



MOD Films
9 Wyndham St.
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SANCTUARY - Information for potential contributors.

- MOD Films is producing an experimental re-mixable film, with the following deliverables:
 - Short film
 - Interactive *re-mixable film* with plug-in OSS MODs (film re-mixes/applications/games/etc)
 - Online community for people who want to play with films (modfilms.net)
- *Sanctuary* will be created in the manner of a game MOD:
 - Project leader, Michela Ledwidge, received funding from an Inventions scheme (i.e. very limited funds for prototyping)
<http://www.nesta.org.uk/ourawardees/profiles/4397/index.html>
 - De-centralised key contributors ("virtual team")
 - Creation of community resources (free-for-non-commercial use)
 - Low-to-no pay for contributors
 - More contributors than would otherwise be available
 - Mainly volunteer labour until production
- Benefits to contributors are:
 - Fun e-learning experience
 - Network of top talent across traditional and new media
 - Free research and development
 - World-first approach to making a flexible film
 - World-class archival expertise to ensure digital art remains available
 - Showcase of individual talent within a next generation film
- MOD Films may wish to distribute volunteer work for commercial use:
 - MOD Films seeks to buy out the rights to selected work for a low negotiable fee
 - Contributors retain the right to distribute their work for non-commercial use.
 - MOD Films will sell licenses to use, and re-use, the film commercially
- MOD Films wishes to publish all contributions in an unprecedented manner on DVD and on the Internet
 - Free-for-non-commercial-use licensing of all production elements
<http://creativecommons.org/licenses/by-nc-sa/2.0/>
 - Online publishing of machine-readable information on film elements on an unprecedented scale.
E.g. Imagine IMDB.com with not just the name of the concept artist, but showing what art they produced.