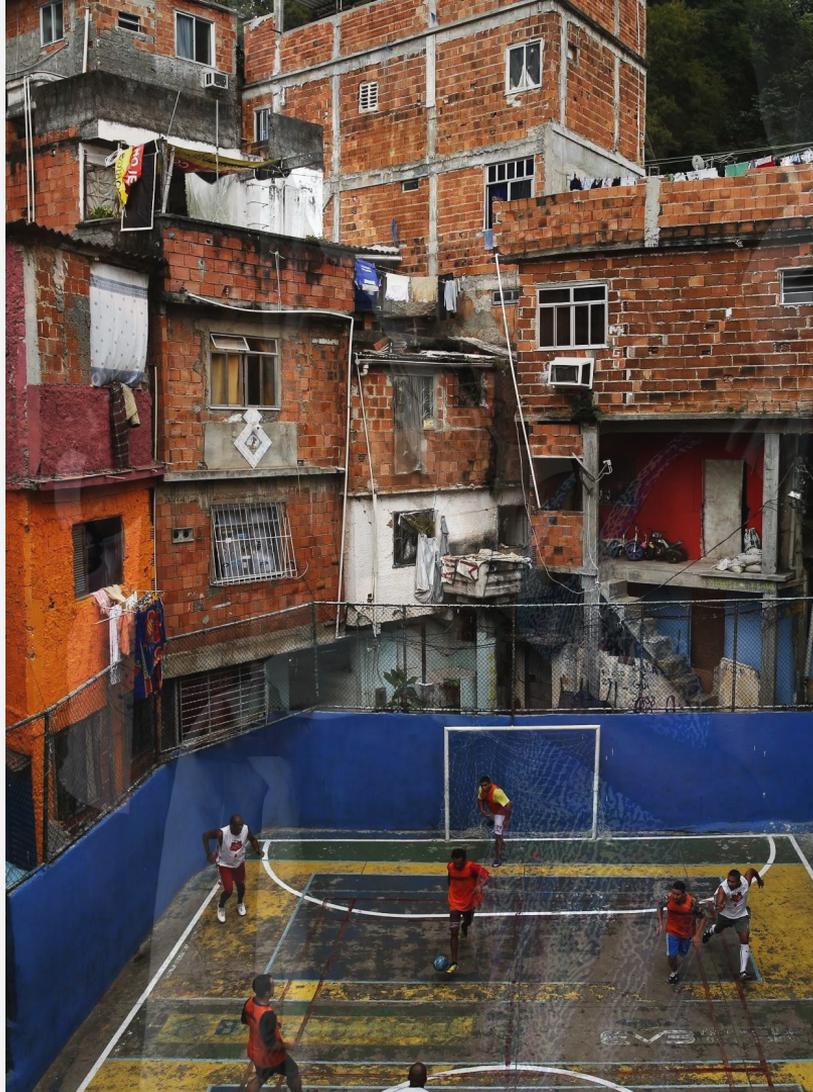


# COMMUNITY CONTENT CREATION

*Favela Stories* is proudly created by the favela community members in Rio De Janeiro to broadcast their rich and underrepresented culture to the outside world.

Throughout the creation of these pieces, we host workshops to teach favela-based creators all stages of the volumetric VR and 360 film production process, including the screenwriting, 3D sculpting in VR, Unity and 360 film production. The end result in unique VR experience created by the community to share their culture.

Throughout each episode of **FAVELA STORIES**, viewers explore photo-real virtual environments, uncovering pieces of the story and building a bridge of awareness and understanding.



# **AN INTERACTIVE PHOTO-REAL DOCUMENTARY PLATFORM**

# FREEDOM TO DISCOVER



**Favela Stories** makes use of both live-action 3D 360 documentaries and interactive, volumetric 3D models.

During 360 video segments filmed by local communities, audiences will undergo a cinematic journey with a crafted linear storyline.

During volumetric segments, viewers walk through favela streets, peek into windows, kneel on the ground to inspect objects, and enter homes to meet favela residents.



# NEW MEDIA MIXED MEDIA

While exploring, the experience artfully transitions into various forms of VR storytelling, volumetric 360 documentaries, 3D Art, crowd-sourced audio / video, and interactive puzzles.



# CONNECTING THE PIECES

After experiencing each piece of the story, the viewer is rewarded with puzzle pieces as they unlock different tools and materials, all designed in by local residents with VR sculpting tools. At the end of the experience the viewer assembles the puzzle pieces to build an actual bridge between themselves and the story they're experiencing.

In the final phase of each episode, the viewer constructs a bridge across the environment they've just explored.

# FAVELA RHYTHM

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*Favela Rhythm* is a story that celebrates the vibrance and spirit of music throughout favela communities.

In collaboration with **BATUCAVIDI** children's percussion project

**BatucaVidi** is nascent percussion project for children and adolescents that brings together a passion for music with the motivation to impact lives in a positive way.

# FAVELA CAPOEIRA

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***Favela Capoeira*** is a story that highlights the transformative role of capoeira to facilitate discipline and teamwork in favelas.

In collaboration with **VIDIGAL CAPOEIRA** social impact project.

**Vidigal Capoeira** is a non-profit organization that teaches children and adolescents the importance of discipline and teamwork through capoeira and other aspects of Afro-brazilian culture.

# FAVELA WINDOWS

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***Favela Windows*** is a story that gives voice to the beautiful families who live in Brazil's favelas with a focus on human stories.

In collaboration with **VIDIGAL TRILHAS** family organization.

**Vidigal Trilhas** is a family owned favela-based tourism organization that seeks to break down negative stereotypes through authentic cultural experiences and human connection to highlight the beauty and diversity of the community.

# FAVELA GROWTH

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**Favela Growth** is a VR story that showcases the many initiatives that favela residents are taking to improve their communities for a bright future.

In collaboration with **SITIÊ ECO PARK.**

**Sitiê** is a community-developed ecological park, environmental education center and garden collaboratively created through the removal of nearly 5 tons of garbage.

# FAVELA TEAM

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**Daniel**

Bury

*United States*

**Virtual Reality Director**

Acclaimed virtual reality film director of community-created works in indigenous communities, Myanmar, Nepal, the Philippines, Morocco and Australia.



**Adam**

Newman

*Brazil and United States*

**Social Impact Producer**

Bachelors in Business Entrepreneurship, Executive cert. in Social Impact Strategy from UPenn. 5 years experience in favela based community development.

# SOCIAL IMPACT PARTNERS

## Vidigal

[Russo Moraes](#)

Batukada Vidigal (Children's Percussion Group)

[Todas na Luta](#)

[Nos do Morro](#)

## Rocinha

[Rocinha by Rocinha](#)

[Favela Verde](#)

[Wark](#)

[Spin Rocinha](#)

[Rocinha Surf Escola](#)

## Providencia

[Inova CoLab](#)

[Casa Amarela](#)

[Entre o Ceu e a Favela](#)

[Role dos Favelados](#)

## Complexo do Alemão

[Casa Brota](#)

[Coletivo Papo Reto](#)

[Instituto Raiz em Movimento](#)

## Prazeres

[Bar do Tino](#)

Caminho do Graffiti

[Projeto Reciclação](#)

## Pereirão

[Favela Brass](#)

[Project Morrinho](#)

