





DEEP SOUP - A participatory sci-fi short film

by Luna Maurer and Roel Wouters





LOGLINE

DEEP SOUP takes the viewer on an enchanting journey, in which the world of matter takes on a new meaning. It is a celebration of the wondrous interaction between objects and the forces that act upon them, with a central message that the complexity and beauty of our human existence stem from the friction and collisions we experience every day.

PROJECT DETAILS

DEEP SOUP is a participatory sci-fi short film.

Length film: 16:48 minutes

Online campaign: a teaser, 8 vlogs and audience contributions

Language: English spoken + subtitles

Written and directed by Luna Maurer & Roel Wouters

Produced by Corine Meijers

Initiated by Robin Coops

Starring Hugo Hamlet

Music by Philipp Johann Thimm

Camera by Jasper Wolf, Thomas Weber

DEEP SOUP is a Studio Biarritz production

Supported by Netherlands Film Fund and Creative Industries Fund NL

DEEPSOUP.IO

INSTAGRAM.COM/DEEPSOUP.IO



SYNOPSIS

We live in a world where digital technology and AI increasingly trap us in our heads. Through screens, our minds are constantly stimulated while our bodies, and the physical world around us, fade into the background. These digital systems promise frictionless perfection, in sharp contrast to our messy, tangible reality.

DEEP SOUP is a participatory short sci-fi film that challenges this imbalance. By turning the tables on technology and AI, it invites viewers and participants to

reconnect with the material world. Rewiring perception, it offers a new way of seeing – not people, but matter, movement, and gravity.

In the film post-humanists Luna Maurer and Roel Wouters are developing a physical intelligence model: DEEP SOUP. One that learns from matter, not from data. With humans from all over the planet they have gathered recordings of matter to feed their model. The soup thickens.

