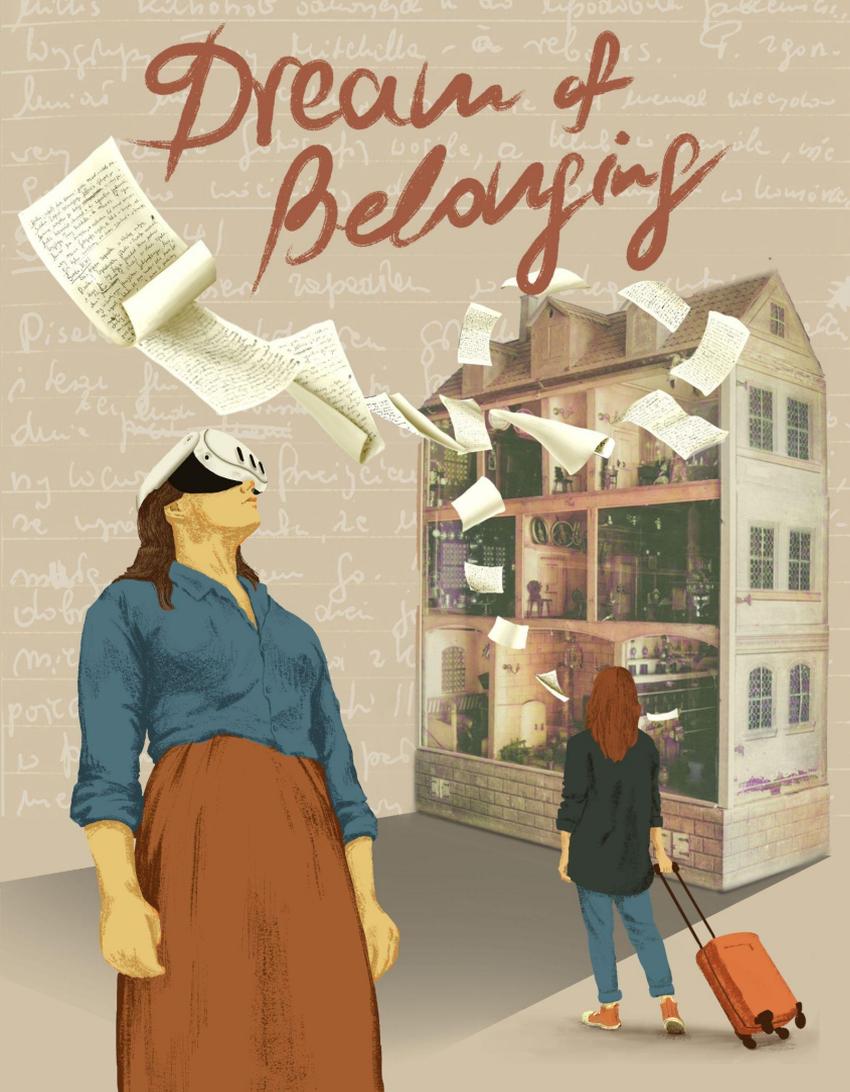




*Dream of
Belonging*

***Irena Bauman
and Emi Sfard***



DREAM OF BELONGING is a mixed reality experience that connects three generations of women through the intimate, recreated space of an old family home. Join the Granddaughter on her emotional journey as she seeks guidance and solace in her Grandmother's wisdom.

Facing distinct political traumas across different eras and countries, the Grandmother's experience of double emigration sheds light on the Granddaughter's present dilemma—the fear of losing her sense of belonging.

The (Doll)house

The (doll)house seamlessly blends a physical installation of a two-meter dollhouse with a cutting-edge MR technology.

Our story takes place within a meticulously crafted replica of the Grandmother's house in England.

Crafted in the traditional style of classic dollhouses, it captures the enchanting charm of miniature worlds.



Three Women

The Granddaughter
Emi Sfard

/

The Grandmother
Janina Bauman

/

The Aunt/Daughter
Irena Bauman



Irena Janina Emi

*Dream of
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Narrative arc

The Granddaughter arrives at a house that holds her grandmother's life story. Fifty years apart, her situation mirrors that of her grandmother. At midlife, with teenage daughters and a happy, fulfilling life, an increasingly oppressive government takes her future away. The Granddaughter is faced with uninvited choices—just like the ones her grandmother had to make: Should she leave her place of belonging? Uproot her family? Leave loved ones behind? Start over in a foreign land? Will she ever regain all that she risks losing?

As political turmoil worsens, the questions become more urgent. The Granddaughter loses hope, and becomes increasingly lost. The memories locked in the house reveal secrets, yield new understanding and provide unexpected insights. In searching for her grandmother, the Granddaughter finds herself and uncovers universal truths.



