



PQ 2019

**Call for Proposals:
AUGMENTED /
VIRTUAL REALITY
INSTALLATIONS**

Call for Proposals AUGMENTED/VIRTUAL REALITY INSTALLATIONS

The Prague Quadrennial of Performance Design and Space invites proposals for *Augmented/Virtual Reality Proposals* as part of a larger installation of the project 36Q° at PQ 2019, taking place at the Prague Exhibition Ground 6-16 June 2019.

Applications are accepted from artists at all stage of their careers, including emerging/student artists. PQ is an international festival that celebrates and supports diversity from our international community - we encourage artist from all backgrounds to submit proposals.

DATES:

- Applications Published: 5 October 2018
- Extended Deadline for Submissions: 11 January 2019
- Installation Install: 5-7 June 2019
- Installations Open to the Public: 8-16 June
- 14th Edition of Prague Quadrennial: 6-16 June 2019

36Q° CURATORS: Markéta Fantová & Jan K. Rolník

AUGMENTED/VIRTUAL REALITY CURATORS: Paul Cegys & Joris Weijdom

TO SUBMIT PROPOSALS:

All applications must be submitted through this official process and be completed in English.

Each proposal will require:

- A brief description of the project, its current stage of development, and an explanation of the experience (Limit 2000 Characters)
- A description of how the project fits into, and possibly interacts with, the 36Q° environment (Limit 1500 Characters)
- A list of technologies, software and materials required for the project's realization
- A List of Collaborators and their role in the project and short bio for each (limit 1500 Characters)
- Supporting visual material (images/videos/weblinks)

Link to submit proposals: <http://bit.ly/36QAVVR>

PLEASE NOTE:

PQ will provide support for the creation of selected installation in terms of equipment, hardware, and manpower on site. Selected artists will be responsible for own travel, accommodation, and any other personal expenses. PQ can provide letters of invitation in support of any grant or other funding applications selected projects may choose to undertake.

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Organized by the Ministry of Culture of the Czech Republic and realized by the Arts and Theatre Institute, The Prague Quadrennial of Performance Design and Space is the largest international exhibition and festival event dedicated to scenography, performance design and theatre architecture. Since 1967 PQ has been an exchange, networking and educational platform exploring the best works in scenography and design for performance through exhibitions, festivals, workshops, performances, symposia, educational events and residencies.

The last edition of this international performance design event in 2015 was held at more than 30 venues, featured more than 500 live performances with over 180,000 visitors, and was named one of the twelve most trend-setting European festivals in the prestigious EFFE Awards. Individual exhibitions of countries and regions were organized by some of the most important cultural organizations from over 75 countries, including ministries of culture, art and theatre institutions, as well as international festivals, theatre companies and prestigious theatre and visual arts schools.

ABOUT 36Q°:

36Q°'s mission is to develop performance design as a vital means of experimentation while promoting cross-generational, collaborative artistic practice with new registers of knowledge and new modes of technology that enable artistic vision to become an immersive experience for our audiences. 36Q° was initiated by PQ artistic director Markéta Fantová as a platform for the performance design fields that, being progressive in nature, are developing and challenging current production team models where developing design disciplines are unfortunately often insufficiently credited.

36Q°'s second iteration, one of the main projects of PQ 2019, creates an environment where the confluence of art and technology is possible, expanding the artistic fields of lighting design, video projections, sound design and composition, as well as virtual reality, tactile environment design, creative coding, and more.

As the unbridled imagination of young designers merges with the transformative knowledge of established artists, we expect new modes of creativity, innovation, and technology based ideas to emerge, offering a wealth of product feedback to our participating companies as participants combine product features in new ways, pushing instruments to their artistic limits.

The heart of this 36Q° is an interactive, experimental environment and installation *Blue Hour*, with two additional projects, Light Spot and Sound Spot, providing a space for artists and technicians to discuss, experiment, and present current practices from around the globe.

