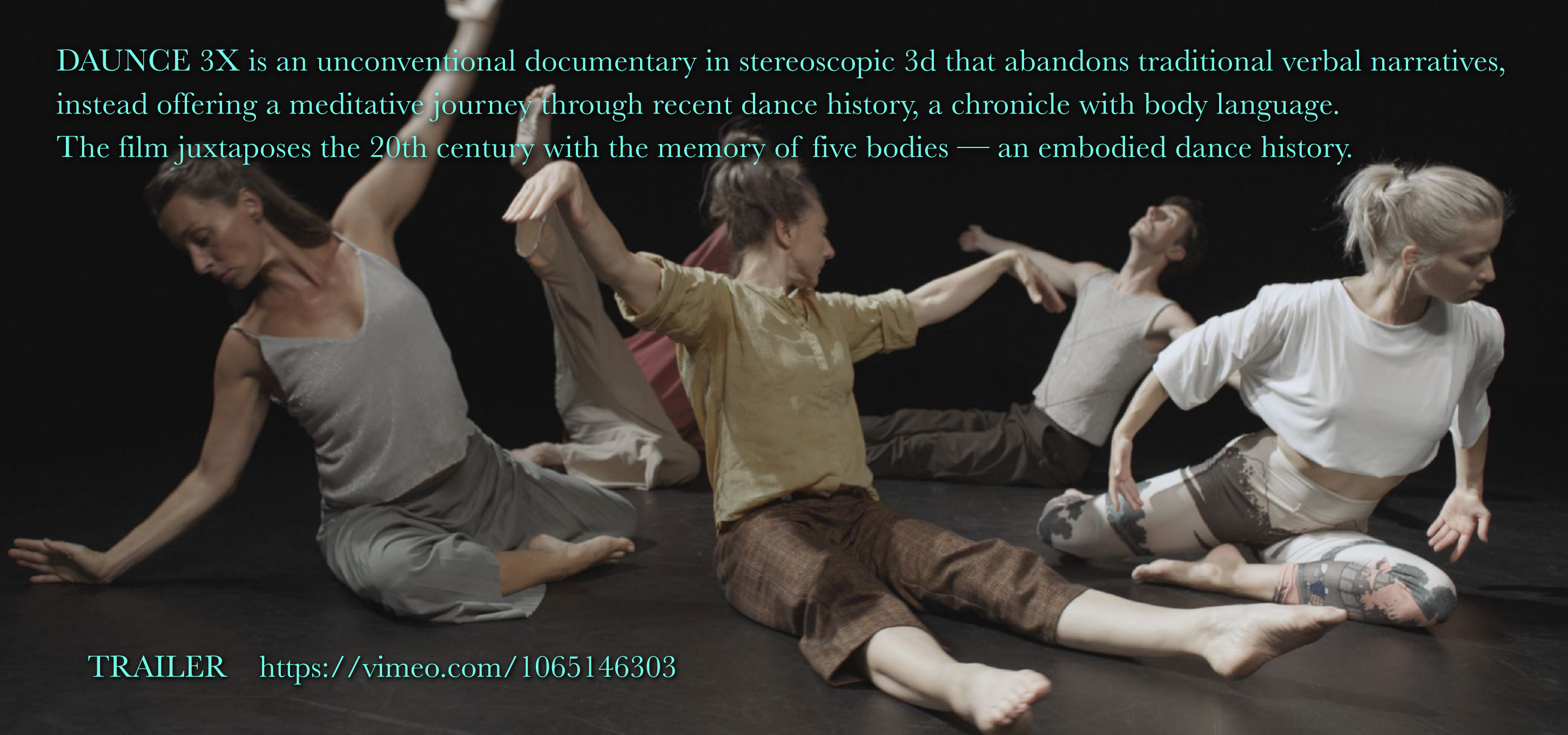




DANCE 3X

DAUNCE 3X is an unconventional documentary in stereoscopic 3d that abandons traditional verbal narratives, instead offering a meditative journey through recent dance history, a chronicle with body language. The film juxtaposes the 20th century with the memory of five bodies — an embodied dance history.



TRAILER <https://vimeo.com/1065146303>

DAUNCE 3X is a high-concept documentary shot in immersive stereoscopic 3d capturing the dance history of the 20th century and recent past through embodied memory.

Five dancers, aged 20 to 70, evoke their personal experiences and professional evolution through movement. The film explores how dance has evolved, reflecting shifting social meanings, aesthetic transformations, and human expression.

The 20th century saw a radical transformation—dance broke free from the constraints of representation to become self-reflective, liberated, and formally experimental. Movement itself became language. Dance has long been an art of emancipation, offering a space to redefine identity, challenge norms, and experience autonomy.

Neither a historical reflection nor a didactic lesson, DAUNCE 3X is a living encounter with dance itself. Filmed in state-of-the-art stereoscopic quality, the dancers' bodies gain volume and enhanced presence, intensifying the physicality of movement. The meticulously composed score deepens the immersive and contemplative experience, where the few spoken fragments of the dancers place us emotionally on their journey.