The Experience

- From a theatrical to personal perspective
- User is in the shoes of the protagonist
- Why MR? How immersive adds value?

MR sparks magic and immersive engagement by animating the fairytale Dollhouse



Dream of Belonging

How will it work?

TECHNOLOGY:

MR Headset - Meta Quest 3; Apple Vision Pro

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PLATFORM:

A digital twin of the dollhouse created in Unity

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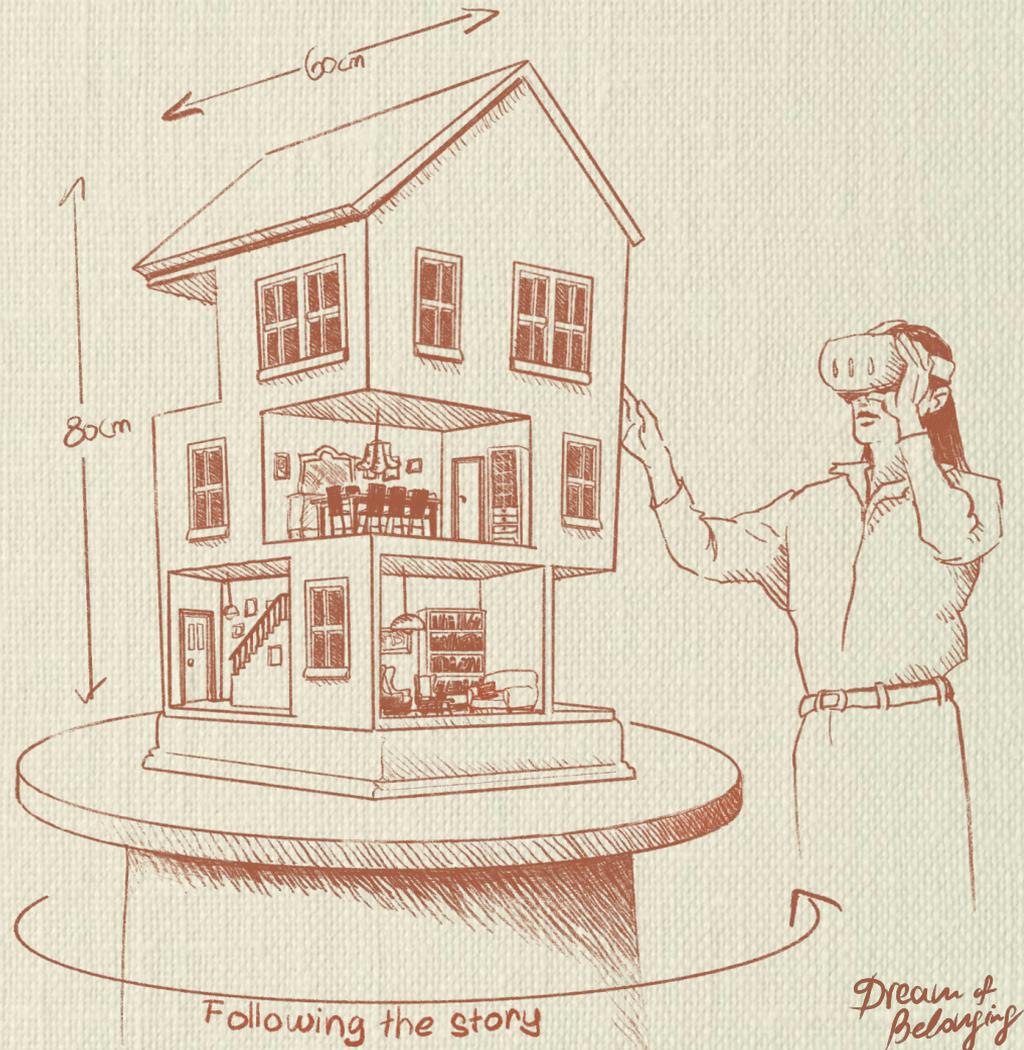
ANIMATION:

3D animation using occlusion and anchoring

/

USER JOURNEY:

The public moves around the Dollhouse - each room triggers a different scene



Visual Language & Sound

ANIMATION

Stop-motion style: tactile and hand-made

/

NARRATION & DIALOGUE

Granddaughter's thoughts;
Dialogue with the Grandmother
and the Aunt

/

SOUND

Domestic soundscapes
Classical music
Atmosphere



*Dream of
Belonging*

Use of Archival Documents

The archive of Janina's writings will serve as the basis for the script narrative, while her music collection will inform the sound score. Various objects from her house either existing or documented in photographs will be incorporated into the making of the Dollhouse.

