



PQ

2019

Call for Applications:

36Q°

INTENSIVE

Call for Applications 36Q° INTENSIVE

The Prague Quadrennial of Performance Design and Space invites applications for 36Q° *Intensive* participants to create a large scale installation *Blue Hour* as part of 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 eligible candidates from all backgrounds to apply.

DATES:

- Applications Published: 5 October 2018
- Deadline for Submission: 16 November 2018
- Official Notification of Application Results: 7 December 2018
- On Location Intensive Dates: 1-8 June 2019 (with meetings and work beforehand)
- 14th Edition of Prague Quadrennial: 6-16 June 2019

PROJECT TEAM:

Lead Artist: Romain Tardy

Curators: Markéta Fantová, Jan K. Rolník

Workgroup Leaders:

Pavla Beranova, Lighting

Robert Kaplowitz, Sound

Romain Tardy, Video/Projection mapping & content

Tereza Stehlikova, Tactile Environments

Shannon Harvey, Systems Integration

Paul Cegys & Joris Weijdom, Augmented & Virtual Reality

TO SUBMIT APPLICATIONS:

All applications must be submitted through this official process and be completed in English. Each application will require:

- A Statement of Intent which addresses the desired skills and why applicant would like to be part of 36Q° Intensive (limit 3000 characters)
- Link to PDF CV/Resume
- List of skills applicant feels are relevant to the specific working group
- Link to an online website, portfolio, or video (optional)

SELECTION:

Each area is interested in skilled, fearless creative collaborators, who already have some skills they can contribute to the overall creation. We are interested in mixed diverse working group teams - diverse in both knowledge/skill base, career level, and country of origin. We would like to engage professionals seeking new skill learning and professional development opportunities, young designers and technicians seeking new experiences, team collaborations, and widening of their skill base; as well as students, who have a keen interest in developing skills and learning from masters in the field.

FEE:

There is a fee of €100 to be paid by each intensive participant. However, if a participant proves they can contribute with their unique skills, and or has a plan how to use the gained knowledge in an their local country/community where such knowledge is lacking and is needed, we might choose to waive the fee.

Call for Applications 36Q° INTENSIVE

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.

FROM THE CURATORS:

As curators of this new edition of 36Q° we thought of the performance design as a medium for sensorial and visceral communication where no words are exchanged and where the environment transforming in time has an ability to build up a story and put us through a new experience. We wanted to bring attention to all those creators who spend endless hours working with media that do not yet have a regular position in the everyday theatre making process. We also wanted to start an active dialogue around questions of human imagination, adventures lived in fictional and virtual worlds that may at times appear and feel more real than our daily reality, as well as experiment with the porous border between the inner and the outer world and the ideas that intangibly affect us and ephemerally materialize. And wonder together where does the path between real and virtual lead next...

-Markéta Fantová, Jan K. Rolník

FROM THE LEAD ARTIST:

As a visual artist working mostly on site-specific projects — often on a large scale, involving architecture — light has become my medium of choice. Whether it comes from a moving head or through the lens of a video projector, I realised light could create a dialogue between the tangible and the immaterial, between the permanent and the ephemeral, between past and present, or even between humans and other forms of life. Light has this capacity to reveal what is hidden, to modify our perception of reality, to create new worlds: light seems to be made of time and space. From another angle, if light is one of the conditions for life to exist on our planet, it's also our main connection to the world through vision, and before any other sense: light is a universal connector. For *Blue Hour*, I tried to reverse the approach of applying light to some existing object or support: what if, for once, light could be used as a construction material? This immersive environment is conceived as an experimental playground for light: all the elements which compose the installation are actively used for lighting purposes: as a source or as a receiver. The audience is invited to become immersed in this multi-layered global light and sound installation— which works almost like a living organism, with its many different cycles and sub-cycles. *Blue Hour* is a show with no stage, where the visitors are also the actors: by exploring this environment, they contribute to one of those many cycles: the beauty of an ephemeral passage through light beams, changing the space just for a few seconds, following a path which couldn't be predicted.