DAUNCE 3X invites the audience to let go of expectations, to feel rather than analyse, to experience rather than interpret—a pure exploration of dance as a fleeting, ever-evolving presence in time.



SYNOPSIS

director and choreographer: Bernadett JOBBÁGY

director and stereographer: Zsolt MAGYARI

music composer: Szabolcs TÓTH

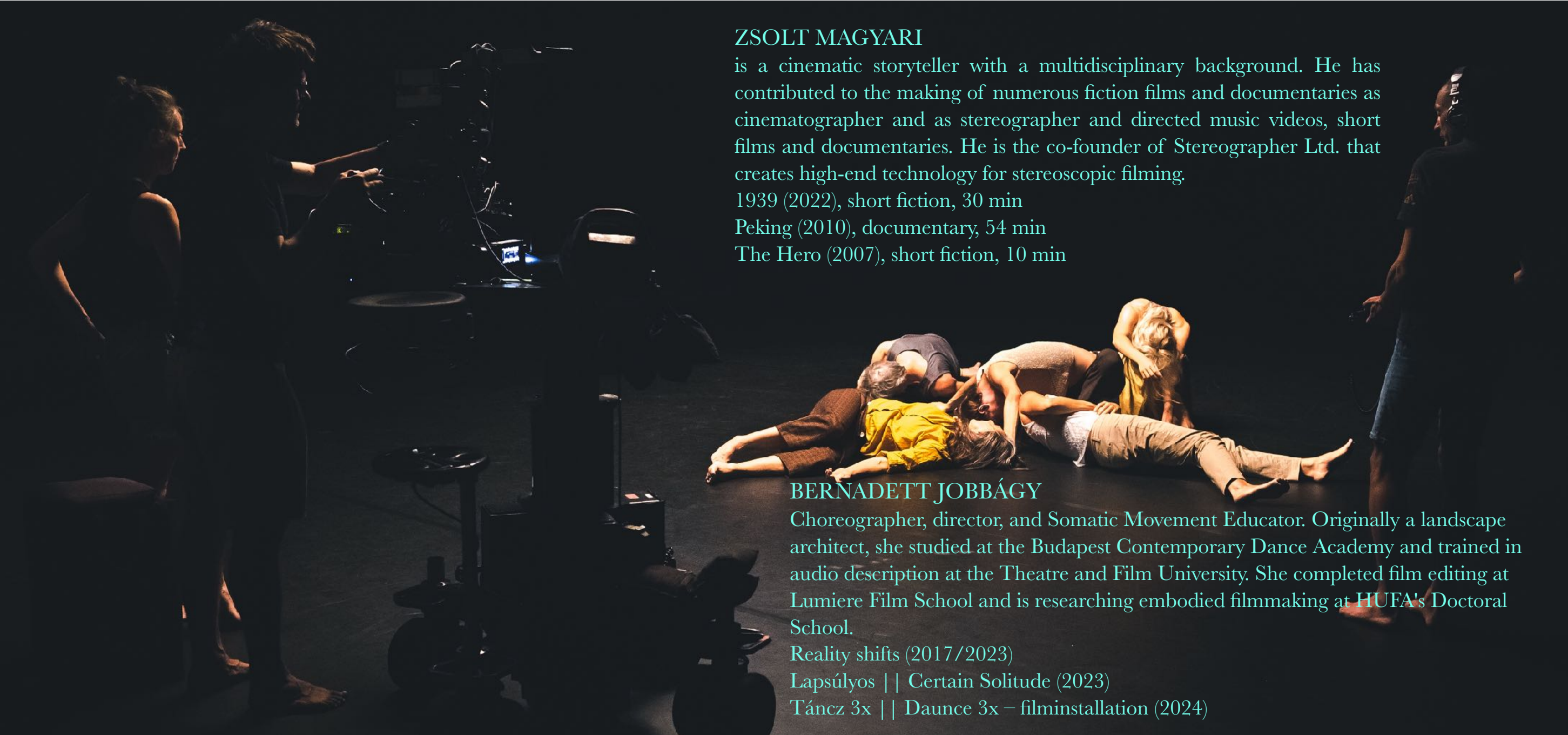
artists: Eszter GÁL, Attila HORVÁTH, Vera JAROVINSZKIJ, Ferenc KÁLMÁN, Rebeka Petra KISS

producers: Zsolt MAGYARI, Bernadett JOBBÁGY, Márton BÁN

main production company: AT (Kővágóörs Alkotótábor)



TEAM



ZSOLT MAGYARI

is a cinematic storyteller with a multidisciplinary background. He has contributed to the making of numerous fiction films and documentaries as cinematographer and as stereographer and directed music videos, short films and documentaries. He is the co-founder of Stereographer Ltd. that creates high-end technology for stereoscopic filming.

1939 (2022), short fiction, 30 min

Peking (2010), documentary, 54 min

The Hero (2007), short fiction, 10 min

BERNADETT JOBBÁGY

Choreographer, director, and Somatic Movement Educator. Originally a landscape architect, she studied at the Budapest Contemporary Dance Academy and trained in audio description at the Theatre and Film University. She completed film editing at Lumiere Film School and is researching embodied filmmaking at HUFA's Doctoral School.