PROJECT DESCRIPTION

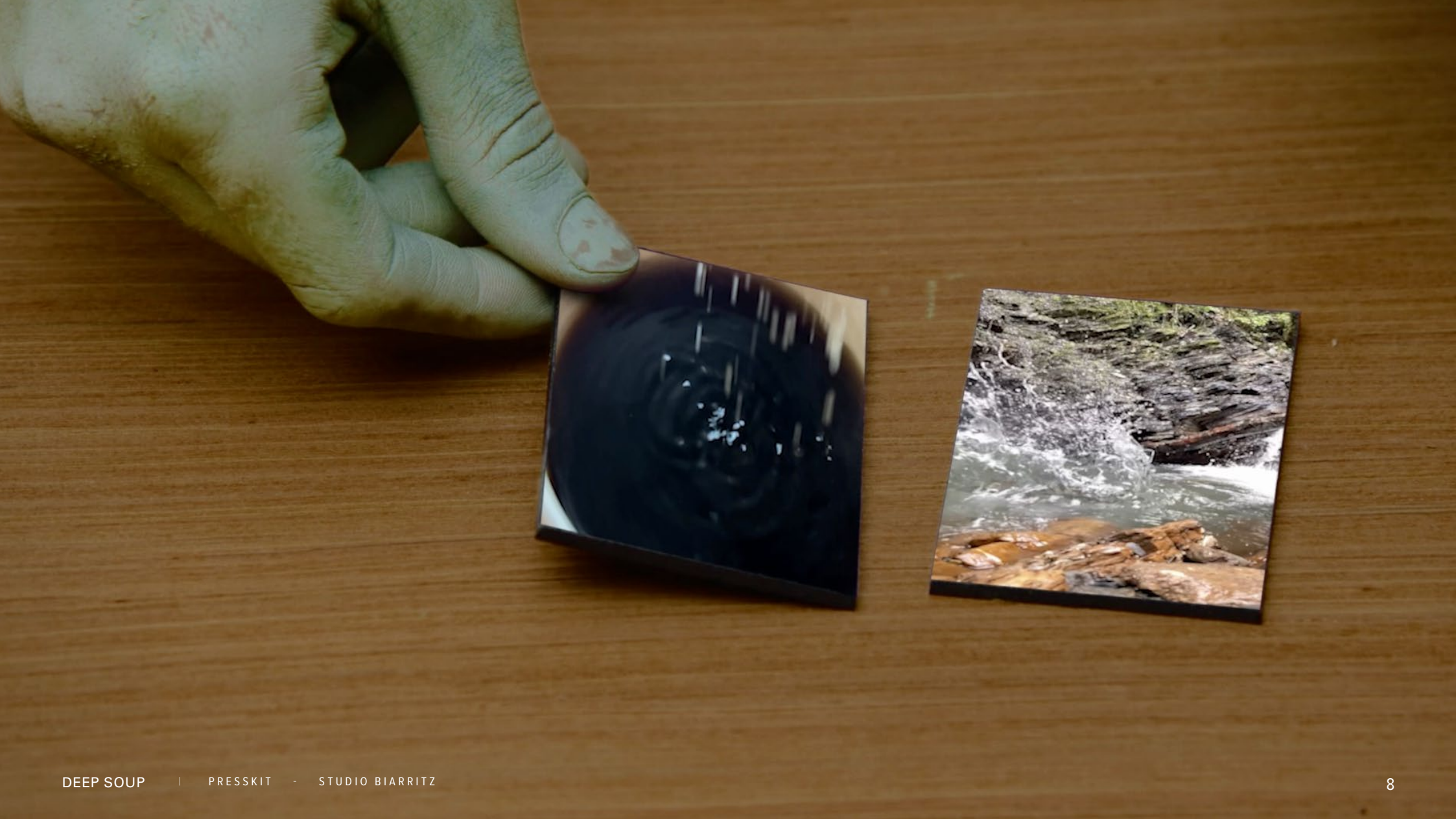
We live in a world where digital technology and AI increasingly make us live in our heads. Through screens we experience all sorts of things triggering and tickling our brains, while our bodies and the physical world around us, barely take part in our daily existence. In fact, these digital models promise a smoothed-out and frictionless existence that stands in stark contrast to our physical reality. The film questions our endless quest for harmony, convenience, and happiness with as little friction as possible. Digital technological advancements, including AI, are the primary drivers of this way of life. In our loneliest or most boring moments, we turn to our machines for companionship, wanting to believe in the promise of proximity, of something that reflects our deepest fears and wildest dreams in a shiny package of entertainment or distraction, and the promise to take away our problems. Is it possible to formulate a counterforce against these dominant, digital – non-material – intelligences that brings more balance?

DEEP SOUP is a participatory short sci-fi film challenging the models we have become so accustomed to. Turning the tables on technology and AI, the film aims to make viewers and participants reconnect with the world around them. Rewiring perceptions, DEEP SOUP promises a fresh way of seeing things,

not people, but solely matter, movement, and gravity. In the film post-humanists Luna Maurer and Roel Wouters are developing a physical intelligence model: DEEP SOUP. One that learns from matter, not from data. With humans from all over the planet they have gathered recordings of matter to feed their model. The soup thickens.

During the campaign, a large pot of the mysterious DEEP SOUP is introduced by Luna and Roel. Participants are invited to capture our material world on camera and challenged to look at physicality: what does rolling look like? How can you capture weight, friction, or balance with your camera? The viewer is given eight tasks to create videos that capture gravity. They are invited to share the content online with @deepsoup.io and throw these videos into the soup via a dedicated website link: <https://deepsoup.io>.

The project is a celebration of materials and their behaviour around us – something so fundamental that we often no longer truly see or perceive it. Collisions, breaking things and friction are essential: they weave us into the world, make us part of it, and give us the chance to feel connected.



STORY

In their studio, the post-humanist artist duo Luna and Roel create various tools to explore this theme. They are currently working on a new piece: a thick, bright green soup that serves as a counterpoint to an AI model, a model that will be fed with the material world. This material world – the ingredients thrown into this soup – is gathered with the help of the audience. Through a social media campaign, people (and non-humans) were invited to collaborate in capturing physical reality and throwing it into the soup.