Historical events will be portrayed through printed materials, filmed footage, and messaging records of political events in Poland and Israel.



*Dream of
Belonging*

Ecology & Distribution

➤ *Dream of Belonging, The Dollhouse Experience:*

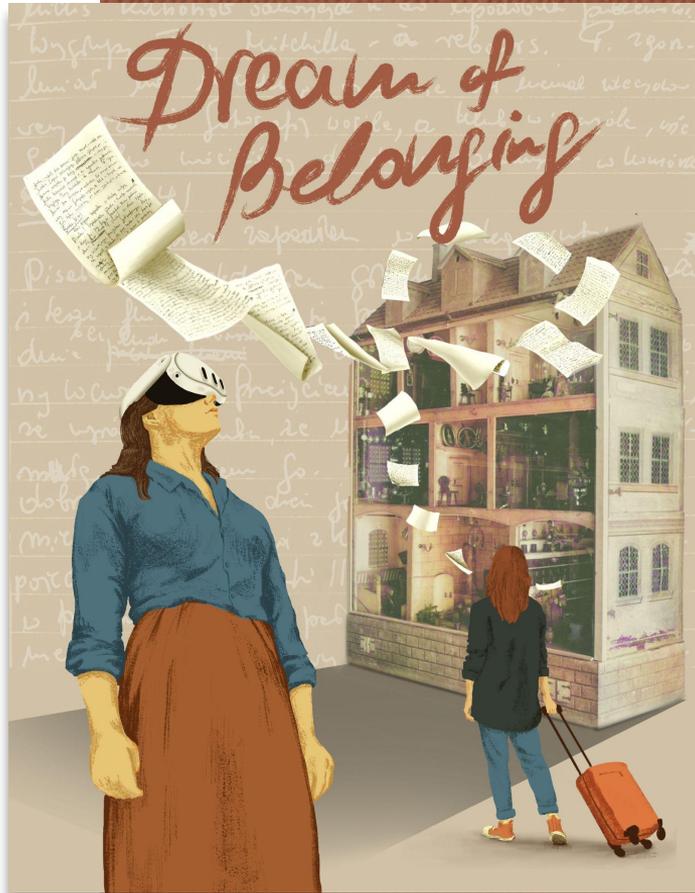
A the heart of the ecology lies The Dollhouse MR experience designed for museums, galleries, and festivals.

➤ *Dream of Belonging, The Pop-up book:*

An Augmented Reality pop-up book offers access to a digital replica of the Dollhouse with highlights of the experience (a collectable give-away)

➤ *Dream of Belonging, The Graphic Novel:*

A stand-alone companion piece, the book is designed for young adults and mid-aged public, and sold in museums and bookshops.



Dream of Belonging

Production Timeline

What we did so far...

- Research and scriptwriting
- Concept art development
- Secured seed funding

Next Steps

- Research and scriptwriting
- Art development
- First test model of the dollhouse
- User experience development
- Prototyping
- Securing co-producers
- Fundraising strategy
- Event and market strategy
- Distribution strategy

- Final story and direction
- Environment and character design
- Animation development
- Sound design and music
- AI development
- Physical model of the dollhouse
- Mixed reality production
- User interaction and testing
- Partnerships & Impact

- Final model of the dollhouse
- Mixed reality integration and debugging
- Sound Mix
- Translations and subtitles
- Exhibition & Catalog
- Website design and launch
- Marketing
- Special events (Poland, UK)
- Festival Premiere (Q3)



2025



2026/7



2027



Development Stage

Production Stage

Post Production Stage

WHAT WE'RE LOOKING FOR?

- Development funds
- Co-producers -European and NorthAmerican
- Spaces - museums, cultural institutions
- Distribution collaborators
- Educational collaborators - cultural organizations that are committed to social impact and heritage projects

Total Development (Eur)	77,900
Total Production (Eur)	405,600
Total D + P (Eur)	483,500
Total In-Kind D + P (Eur)	82,500
Contingency 10%	48,350
Grand Total	614,350



EMI SFARD Art Director & Co-Author



I am Janina's granddaughter and was born in Jerusalem. I currently live and work in Tel Aviv as an interdisciplinary artist and storyteller, crafting narratives that explore themes of politics, memory, and belonging. My work spans a variety of media, from drawing, ceramics, and animation to cutting-edge technologies such as interactive installations, sensors, augmented reality, and soundscapes, all designed to create immersive and thought-provoking experiences. Recent projects include *In the Eyes of the Beholding Goat*, an AR installation that reexamines an old law as a tool for political control, and *Pot's Stories*, which reimagines ecological fables through sound installations embedded in ceramic pots, blending ancient storytelling traditions with modern ecological concerns.