Reality shifts (2017/2023)

Lapsúlyos | | Certain Solitude (2023)

Táncz 3x | | Daunce 3x – filminstallation (2024)

MAIN PRODUCTION COMPANY

AT (Kővágóörs Alkotótábor) is a grassroots art association centered around a community house in the Balaton Uplands. Since 2018, it has served as a creative hub for numerous artistic projects, organising workshops, residencies, and collaborations across disciplines. Its members come from diverse backgrounds, including architecture, visual arts, film, music, and theatre.

Board members: Márton Bán, Soma Pongor, Teodóra Tóth

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<https://www.kovagoorsalkototabor.hu/>
https://www.instagram.com/kovagoors_alkototabor/



STAGE

The film is currently in production, with 50% of the footage shot and edited, while the remaining material is in development.

On October 21, 2024, a 40-minute, 3-channel 3D installation premiered in Budapest, garnering great success and recognition.

A VR adaptation of the installation has been created.

THE PROJECT HAS 3 MANIFESTATIONS:

- feature-length stereoscopic 3D documentary for theatrical release
- 3 channel 3d installation
- 360 stereoscopic VR experience

FORMAT

BUDGET & FINANCIAL PLAN

Confirmed funding: €41,300

Remaining required funding: €33,100

Total budget: €74,400

ESTIMATED PREMIERE

expected cinema release in January 2027

3 channel 3d installation premiered in October 21, 2024

TARGET AUDIENCE

DAUNCE 3X transcends language barriers with its minimal verbal narrative, making it universally accessible to international audiences. Available in an English version, its meditative and exploratory storytelling appeals to those interested in the social and cultural evolution of the last century, including dancers, choreographers, somatic practitioners, mindfulness enthusiasts, and audiences drawn to innovative artistic experiences.

CONFIRMED FINANCIERS

National Cultural Fund Hungary €8,750

National Research, Development and Innovation Office,
PHD Grant / Jobbágy Bernadett / €3,750

National Film Office / Tax rebate / €10,500

In Kind support of VantageVision €8,000

In Kind support of Special Grip Hungary €1,400

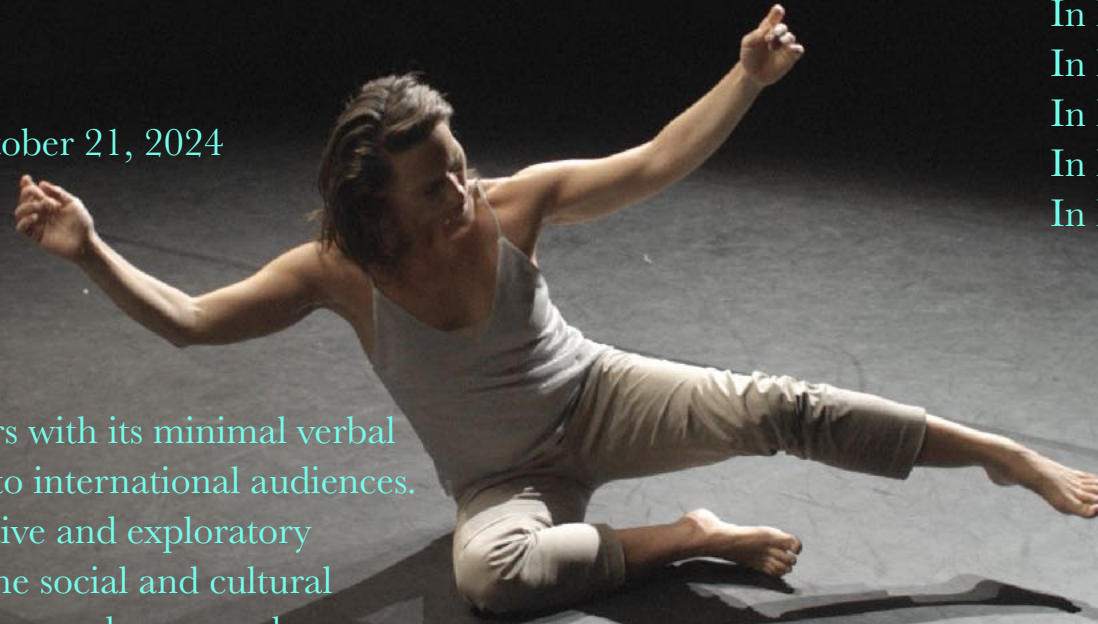
In Kind support of 2.8 Rental €400

In Kind support of Stereographer €6,000

In Kind support of Artus €2,300

In Kind(work) support of Independent Filmmakers €2,800

PROJECT INFORMATION



LOOKING FOR

We aim to secure the remaining funds ***to finalise the 3D cinema release*** through co-producers, grants, or investors while connecting with distributors and sales agents for festival, cinema, and VOD releases.

We seek to engage with festival programmers and curators to enhance visibility while exploring collaborations with museums, galleries, and performance festivals to expand ***exhibition opportunities for the 3-channel 3D video installation.***



CONTACT

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