In the final DEEP SOUP film, we see how an entity slowly begins to form from the green soup, taking shape as a human-like figure that we can see and hear. This main character, O, learns quickly by studying all the input it is fed with. O reacts to this input first with questions and ignorance, then with growing understanding and increasing enthusiasm. We witness how O meets our physical world and gravity for the first time. O's understanding of matter, gravity, and the physical world becomes more surreal, almost like a hallucination. O interprets what it sees in a completely different way than we are used to. O creates an image of the world in which it sees beauty, dance, and motivation in

the collisions and effects of gravity as a dynamic interplay of forces and objects. O is an intelligent entity that is not bound to a fixed form or matter. O's original world has no edges, no boundaries, no direction. Everything is in constant motion without a specific goal or intention and slides effortlessly past one another in fluid processes that never stop. There are no fixed connections; the flows slide by each other in perfect harmony. Emotions are muted and soft, without intensity, tension, or collisions. O's world resembles the smooth movements of a lava lamp. The whole is serene, in a state of eternal balance. There is endless time – there is no end.

This short film allows us to witness a poetic and slightly absurd view of our own material world, which is subject to gravity. O sees beauty in the complexity, friction, and collisions that we experience daily. And so, O leaves the viewer with the question of whether we can retain our human world if we continue our search for a frictionless, effortless existence. At the same time, through O, we are once again able to view the sublime beauty of our existence on Earth, much like a child.



WHAT'S NEXT?

For the next phase, we have the ambition to launch more campaigns and co-create multiple versions of the DEEP SOUP film.

We launched the previous online campaign during the Night of the Short Film in September 2025 during the Netherlands Film Festival. This first campaign closed on November 1st. The result, the participatory sci-fi short film DEEP SOUP, premiered during IDFA on November 17 in Amsterdam, as part of the competition for Best Digital Storytelling of IDFA Doclab.

We will now tour the project at film, music festivals and events in the Netherlands, and we're aiming for distribution internationally. While presenting the project, we would not only like to screen the film, but we would also like to activate new audiences by launching additional online campaigns in close collaboration with festivals and partners. Together we can share a new 'Call To Action', asking communities to join us by making their own content, to be creative, to help us feed the soup!