- Romain Tardy

Call for Applications 36Q° INTENSIVE

36Q° INTENSIVE AIMS:

- creation of a large scale artificial environment focused on visitors experience under leadership of high-profile artistic personality exploiting inspiration from both the fields of performing arts and creative use of new technologies
- multidisciplinary and international collaboration of professionals, emerging artists and students on the level of working groups

36Q° INTENSIVE MISSION:

- sharing experience, skill development, knowledge exchange
- intersection of two different worlds: creative use of new tech and performing arts – transferring the situational, conceptual and narrative approaches from the performing arts world and the experimental, sensorial and formal approaches from the world of tech based arts to create unprecedented new shared experiences

PROCESS:

We are looking for participants interested to learn new skills through active participation in an intensive multimedia cross disciplinary program that will culminate in creation *Blue Hour*, of an installation that will be open to public. The intensive creation process will involve several on-line meetings with the lead designer and working group leaders prior to PQ. There is also the potential for a site-visit and meeting in Prague during February/March 2019 if it is necessary for the quality of the creative process. The main build and physical installation work will start on 1 June 2019 prior to PQ opening and will continue as an 8 day intensive that will end with the *Blue Hour* installation opening to the public on the evening of 8 June.

Each creative working group will be composed of participants selected through an open call led by a renowned designer and is an opportunity for:

- students
- emerging designers
- experienced professionals

The overall team will be selected based on diversity of skills, talents and interests. This project is an opportunity for participants to engage in artistic process involving work with high end equipment where the new knowledge isn't facilitated through a top down teaching or master class methodology, but where learning happens through intensive collaboration, problem solving, and daily exchange of ideas while sharing a common artistic vision.

PROJECT TEAM:

Lead Artist: Romain Tardy

Curators: Markéta Fantová, Jan K. Rolník

Workgroup Leaders:

Pavla Beranova, Lighting

Robert Kaplowitz, Sound

Romain Tardy, Video/Projection mapping & content

Tereza Stehlikova, Tactile Environments

Shannon Harvey, Systems Integration

Paul Cegys & Joris Weijdom, Augmented & Virtual Reality

LIGHTING DESIGN WORKGROUP

Application Link: <http://bit.ly/36QLighting>

Group Leader: Pavla Beranova

Lighting will be one of the main non-tangible building elements that will support the overall spatial idea. Lighting as a media merges both art and technology in an inseparable way. We will be looking for candidates who embrace light as a creative medium and who understand the need for merging of both artistic and technical skills to achieve high quality result.

We are looking for artists (especially artists working with technologies), light designers, set designers, light technicians, architects and students of all mentioned fields with either a lot or some practical lighting experience (36Q will utilize - among other technologies - ROBE moving heads, ETC control desks, and addressable LED strips) who exhibit:

- Experience with lighting technologies in theater, event or architecture fields
- Abstract 3D thinking and imagination, descriptive geometry knowledge is a +
- Creative spirit, practical thinking
- Ability to perform different kinds of tasks from concept work to realization
- Ability to handle stress

VIDEO / PROJECTION MAPPING / CONTENT / 3D DESIGN WORKGROUP

Application Link: <http://bit.ly/36QVideo>

Group Leader: Romain Tardy

For the whole *Blue Hour* environment the video content will play a crucial role in establishing the spatial and visual dynamics of the space. Under supervision of Romain Tardy each of the group members will get a chance to develop his work in collaboration with other artists from other fields. Besides reaching for excellence and innovation in visual and motion design, we will be searching for links and relations between video, lighting, sound, actual space, VR and tactile environments and last but not least the bodies and minds of visitors.

We are looking for participants who have these skills:

- motion design skills
- 3D and 2D animation skills (C4D, AfterEffects, etc...)
- experience with interactive or generative visuals is a + (TouchDesigner, open frameworks, vvvv, processing, quartz etc.)
- media server systems knowledge is +
- Content production prep skills
- Projection and video mapping tech skills

Call for Applications
36Q° INTENSIVE

SOUND DESIGN WORKGROUP

Application Link: <http://bit.ly/36QSound>

Group Leader: Robert Kaplowitz

The 36Q° installation *Blue Hour* is in search of sound design participants who wish to take part in the creation of this landmark event, to be experienced during PQ 2019. Working within a visual palate devised by artist and visionary Romain Tardy, alongside lead sound artist Robert Kaplowitz, each of these participants will strive to create one of a series of dreamscapes in collaborations with a group of visual artists. Each creation, whether it be more compositional or soundscape focused, will be envisioned and created over the coming months, so that it is a complete idea, ready to be realized on a state-of-the-art d&b audio rig in the Sports Hall on the Exhibition Grounds at the launch of PQ in June.

