

# OPEN CALL

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## ART CREATION IN IMMERSIVE ENVIRONMENT

Creation residency  
Co-production  
Distribution

Deadline to apply: The 05<sup>th</sup> of May 2019

### CALL OBJECTIVES

Since 2018, we developp **an immersive programm dedicated to 360° audiovisual creation**. While contents of «virtual reality» headset are growing in diversity, this program aims to support **original artistic approaches** that explore **hybrid approaches** and offer **collective experiences** in those sensitive spaces.

Offering a **two weeks residency under dome**, the challenge of this call is the identification and support of **innovative projects**, mainly for research and art production.

This call is carried by AADN (Fr) and Le Planétarium de Vaulx-en-Velin (Fr), in association with structures from different fields: music , digital and scientific : Stereolux - Nantes (Fr), Periscope - Lyon (Fr), S.A.T - Montréal (Ca). Those structures developp means of research, production, diffusion, mediation in order to share those new experiences with the audience.

### TARGET and ARTISTIC PRACTICES

If musical and visual creation is at the heart of the targeted practices : we still remain **open-minded and curious of transmedia or hybrid approaches that combines other fields**.

More generally this call is adressed to artists or collectives that are experienced in their own field or who already have advanced work in progress in those new formats\* : new narrative mod, sensory experiences with virtual reality, fulldome or immersives pictures, multi-channel and sound spatialization, interactive experience with audience...

We will be especially fond of applications that developp a process that integrate **real-time, performance, live-act** or generally speaking, a process that bound them to **performing arts**.

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\* many partners run training sessions or workshops to encourage the creative and technical skill improvement and allow future candidates to experimenter/ discover the specificities of immersive forms.

## PARTNERS SUPPORT

### ► For CREATION.

- **2 weeks of creation residency** including under the Planetarium dome of Vaulx-en-Velin in September 2019
  - > a grant of **2500€** to cover the charges of the residency
  - > **artistic support**
  - > **technical support**

### ► For DEVELOPMENT.

*(depending the needs of the selected team)*

- **help to fundraising and coproducers research**
- **production of a promotional video**
- **visibility and networking**

### ► For DIFFUSION.

- **Public display** as part of events produced by AADN in the Planetarium of Vaulx-en-Velin *(if the progress of the creation allows it : January / March / May / November)*
- **Worldwide distribution** *(if feedbacks are good)*

## SELECTION CRITERIA & ELIGIBILITY CONDITIONS

- **Artistic interest** > Beyond the sensitive approach, aesthetic and formal, the creation will have to provide an artistic principle and bias clearly identifiable as part of a global artistic process.
- **Creation process** > The work done during the residency is imagined as a stage in a wider creation approach.  
*Applications for september 2019, creation process will have to be started.*

### To APPLY :

- > Creation must be technically and artistically suitable for the planetarium space.
- > Availability in **September 2019.**
- > Need to be carried by a liable entity.
- > Describe your project with an estimated production budget and a work schedule.

## CALENDAR

**Deadline to apply :** 05<sup>th</sup> May 2019

**Selection and jury :** May 2019

**Choice of candidates :** Late May 2019

**If you have any questions about the open call and/or to send application form,  
you can contact us by email:  
[prog@aadn.org](mailto:prog@aadn.org)**

## DOCUMENTS to be SUPPLIED

- **Completed application form :** [CLICK HERE](#)
- **Presentation file of the creation** including (*files can be joined separately*) :
  - > Presentation of the artistic project (*intentions, propos, formes*)
  - > Technical data sheet (*schema, configuration*)
  - > A creation schedule including the different estimated work steps and stating accomplished, coming (acquired) or wished work periods.
    - > Production budget valuing your needs (*requested*) and your contributions (*already acquired*).
    - > Artists resume (*as well as any file that can permettant d'envisager la démarche artistique globale : website, ShowReel, books...*)
    - > Any visual or audio file that support the aesthetic position (*opt for links rather than sending heavy files*)

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## PARTNERS



SOCIETY FOR ARTS  
AND TECHNOLOGY



# ANNEXES

## THE RESIDENCY in LYON

AADN and The Planetarium of Vaulx-en-Velin are collaborating together to open its geodesic dome of 360° to art experiences. Through new sensitive spaces, the immersive program is a challenge to establish in the metropolis of Lyon one of the first world's place of production and distribution.

This rapprochement encourages artistic research but also artwork presentation in conjunction with the major events of the city and the metropolis : art-science-technology, urban cultures, jazz and improvised music, electronic music, architecture. The theme developed by the Planetarium is, well beyond the strict field of astronomy, dedicated to world's and universe's architectures.

### ► Axis of CREATION SUPPORT

- **Financial support :** Sum will be allocated to cover the expenses. The budget will be fixed in consultation with the team and its needs.
- **Residency :** Two work spaces are available in the planetarium (Dome and desks). Schedule's details will be specified later.
- **Duration of the residency:** up 5 to 10 days in September 2019 , additional days may be available at the «Lab. Lab» in Villeurbanne (if additional experimentation phases are needed)
- **Formation :** A 2 days training mission will be given about the technical use of the Planetarium (included in the residency program, provided by sound and video technicians).
- **Technical support :** Equipment loan and advices during the residency program can be proposed depending on possibilities and requests.
- **Visibility time :** Residency public presentation at the end of the period, then work presentation at an event of the Planetarium in accordance with artistic program.