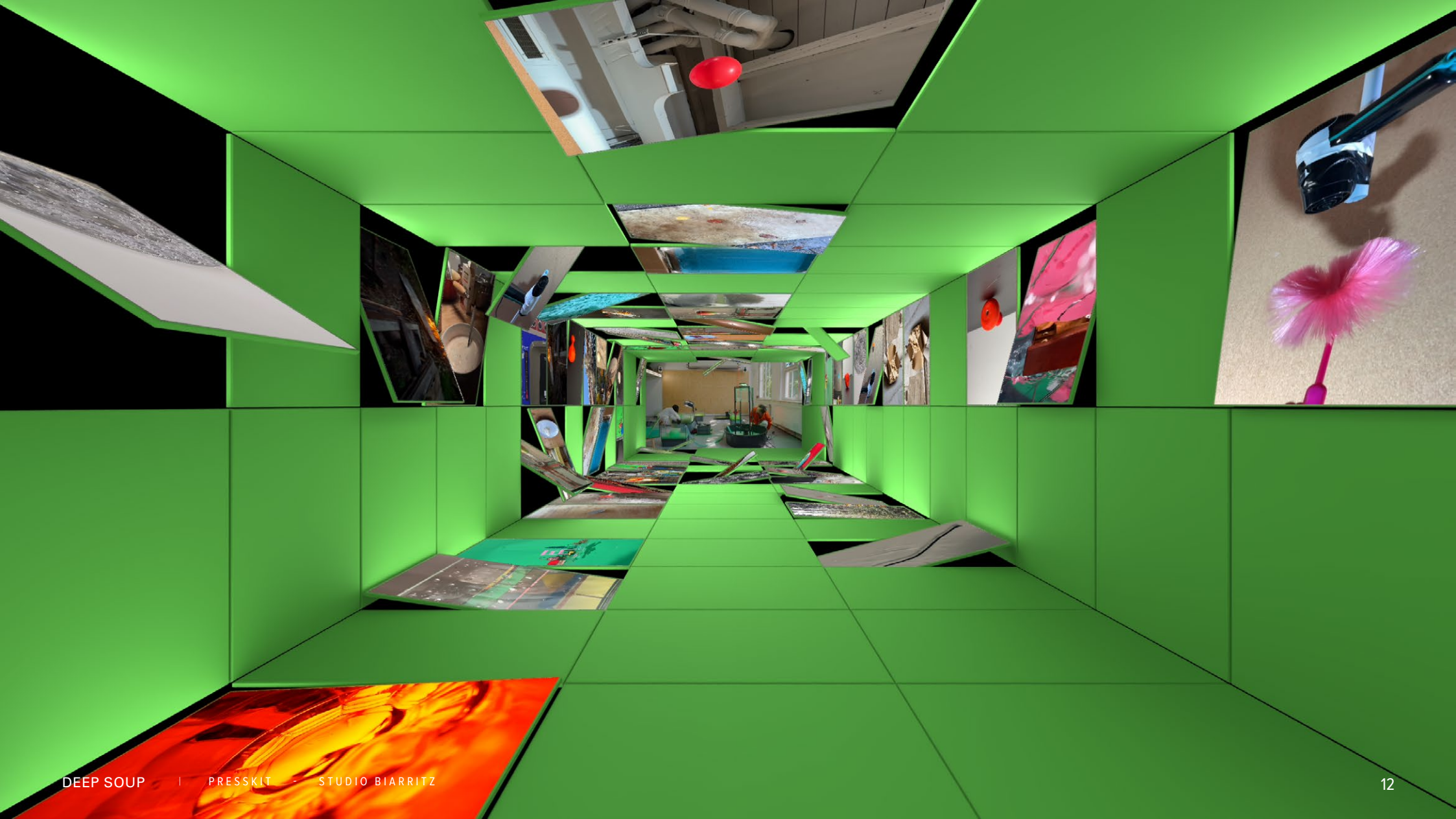
The goal is to challenge people (young and old) to make creative content together, to have fun while making the videos and to challenge their directing and DOP

skills for some time. DEEP SOUP aims to use mobile phones (digital technology) in a way that fosters connection. Instead of egocentric content production – like selfies on TikTok or Snapchat. We seek truly social, digital, and collaborative forms of content creation.

The connective element in this project is multifaceted: forming a team, helping each other with the film challenges, and finally coming together physically afterwards to enjoy and celebrate the premiere screening event of this fascinating, funny, and enchanting film. Their own unique version of the DEEP SOUP, a result created collectively.

We are looking for partners such as film, music festivals, cultural venues, museums and educational organisations. Are you one of them, or perhaps you are inspired, curious about the possibilities and interested to have a chat? We look forward to hearing from you!

Please reach out to Corine Meijers, at info@studiobiarritz.nl





DOWNLOAD LINKS

Trailer	https://vimeo.com/1172673855?fl=pl&fe=ti
Poster	https://we.tl/t-mPZeMNVn07
Stills	https://we.tl/t-x6ftequOu0
Teaser	https://we.tl/t-7rd0bye4DO
Vlogs	https://we.tl/t-WBuEIQgo0g
Performance NFF	https://we.tl/t-zg9dUQeT25

