



LADY SAPIENS, THE EXPERIENCE

Lady Sapiens, the experience offers a journey back in time, into the daily life of a woman in the Paleolithic era. Director Camille Duvelleroy has imagined a VR 6 DOF experience that sweeps away clichés, drawing on the scientific findings of the documentary Lady Sapiens, and evolving in the sumptuous graphic universe of Ubisoft's Far Cry Primal® game:

You are LADY SAPIENS. You were born 38,000 years ago. You're experiencing a woman's place in the clan. You're not out of surprises... Leaving your valley, you meet a huntress who leads you to her people. A shaman from her clan suggests you add your personal touch to a parietal painting. In her village, you'll be offered the chance to carve a flint for a spear. Finally, armed with your weapon, you'll be invited to take part in a mammoth hunt.

No, women weren't out gathering while men hunted.

Women and men worked together, according to their individual skills, to meet the needs of the clan.

Script

Camille Duvelleroy

Direction

Camille Duvelleroy

Production

Sophie Parrault

In coproduction with

Little Big Story, Ubisoft, France Télévisions

With the participation of

CNC Expériences Numériques, Département de la Charente Maritime

International Sales

Unframed Collection

Genre

Animation

Duration

15'

Langage

French, English

Countries

France

Year of production

2021





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