



# NORDIC INTERNATIONAL FILM FESTIVAL

## Samantha Quick

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*"Samantha Quick is an artist one turns to for inspiration. Her deep understanding and curiosity of the human condition, finds rich soil in her profound knowledge and harnessing of future technologies. Through Samantha, we are viscerally able to put ourselves in the shoes of someone else and walk away from it changed, with a deeper understanding of the world, the people around us, and by proxy, ourselves."*

- Samuel Hoeksema

ARTISTS IN  
RESIDENCE  
NOVEMBER 25

#NIFF2018



Samantha Quick is one of the most prolific VR content creators, with almost 100 bylines in The New York Times. She graduated from The School of Visual Arts with a BFA in Computer Art, VFX and 3D animation. Since then she has worked as a producer, shooter, editor and technical advisor in VR/AR and games. In 2015, she worked with Doug Liman as a VFX producer on the VR series Invisible. In 2016, she became one of the founding members of The Daily 360 -- an ambitious project by The New York Times to publish a 360 video a day. The goal of the project was to learn about and experiment with the possibilities (and limitations) of 360 and VR video.