

www.bitfilm.com/festival

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Bitfilm Hosts Festival on the 3D Internet

The virtual art city Bitropolis in the new 3D world Twinity becomes the third venue for Bitfilm, the international digital film festival from Hamburg

Bitfilm expands into a three-dimensional world. From today, Bitfilm throws open the doors of its virtual art city Bitropolis inside the new 3D world Twinity, a cooperation between Bitfilm and Berlin-based company Metaversum. Filmmakers and film aficionados alike will be able to meet there in the form of avatars, watch films together in the virtual cinema and discuss them afterwards – like in the real world.



The digital city with its stylised, geometric design includes a festival cinema, gallery, bar, and nightclub. Its palm-fringed boulevards invite you to take a stroll around the city, while the Mediterranean-style squares are designed as social meeting places.

“A virtual world can never replace our real-life festival”, comments Bitfilm founder, Aaron Koenig. “However, Bitropolis can be easily visited by people from all over the world, who might otherwise not have been able to travel to our festival cities of Stuttgart and Hamburg. They can even take part in the award ceremony, which will be held at both the Hamburg Planetarium and the Bitropolis Cinema.”

Bitropolis is not only a site for digital art and culture, but also a kind of shopping mall for virtual design objects. Computer artists can rent a cube in Bitropolis, in which to hold private film screenings or host art exhibitions. They can also sell virtual items such as clothes, furniture, or household objects they have designed themselves, and even make real money in the long term.

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Metaversum develops and operates the 3D online world Twinity. This visionary endeavor mashes up the real with the virtual world. Twinity offers its members the ability to populate the digital world with their own avatars, design 3D homes, communicate with friends, engage in shared media experiences, work, or simply have fun. Members of the Twinity community can enrich and expand their lives by integrating real life into the virtual world.

For more information: www.metaversum.com and www.twinity.com.