

Institute for Computer Music and Sound Technology



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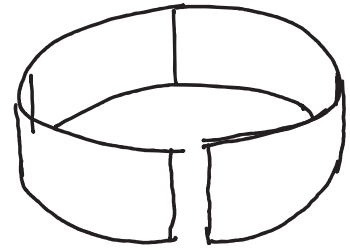
Zürcher Hochschule der Künste
Zurich University of the Arts

Immersive Lab

An interactive audio-visual immersive space
for artistic experimentation and experiences

Second Call for Proposals for Artist Residency

Residency opportunity in May 2016 at the Institute for
Computer Music and Sound Technology ICST of the Zurich
University of the Arts.



We are looking for artist(s) interested in creating a new work in and for the Immersive Lab. The residency offers the opportunity to realise a real-time interactive audio-visual piece that leverages the unique combination of 360-degree sound & video projection and touch-based interaction.

The main goal of the Immersive Lab lies in the presentation of abstract, algorithmic, generative media works that place a strong focus on interaction, immersion and perception. The proposed piece should fit this framework, but we don't support works that represent pure game concepts or fixed-media pieces. Other than that, there are no limitations with respect to the content of the proposed work.

The artist(s) should possess both the technical and artistic expertise in the media-arts domains of audio, video/graphics and interaction. If necessary and artistically compelling, we can also accommodate a team of two people, whose combined expertise meets these requirements (e.g. a collaboration between sound and visual artists). Our team will provide conceptual guidance and technical support but will not aid in content creation nor provide software-programming services.

The installation software runs under OS X and is built in a modular fashion. This provides the flexibility to easily integrate a variety of real-time software components for content generation. The touch detection system provides tracking information via OSC in the 'tuio' format. The projection on the cylinder via a video-mapping system is based on the Syphon context-sharing technique. Multichannel audio is directly output to the installation's audio interface.

The goal of the residency is to deliver a finished piece, which becomes a permanent part of the catalogue of works of the Immersive Lab and can be shown in public exhibitions. In the exhibitions the piece should run unattended and the software needs to be maintained in running condition for a period of at least two years.

The residency is set for a duration of two weeks and should take place in the first half of May 2016. We will provide accommodation and per diems; all other expenses need to be covered by the artist(s).

Applicants should hand in a portfolio, containing a short CV (max. 500 words), an artist statement (max. 500 words), a media portfolio (in pdf format no larger than 2MB or as a download link), and a detailed proposal for work.

Important Dates:

Submission deadline: 19. February 2016.

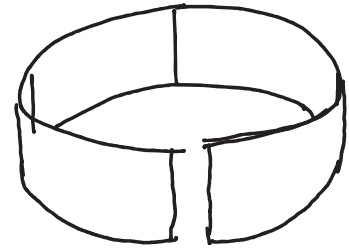
Notification of selection: 26. February.

Please address inquiries and submissions via our website: <http://www.zhdk.ch/?icst>

For more information and documentation see the project's webpage <http://immersivelab.zhdk.ch>

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About

The 'Immersive Lab' is a media space that integrates panoramic video, surround audio with full touch interaction where the entire screen serves as touch surface. The 'Immersive Lab' provides a platform for a catalogue of artistic works that are specifically tailored to the unique situation this configuration offers. The pieces articulate the relationship between immersive media and direct interaction. It functions both as a space for experimental learning and creation and as a permanent audio-visual installation for the general public, showing finished pieces in a self-explanatory way.

Working in this way raises a number of interesting questions: In which way can the notion of immersion inform artistic creation? To what extent can attention be shaped, in a situation that presents its contents and interaction in a surrounding format? With which elements does a work have to be composed in order to take these multiple modalities into account? On what level does immediate tactile interaction transform the experience of engaging with digital art forms? How can interactivity transform the relationship between abstract creation processes and sensorial experience? Who are the participants that can benefit from engaging with the 'Immersive Lab'?

This installation as a platform is the fruit of several years of investigation and artistic creation. The term Immersion is used in a broader sense. Apart from spatial envelopment by image and sound, additional levels of immersions are generated for the visitors: they enter into a dedicated physical space, direct tactile interaction on the panoramic surface enhances their personal engagement, and finally within the shared space arise group behaviour and social interactions. Such an extended form of immersion provides a multi-faceted experience.

The compositions can be collaboratively created and combine visual and sonic material with generative and algorithmic methods. The artistic approach focuses on real-time pieces that react to visitor interaction and that take advantage of the panoramic nature of the installation.

Different forms of engagement are possible within the installation. The audience can freely explore the works and experience different types of perceptions. Artists can experiment with the development of compositional strategies for working with different senses and artistic domains. The installation exposes foundational aspects of immersion such as spatial and multi-sensory perception, which provide interesting topics for investigation.

Work in the 'Immersive Lab' happens in different phases, activities, and addresses different people. In a teaching context, in general, any student can visit the lab in guided tours. Students majoring in electronic music or media arts, however, are invited to actively learn by exploring the inner workings of existing pieces. Artists and advanced students have the opportunity to become involved more intensely by creating entirely new pieces. For this, the ICST offers to share its experience, methods, and tools for development and realisation of ideas for this particular media space. Finally, in the exhibition context, general audiences are invited to experience the catalogue of works.