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The Prague Quadrennial of Performance Design and Space is a meeting ground and an imaginative springboard for that formidable range of past, present, and future that performance design brings into coexistence. Immersing us in a live portal, through which we (re)present the past and experiment with the future possibilities of communal perceptions and experiences, performance design's vantage expands toward virtual, augmented and mixed realities. Over a century ago, Adolphe Appia marveled at the "violently shifting boundaries" of scenographic practice and drew with a beam of light an architecture of epic proportion. Today, Appia's observations resurface, but this time the ground is no longer real. Instead it is a fluid voluminous environment that entwines disciplinary boundaries and augments the fixivity of collaborations, practices and mediums opening up new ways of seeing and imagining the world around us.

Technology is having its way again only this time it is fixated on the mixing of realities, on the nondimensional and on the virtual unknowns. Virtual reality is still a nascent medium for performance designers, one which radically (re)positions the body of the experiencer at the centre of a constructed environment, duplicating the body in two places at the same time (real and virtual) and (dis)connects and (re)mediates social relationships. It questions the very ontology of performance. The PQ19 36Q° offers a dynamic artistic space for these shifting boundaries and new questions manifest in scenography and performance design.

We are seeking the participation of VR/AR/MR designers, artists and collectives, makers, modelers, technicians and programmers to contribute to the creation of a series of interactive projects that will be presented as part of the 36Q° large scale performative installation in celebration and exploration of this creative volatility.

The following questions inform our thinking about using VR as a medium in the creation of experiential theatrical events:

1. How is VR shifting the role of the spectator and the agency spectators have through the disruption of perceptions of 'self', body, and relation to space?
2. How is VR shifting our perception of space and time through the blending of real, virtual and nondimensional environments?
3. How are multiple dramaturgies embedded in both the real and virtual environment acknowledging the existence of inside and outside perspectives for both the experiencer and spectators?

We invite proposals for projects, which situate within the transforming boundaries of theatrical, virtual, augmented, and interactive mixed reality experiences. Selected projects will be featured in the 36Q° within Roman Tardy's larger conceptual site installation *Blue Hour*. *Blue Hour* is conceived as an experimental playground where light acts as a universal connector, construction material and living organism.

We will consider both readymade and previously presented projects, as well as ideas for conceptual projects that demonstrate the ability to be fully realized within the next 8 months. Three days (5-7 June) will be allocated for the installation, testing, and interactive integration into the 36Q° environment ahead of *Blue Hour* opening to the public on 8 June. We hope that during these three days creators will experiment with ways in which their projects interact and affect the Blue Hour environment by means of: light, sound, projection, creative coding, kinetics and bio. All projects must be ready for public interaction from 8 June until 16 June.

After the selection process it is our intention to hold a series of conversations about the themes related to the call and as a way to potentially build a platform for further dialogue around the medium of VR and its future relationship with scenography and performance design.

-Paul Cegys & Joris Weijdom, Curators



Pražské
Quadriennale
Prague
Quadrennial

Celetná 17
110 00 Prague 1, Czech Republic
T:+420 224 809 102
www.pq.cz
www.fb.com/praguequadrennial
www.twitter.com/PQ_2019

The Prague Quadrennial strives to present performance design as an art form concerned with the creation of active performance environments, that are far beyond merely decorative or beautiful, but that are emotionally charged; where design can become a quest, a question, an argument, a threat, a resolution, or an agent of positive change...Performance design is a collaborative field where the artists mix, fuse, and blur the lines between various disciplines to search for new approaches and new visions.

This edition of the Prague Quadrennial is inspired by PQ's highest prize, the Golden Triga. Three different forces coming together to pull the chariot driven by Nike, the goddess of victory, stand proudly atop the roof of the National Theatre, reminding all that creating performance is an act of collaboration where all talents combine their strengths to achieve much more than any individual could ever accomplish alone.

The three horses pulling the chariot symbolize the three stages of human life: youth's wild instinct and intuition, the experience of adulthood, and the wisdom of age. We will use the metaphor of the Golden Triga to explore these points of view, three areas connected with the cyclical phases of the creative process:

Imagination, Transformation, Memory.

- Markéta Fantová, Artistic Director PQ2019



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