In each of my projects, I carefully choose the format and media to best serve the narrative, often collaborating with technologists, designers, and performers. For me, creation is an act of activism—a way to shed light on hidden stories and phenomena, challenging perceptions of reality and offering new perspectives. In addition to my artistic work, I lead workshops for artists and communities, focusing on creative expression as a tool for resilience, self-discovery, and social change.





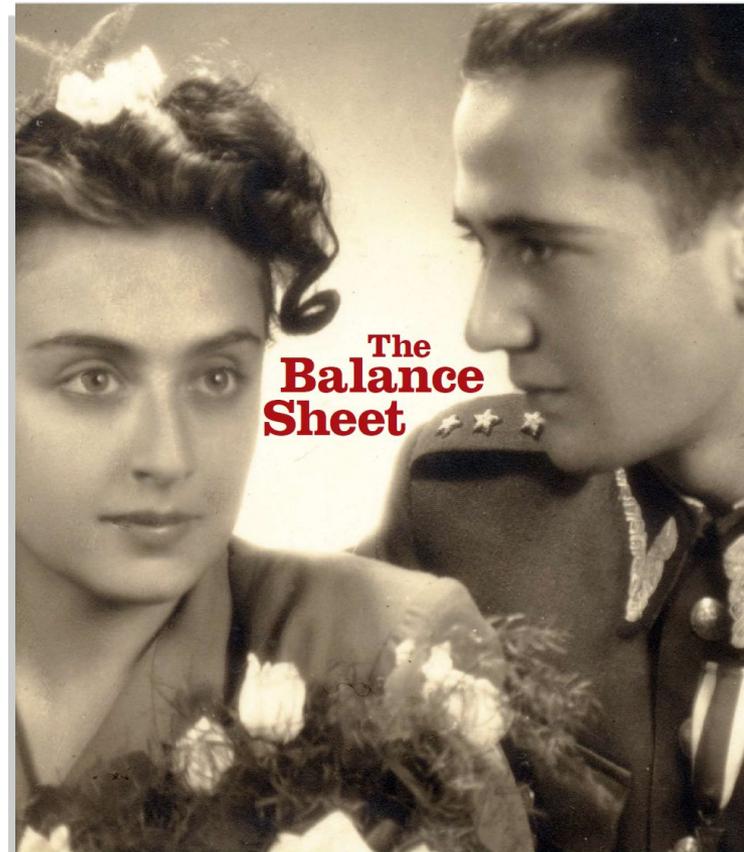
IRENA BAUMAN

Creative Producer & Co-Author



I am Janina's daughter and Emi's Aunt. I was born in Warsaw and, at the age of 12, emigrated to Israel. Three years later, I moved to England, where I lived in the 'Dollhouse.' Still living in England, I am a practicing architect and researcher with an interest in how new technologies are shaping the built environment and storytelling. In addition to my architectural work, I assemble collaborative teams of artists, sculptors, light and sound artists, photographers, animators, composers, and film directors to challenge spatial practice. Our collaborative installations are on a city scale and include projects such as Light and Sound Transit with the artist Hans Peter Kuhn, a major immersive urban landscape intervention featuring a soundscape designed in a tunnel to interact with the noise of passing trains. For another project, *Bus Shelters in Bradford*, I worked with the sound artists group Greyworld to design several bus shelters incorporating a computer program reactive to the colours of clothes worn by bus stop users, generating an ephemeral and beautiful sound environment.

In 2023, I made *Balance Sheet*, my first documentary film, supported by the UK Jewish Film Festival, which has been selected for five film festivals in 2025.



A BLAKE HOUSE FILM WRITTEN & DIRECTED BY: IRENA BAUMAN & IEVA BALL EDITED BY: IEVA & SIMON BALL
PRODUCTION DESIGNER: IRENA BAUMAN DIRECTOR OF PHOTOGRAPHY: ALEX GRIGORAS EXECUTIVE PRODUCER: MICHAEL ETHERTON
PRODUCED BY: IRENA BAUMAN & SIMON BALL PRODUCER (UK JEWISH FILM): BENJAMIN TILL MUSIC ARRANGED BY: JOSEPH LAWRENSON
PAINTINGS BY: LYDIA BAUMAN VOICE OVER BY: ANNA (BAUMAN) SFARD GRAPHIC DESIGN BY: ANDY EDWARDS





How might we work together

For further information, please contact:

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