### ► Axis of ASSISTANCE

- **Artistic/Technical assistance :** Depending on the need of artistic teams after assessment
- **Training :** outside view, skill exchange or ad-hoc training.

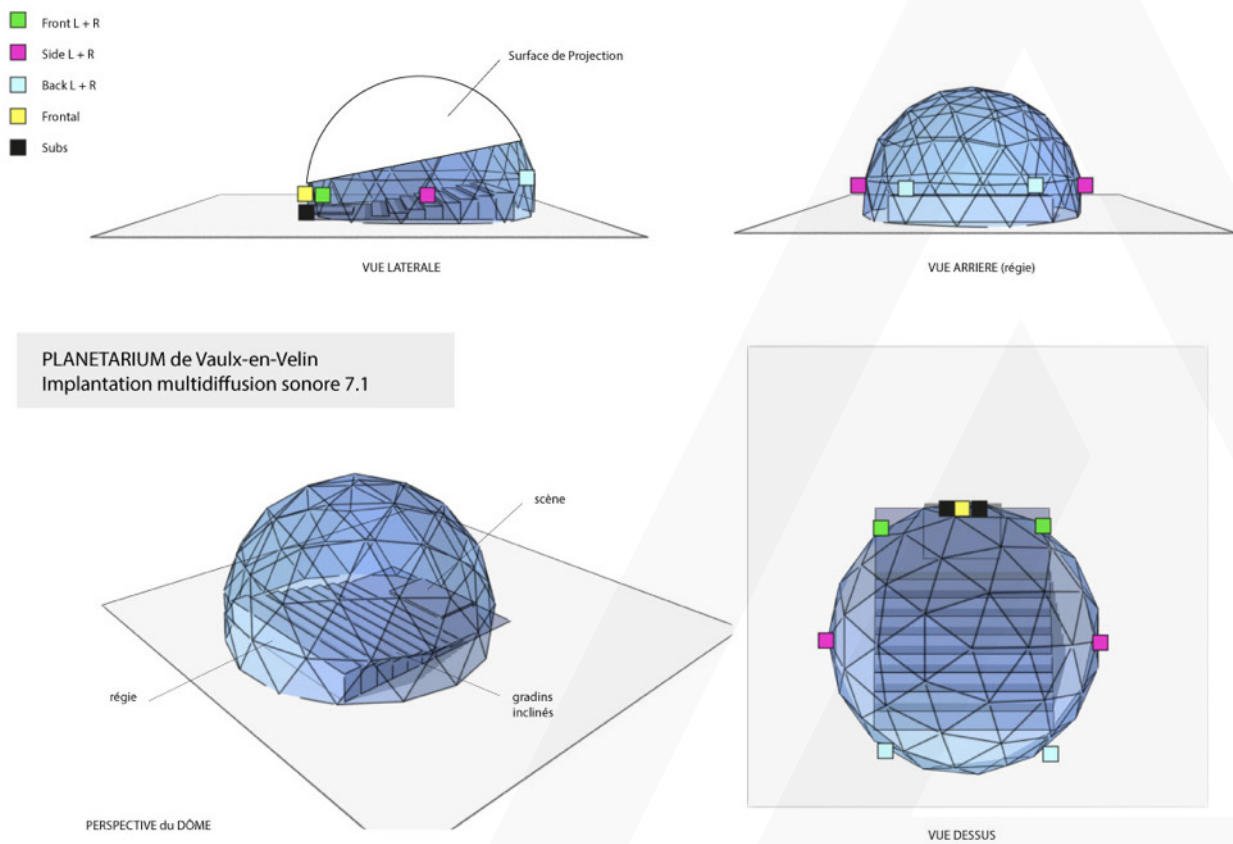
### ► Around RESIDENCY

- Plan a public display of the work in progress at the end of residency (in a way that allows projections, clips, discussions with audience).
- Possibility to organize a specific action to share your artistic approaches with the audience (workshop, other form that we can imagine depending a budget and a complementary schedule.
- Allow the Planetarium to present a short video ( < 1 min ) as a demo.

## TECHNICAL INFORMATIONS

### ► The PLANETARIUM

- The Planetarium dome has a diameter of 15m (590.55in) of 360° panoramic on 170° equatorial opening with an angle of inclination of 10° to the front side.
- The room is configured with a stage of approximately 8x4m (314.96x157.48in) facing seat rows of fixed 150 seats.
- The maximal video resolution is 4K30Hz real time / pre-rendering 8K60Hz and active 3D.
- Sound multicasting is in 7.1.
- Aerial structures not allowed



### ► The LABLAB

- The LabLab has a white and cubic «cave» giving an immersive projection on 3 screens (1 video projector per screen) and floor (2 video projectors covering the floor).
- The “stage” measures 7,2x6,5m and the height under the lighting system is of 4,5m.
- Each video projectors has a 720p resolution.
- The sound multicasting is in 4.1.
- The studio is not open to the audience. It is just allowing you to make tests and technical development.