

# NIFFF



NEUCHÂTEL  
INTERNATIONAL  
FANTASTIC FILM FESTIVAL

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## NIFFF 2022: NIFFF EXTENDED AT THE FOREFRONT OF THE IMAGINARY

The Neuchâtel International Fantastic Film Festival (NIFFF, 1 - 9 July) unveils its professional NIFFF Extended label (4 - 7 July), a unique programme dedicated to imaginary worlds in Switzerland. NIFFF Extended is a free multidisciplinary event that explores what is at stake with the production of genre stories in Switzerland by studying the ramifications of new technologies (Imaging the Future) and contemporary narratives (Storyworlds), and by involving key players in the field (New Worlds of Fantasy). The label also offers, by monitoring international trends, to discuss virtual productions through video game engines (GAME POWERED CINEMA and A NEW ERA FOR THE VFX INDUSTRY?), to focus strongly on the new wave of Swiss games (AHEAD OF THE GAME triptych), and to meet the queen of international horror and gothic literature Joyce Carol Oates, as well as her worthy successor Mariana Enríquez. Finally, festival-goers will be invited to partake in the INTERACTIVE CASTING of a short film, co-produced by the Radio Télévision Suisse (RTS).

About thirty renowned experts and artists will participate in the events : **Joyce Carol Oates** (author, US), **Mariana Enríquez** (author, **NUUESTRA PARTE DE NOCHE**, AR), **Chung Seo-kyung** (screenwriter, **DECISION TO LEAVE**, Park Chan-Wook, KR), **Kim Eun-hee** (screenwriter, **KINGDOM**, Kim Seong-hun and In-je Park, KR), **Romain Lucazeau** (author, **LA NUIT DU FAUNE**, FR), **Ben Cowell-Thomas** (DFX supervisor, **DNEG**, UK), **Felix Bohatsch** (CEO, **Broken Rules**, AT), **Pete Bottomley** (founder, **White Paper Games**, UK), as well as representatives from three Swiss game design companies: **Okomotive** (CH), **Naraven Games** (CH), and **Digital Kingdom** (CH).

### IMAGING THE FUTURE - DIGITAL CREATION AND NEW TECHNOLOGIES (4-5 JULY)

**Imaging The Future** is a series of talks dedicated to the links between audiovisual production and technological innovation. Since 2004, it highlights the latest advances in digital creation (VFX, gaming). Since the start of the pandemic, more and more filmmakers are using game engines as cheaper, flexible, virtual production tools. But what is a game engine? What potential does it hold, and what aesthetic possibilities does it offer the filmmaking industry? This new horizon, discussed as part of the introductory conference **GAME-POWERED CINEMA**, will be explored through the recently produced, unmissable **MATRIX RESURRECTIONS** (Lana Wachowski, 2021).

Three Swiss game design studios will also be showcased: **Okomotive** (**FAR: CHANGING TIDES**), **Digital Kingdom** (**SWORDSHIP**), and **Naraven Games**. In addition to the introduction of video games in the new festival space **La Villa**, these studios' representatives will talk about their work with big game design players from around the world: **Pete Bottomley** (founder, **White Paper Games**, UK), **Felix Bohatsch** (CEO, **Broken Rules**, AT), **Jordan Layani** (creative director, **Sloclap**, FR), and **Theo Caselli** (combat designer on **SIFU**, **Sloclap**, FR). And to conclude, **Pili International**, modern custodians of the ancestral tradition of Taiwanese puppetry, will offer the opportunity to discover up close the history of this craft and its integration with new technologies, notably through their latest production.

## **STORYWORLDS - AUDIOVISUAL STORYTELLING (6 JULY)**

In a time when new technologies are reshaping our perception of reality, **Storyworlds** examines, since 2014, their impact on the production of fantasy stories, and offers attendees a unique opportunity to discuss and share insights with specialists. Korea will be in the spotlight this year during **HOW FEMALE WRITERS ARE SHAPING KOREAN SERIES**, as three renowned screenwriters, namely **Lee Kyoung-mi** (**THE TRUTH BENEATH**, Lee Kyoung-mi, 2016), **Chung Seo-kyung** (**DECISION TO LEAVE**, Park Chan-Wook, 2022), and **Kim Eun-hee** (the **KINGDOM** TV series, Kim Seong-hun, 2019 - 2021) will talk about their writing process. Furthermore, the NIFFF and the **RTS (Radio Télévision Suisse)** will join forces for a never-seen-before interactive casting experience. **DANS LA PEAU DE SIR THOMAS**, an interactive fiction project, will make the audience active participants in the casting process. With the help of an original on-screen mechanism, the audience will be able to partake in directing the actors and actresses and to cast the mysterious eponymous character.

## **NEW WORLDS OF FANTASY - CONTEMPORARY FANTASY LITERATURE (7 JULY)**

**New Worlds of Fantasy** is a free literary forum for all audiences where a number of important writers of contemporary fantasy literature are invited to speak. In 2022, a gust of new wind is blowing on the forum thanks to the attendance of two leading figures of horror literature. The great genre priestess **Joyce Carol Oates** (**ZOMBIE, THE BARRENS, THE MAN WITHOUT A SHADOW, BLONDE**), guest of honour of the festival, will give a masterclass about her works and her relationship to imagination. Also in attendance will be Argentinian novelist and journalist **Mariana Enríquez** (**NUUESTRA PARTE DE NOCHE, THINGS WE LOST IN THE FIRE**), winner of the 2022 Grand Prix de l'Imaginaire, who represents the next generation of gothic authors. Her layered works examine Argentinian society through the lens of the macabre and fascinating fantasy genre. Finally, French author **Romain Lucazeau** (**LATIUM, LA NUIT DU FAUNE**), a rising figure of hard science fiction, will cross analyse literature and geopolitics.

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