A STUDIO BIARRITZ Production

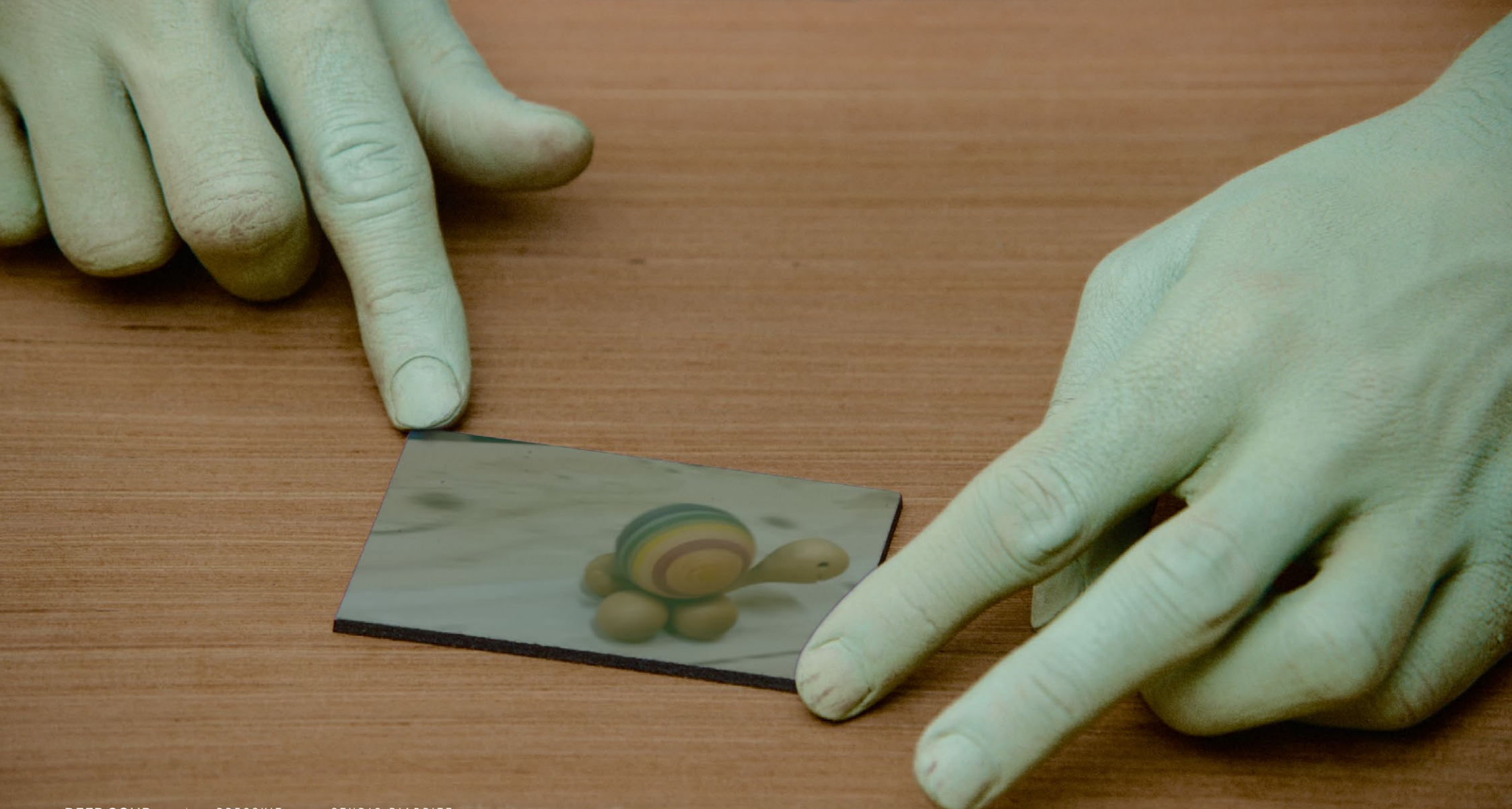
Written and directed by LUNA MAURER AND ROEL WOUTERS

