

KVÖLDVAKA

a magical augmented reality documentary



How can ancient stories inform us in a time of climate crisis? This is the heart of Kvöldvaka, a playful mobile AR documentary inspired by folklore of Iceland. You can experience it by yourself in nature--in your backyard or in wilderness, using your smartphone. A skeptical Huldufólk helps you discover a hidden world, a deeper relationship to nature that has been lost. And if you're worthy, you will see it.



AR CREATOR RESIDENCY



LIDAR ENABLED

Beta Access and Interview requests:

Dane Christensen (Director)

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Web/Social

Website	www.kvoldvaka.world
Instagram	instagram.com/kvoldvaka.ar
Hashtags	#kvoldvaka, #kvoldwakaworld #ARfolklore #hiddendimensions

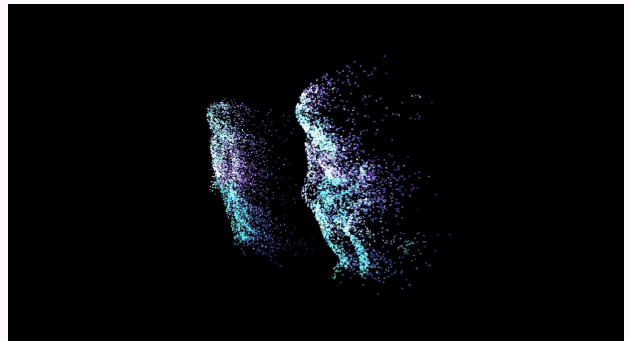
Official Trailer

<https://vimeo.com/491519054>



Still images

bit.ly/kvoldvaka



Director's Statement

Ancient stories have renewed relevance as we face the consequences of climate change. Up until the 19th century, humans had an intimate relationship with nature, and folklore played a central role in maintaining that connection. But the further we've drifted from folklore, the more we started to accept destroying our environment. Iceland, however, shows a different example where the folklore tradition is still alive and actively sparks environmental actions to protect its magical landscapes from harm. Could Icelandic folklore become a method for all of us to reconnect with the nature around us?

Kvöldvaka, or Night Waking, hails back to early days of human habitation in Iceland. Storytellers travelled from home to home spinning tales for Icelandic families as they rested from a long day of work in the inhospitable terrain. The Night Wakings were how traditions and understanding of the natural world were passed on. Huldufólk, or hidden people, is a piece of folklore from these Night Wakings. Hidden People cannot be seen, yet are involved with the relationship between humans and nature. Those who are in tune with their surroundings can sense the energy and life embedded in the environment. Once your third eye is opened, you can interact with the Huldufólk dimension

My personal relationship with the Huldufólk folklore started when, as a Scandinavian-American dual citizen, I chose Scandinavian Studies as my minor in college. Since then I traveled to Iceland to do more research, learned from Icelandic university professors about the topic, talked to "seers" who have the closest relationship with the hidden people, and witnessed how universal and powerful this folklore is for a better relationship with nature. In creating extended reality experiences over the last five years, I realized a clear connection between legend and landscape--the folk belief in the Huldufólk, as well as other folklore, is an ancient form of augmented reality. People have always used storytelling to add context, meaning, and understanding to the nature around them.

Hence, there's no better way to tell this folklore to a wider audience than choosing AR as the medium for Kvöldvaka. Now that the technology is finally ready, I'm dedicated to turn the essence of this folklore into a meaningful experience for all of us around the globe.

Creator bios



Dane Christensen Director, Hologram Design

Dane is an immersive media filmmaker who specializes in storytelling with emerging mediums to explore space, identity and perspective. He teaches XR workshops, produces 360 films and intermedia installations around the world. Dane has an MFA in Documentary Film from Stanford University.



Carol Dalrymple Co-Director, Creative Technologist

Carol is an Emmy-award winning filmmaker and Oculus Launchpad Fellow with an interest in connecting people through the intersectionality of evolving technology, storytelling and the physical world. A longtime PBS documentary craftsman, she also creates XR installations, VR and AR workshops and 360 films.



Barna Szász Interaction & Narrative Design, Producer

Barna is a Hungarian documentarian who has specialized in XR experiences. His work has been featured by The Guardian, Staff Picked at Vimeo, shown at DOC NYC, DOK Leipzig and other festivals. He has an MFA in Documentary Film from Stanford University where he has also lectures on XR.

Mentors and Advisors

Mark Atkin

Curator of the CPH:DOX Interactive Exhibition and Head of Studies of CPH:LAB.

Sarah Ellis

Royal Shakespeare Company: Director Of Digital Development

Dr. Terry Gunnell

University of Iceland: Professor in Folkloristics

Ragnhildur Jónsdóttir

Huldufolk (Hidden People) Seer, artist, author

Vassiliki Khonsari

iNK Stories: Co-founder

Dr Sandra Gaudenzi

Digital and Interactive Storytelling LAB, University of Westminster

Annette Mees

Royal Opera House: Head of Audience Lab

Georg Tschurtschenthale

Interactive Films, Gebrueder Beetz Film Production: Producer

Peter Fisher

Khora VR: Co-founder

Fróði

An actual 900-year-old elf living in Iceland who is a fan of Kvöldvaka AR and gives regular advice to the creators

Cast & Crew

Lucas Tabachnick

Unity Developer

Khora VR

Additional Hologram Design