The purpose of this installation is not simply to showcase artistry, but to explore the idea of how untouchable design elements (sound, light and projections) can alter the entire audience experience without changing the actual physical environment. Each dreamscape must include aspects that can be altered based on audience interactions – ideal collaborators will be excited to consider both tools for this audience interface and the notion that their work will thrive within that interaction.

We are in search of artists of excellence – whether you are an advanced student, a freelance practitioner, or creator within an academic setting, you must be:

- excited to collaborate
- capable of generating a complete work of sound art
- ready to commit the time, over the 6 months between participant selection and the installation to creating the sonic aspects of your particular team's vision
- be ready to work within the constraints of the playback system we devise as a collective, and within the structure of the larger sound system design

We will endeavor to create teams that cross borders and time zones, as cross-pollination is one of the goals of 36Q°; all artists must be available for the installation of *Blue Hour* in Prague during the first week of June.

TACTILE ENVIRONMENT WORKGROUP

Application Link: <http://bit.ly/36QTactile>

Group Leader: Tereza Stehlikova

As an artist, I have an interest in creating participative performances, where audiences are led on a journey, with their imagination stimulated by multi-sensory clues, and often also framed by a loose narrative, which functions as a springboard, for the imagination to expand. Hence the experience I offer is always particular to each person involved, based on their own unique set of associations, memories and imaginations and willingness to play.

For 360°, and under the title Tangible Territory, my idea is to take participants on such a journey, through the space/environment, while blindfolded, translating certain existing qualities of the space into other senses, while also introducing others. So for instance a beam of light might be “translated” into a tactile or/and olfactory stimuli. This idea is based on the concept of crossmodal interactions, the latest theory about how our senses interact with each other, rather than work separately, creating congruent or incongruent experiences, enhancing or tricking each other. Additionally, without the use of sight (which often makes assumptions based on habit), any environment is transformed into a fascinating place of the unknown, which can be populated by one’s own imagination. I am also interested in exploring other body senses, such as kinesthesia and proprioception. (one’s awareness of the body’s position, and internal processes, sense of balance etc.), as well as movement, and how these all also contribute to aesthetic and emotional experience. (e/motion, which G. Bruno talks about in *Atlas of Emotion*, how motion produces emotion).

So to summarise, I am interested in the evocation of audience’s own interior landscapes, a kind of VR experience, without use of any high technology, relying mainly on every day materials, and the power of one’s imagination to connect, bridge gaps and elaborate. It is therefore also about being active, rather than a passive receptor, having an agency and learning how to use it. In this sense I see this approach as subversive (in spirit of Jan Svankmajer) and necessary counter balance to the indisputable benefits and wonders of technology.

In terms of skills required from my team, we are interested in candidates with one of these concentrations:

- dance/choreography /movement
- sound design including live sound design (to help with soundscapes that might compliment tactile stimuli etc.)
- product design (or familiarity with different materials, textures that could be used).
- culinary/olfactory skills and background
- experience working with growing plants, climatic conditions, living matter

**Call for Applications
36Q° INTENSIVE**

SYSTEMS INTEGRATION WORKGROUP

Application Link: <http://bit.ly/36Qsystems>

Group Leader: Shannon Harvey

Integrating creative and technical workflow systems across disciplines is an important craft at the heart of 36Q°. Systems Integration Group will become the nervous system of the whole 36Q enabling the interactions of various layers of the whole environment still maintaining the possibility to act and create by itself.

Team Members will have experience in complex system integration of interactive systems, networking, protocols and an understanding of the tools to translate creative vision into technical reality. Expertise in code is desirable but equally valued will be technicians and operators who have in installations or performances with an interactive or integrated approach from at least 2 disciplines:

- sound
- video
- lighting
- automation
- tracking

AUGMENTED & VIRTUAL REALITY

Call for Proposals: <http://www.pq.cz/open-calls/>

Group Leader: Paul Cegys & Joris Weijdom

Augmented & Virtual Reality Installations will also be an integral part of *Blue Hour*, but the working of this group will have a different structure. We are seeking proposals from artists to create installations and environments within *Blue Hour* using AV/VR technologies through a separate open call and application found on the Open Calls page of the PQ Website (<http://www.pq.cz/open-calls/>)



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



MINISTRY OF CULTURE
CZECH REPUBLIC



ROBE®