CAPTURED (2021)

An immersive experience scripted and directed by Hanna Haaslahti

Artist: Hanna Haaslahti
Realtime 3D reconstruction: Tyler Henry
Animation: Mike Robbins
Unity Development: Alap Parikh
Additional programming: Thomas Carlsson & Gomathi Shankar
Capturing station design: Panu Heikkilä & Miikka Bär
Technologist: Jari Lehtinen
Actors: Marc Gassot & Vilma Melasniemi
Motion Capture: Henri Blåfield, Remedy Mocap Studio
Music: Jamie Pereira
Sound Design: Phivos-Angelos Kollias
Production Assistants: Marko Tandefelt & Sanna Kultanen
Producer: Hanna Haaslahti
Co-producer: Harmke Heezen

Funding: AVEK, Milla Moilanen / Finnish Film Foundation / Nordisk Kulturfond / YleLab, Raimo Lång / Prins Claus Fund

CPH:LAB 2018-2019
Head of Studies: Mark Atkin

Development residency: Quicksand Studio
Director: Avinash Kumar

Development residency: VRHAM!
Director: Ulrich Schrauth

Distribution: DiversionXR
International distribution manager: Paul Bouchard & Agata di Tommaso
Marketing and Communication Manager: Melissa Rizkallah
Director of operations: Marc Lopato

Production: Fantomatico & High Road Stories