Produced by CORINE MEIJERS

	CAST		Montage	PHILIP SMEULERS
Character O	HUGO HAMLET		Sound Recording & Sound Design	ANDREAS TEGNANDER
			Visual Effects LADS VFX	LUUK MEIJER
Post-humanist artist	LUNA MAURER		Grading De Grot	DAVID VAN HEESWIJK
Post-humanist artist	ROEL WOUTERS		Inhouse producer De Grot	JOPPO
			Online Editor De Grot	ILSE TE VELDHUIS
			3D Visuals	ERIK VAN DEN HEUVEL
				SEBASTIAN PRICE
	CREW			
Initiated by	ROBIN COOPS		Graphic Design	JULIA BORN AND DENNIS VUGTS
			Social Media Strategy	MARIA DICIEANU
Composer	PHILIPP JOHANN THIMM		Web Developer	THOMAS BOLAND
			Typeface Collective Bodies	GAILE PRANCKUNAITE AND MISLAV ZUGAJ
Director Of Photography	JASPER WOLF		Script Consultant	SARIEKE HOEKSMAN
Director Of Photography	THOMAS WEBER		Production	TATEVIK MARTIROSYAN
Gaffer	TONKO BOSSEN		Production Assistance On Set	ZEO MANCINI
1st Assistent Director	PIETER VEENHOF			CORINA BOJAN
Production Design Jelier En Schaaf	DIRK TOLMAN		1st Assistant Camera	JASPER VAN VESSEM
Make Up Artist	FAE VAN VENETIËN		Camera Intern	KASPER VELLINGA
Costume	VRONI WASSINK		Light Assistant	ROBIN VAN KLAVEREN

Special thanks to NETHERLANDS FILM FESTIVAL, IDFA DOCLAB

This film was supported by NETHERLANDS FILM FUND AND CREATIVE INDUSTRIES FUND NL





BIO'S

LUNA MAURER

Luna Maurer is a mixed media designer and artist, lecturer, and author with a focus on digital technologies' impact on daily life. She explores human characteristics through installations, performances, web experiences and films, often blending digital and physical elements. Co-founding studio Moniker in 2012 with a similar focus, her clients include cultural institutions like Stedelijk Museum Amsterdam, M+ Museum Hong Kong and technology companies like Google and Mozilla Foundation.

Currently, she's redefining perspectives on digital technology, co-authoring the Designing Friction manifesto advocating friction in digital culture. Her Conditional Design Manifesto, authored in 2010, continues to have global influence. Originally from Stuttgart, Germany, she studied at the Gerrit Rietveld Academy and the Sandberg Institute in Amsterdam. Maurer has taught at various institutions internationally, including Yale University School of Art, and has won numerous awards, including several Dutch Design Awards, a Webby, the Amsterdam Prize for the Arts oeuvre award, and most recently, the Golden Calf (the Dutch equivalent of an Oscar) for her outstanding performance. Currently she is investigating how algorithms can be used to push us out of our comfort zones and help us experience our human qualities – can AI actively participate in the process of dancing?

ROEL WOUTERS

Is an Amsterdam based designer and director. In his practise he explores characteristics of technology, how people use it and how it influences our daily lives. Often, the audience is asked to take part in the development of his projects. Together with Luna Maurer, Edo Paulus, and Jonathan Puckey, he developed Conditional Design: a manifesto and experimental platform based on the idea that creating rule-based systems that generate results is more interesting than designing fixed outcomes. In 2013 the Conditional Design Workbook, including several articles and many workshops, was published by Valiz. He co-founded studio Moniker. Moniker has won several awards, including a British Music Video Award, several Dutch Design Awards and the Amsterdamprijs voor de Kunst.

He has taught media courses at the Gerrit Rietveld Academy, the Sandberg Institute, Royal Academy of Art, The Hague, HfG Karlsruhe and at Yale University School of Art.

Since 2024 Roel has been working with Random Studio to set up a creative research lab named: Living Lab, Together with a small team of talented professionals and interns he is researching and prototyping ideas around Ai and the space we live in.



CORINE MEIJERS

As founder and creative producer at Studio Biarritz & Stichting Podium Biarritz, Corine Meijers released numerous award-winning projects such as Symbiosis (multi-user, multi-sensory VR Installation) by Polymorf, premiered during IDFA Doclab @ Eye Film Museum in 2021. I am a Bastard (linear TV documentary / 55 min.) by Ahmet Polat, premiered @ Movies that Matter festival Den Haag in 2021; The Imaginary Friend (Interactive VR live action & animation 28 min.) by Steye Hallema, premiered @ Venice Immersive 2023; Floating with Spirits (cinematic hybrid VR 33 min.) by Juanita Onzaga, premiered @ Venice Immersive 2023; Home (fiction, short / 17 min.) by Floortje Pols, premiered @ Netherlands Film Festival in September 2024. Future Botanica (AR, fiction 30) by Polymorf, premiere during Dutch Design week @MU Hybrid Art House and IDFA Doclab (in competition) @Droog, in October, November 2024. and SXSW 2025. Lacuna (VR documentary, 34 min) by Maartje Wegdam and Nienke Huitenga. Premiere @ IFFR 2025 and part of the Immersive competition at the Cannes Film Festival 2025 and nominated for a Golden Calf - Digital Culture at the Netherlands Film Festival. DEEP SOUP (participatory sci-fi short film, 18 min.) by Luna Maurer and Roel Wouters, in premiere in competition at IDFA Doclab 2025. Lesbian Simulator (interactive VR animation, 40 min.) by Iris van der Meule, in premiere in competition at IDFA Doclab 2025.

STUDIO BIARRITZ

Founded by Corine Meijers in 2019, Studio Biarritz is a production house that specializes in audiovisual projects that cross borders. Studio Biarritz develops its own projects, but we also love collaborating with filmmakers, artists and partners from all over the world to produce stories with a lot of heart that are relevant for our trying times. We cross borders in 1) form, technology and subject matter, in 2) collaboration with filmmakers, artists & partners and 3) in audience reach, distributed on multiple platforms. www.studiobiarritz.nl

PROJECTS RELEASED STUDIO BIARRITZ

SYMBIOSIS (a multi-user, multi-sensory VR Installation / 45 min.) by Polymorf: Marcel van Brakel and Mark Meeuwenoord. Released in 2021. www.Symbiosis.show

IK BEN EEN BASTAARD (a 55 min. linear documentary) by Ahmet Polat, in coproduction with NTR/Het Uur van de Wolf (I am a bastard) Released in 2021. www.wijzijnbastaard.nl

THE IMAGINARY FRIEND (a 28 min. Interactive VR live action & animation) by Steye Hallema. in coproduction with Cassette for timescapes (BE) and Submarine Channel (NL). Released in 2023. www.TheImaginaryFriend.nl

FLOATING WITH SPIRITS (a 30 min. cinematic hybrid VR) by Juanita Onzaga. a production of Cassette for timescapes (BE), in coproduction with Studio Biarritz (NL) and Tarantula (LUX). Released in 2023. www.FloatingWithSpirits.com

HOME (short 17 min, fiction) by FLoortje Pols. Premiered at the Netherlands Film Festival 2024 (Debut Competition). Release in 2024. <https://studiobiarritz.nl/project/home/>

FUTURE BOTANICA (an Augmented Reality app, fiction 30 min) by Polymorf, released during Dutch Design week @MU Hybrid Art House, and IDFA Doclab (in competition) @Droog, in 2024. <https://www.polymorf.nl/interaction/future-botanica>

LACUNA (VR documentary, 33 min) by Maartje Wegdam and Nienke Huitenga Broeren. A Podium Biarritz production in coproduction with Copper Views Film Productions (NL) and Studio Biarritz (NL). In premiere @ IFFR 2025. In competition at the Immersive competition at the Cannes Film Festival 2025 and nominated for a Golden Calf - Digital Culture at the Netherlands Film Festival. <https://studiobiarritz.nl/project/lacuna/>

DEEP SOUP (participatory sci-fi short film, 18 min.) by Luna Maurer and Roel Wouters, in premiere in competition at IDFA Doclab 2025. <https://studiobiarritz.nl/project/deep-soup/>

LESBIAN SIMULATOR (interactive VR animation, 40 min.) by Iris van der meule, in premiere in competition at IDFA Doclab 2025. <https://studiobiarritz.nl/project/lesbian-simulator/>



Corine Meijers
info@studiobiarritz.nl

www.studiobiarritz.nl

Hooghiemstraplein 128
3514 AZ Utrecht
the Netherlands