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STF

SHAPING THE FUTURE

Call for applicants

ACCADEMIA
DI BELLE ARTI
ALDO GALLI
IED Network

cityfab 1
.brussels
by citydev.brussels

LJUDMILA
ART AND SCIENCE LABORATORY

MOHOLY-NAGY
művészeti egyetem
university of art and
design budapest

1. Shaping The Future

If we can't shape multiple visions of the future we won't be able to change it.

Shaping The Future is an **international project**, co-financed by the Creative Europe programme of the European Union, aimed to foster the capacity of artists to imagine and shape the future through visual arts, design and critical thinking. The project's core goal is to provide a modular support path for empowering artists in **producing**, **disseminating** and **marketing** their creations at an international level. By educating them on the most **recent technologies** and **digital methodologies**, as well as supporting them in the development process of an artistic project, we aim to **improve visual artists' skills and competencies** spanning through analogue and digital areas.

The consortium brings together four partners from **Italy**, **Slovenia**, **Hungary** and **Belgium**, each active in the field of training, promoting and supporting visual artists under complementary aspects. Accademia di Belle Arti Aldo Galli is a Fine Arts Academy, offering a transversal and interdisciplinary education focused on synergies between visual arts, restoration, design and fashion textile. Ljudmila is a laboratory for developing art, science and technology based on community and open-source approaches. Moholy-Nagy University of Art and Design is a community of designers, artists & innovators working together to tackle global challenges. Cityfab 1 is a fabrication laboratory that gives anyone, regardless of their level of knowledge, access to the tools and knowledge needed to carry out projects using computer-controlled machines.

2. Call for Applicants

The aim of the call is the selection of **16 visual artists**, based in partner countries (Italy, Slovenia, Hungary, and Belgium) who will participate in a transnational educational and artistic development programme, organised in the framework of Shaping The Future project. Artists

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are invited to respond to the call by submitting their application (**see 5. How to apply?**). An International team of experts will review the applications, and select 4 participants from each partner country.

Selected artists will participate in a 5-day transnational training, which will take place between July 2–8 2023 (including 2 travel days; arrival on July 2nd and departure on July 8th) at the Accademia di Belle Arti Aldo Galli in Como, Italy. The training will comprise workshops and project consultations with expert mentors (**see 3. Training course**). Travel and accommodation will be provided to the participants by STF.

After the training course, the participating artists are expected to create and deliver their own artworks. STF will grant financial support (artist fee and production costs) to the artists. In the process of development, the artists will be mentored by international experts and consultations will take place on an individual basis. STF partners will support the artists based in their country with resources (tools & technical equipment, software, facilities etc.) available on-site. After they have completed their digital artworks, an exhibition of their creations will be held in a virtual and physical form between April and May 2024.

~~**Deadline for submission of applications:** 17 April 2023~~

Extended deadline for submissions: 23 April 2023

Results of the selection process: 10 May 2023

3. Training Course

The training will feature 28 hours of workshops and project consultations with expert mentors **István Keszei**, **Blaž Miklavčič**, **Francesco Pusterla**, and **Bart Vandeput**. The workshops will cover some key areas connecting digital and material practices, such as 3D computer graphics, 3D scanning, digital fabrication, physical computing, generative processes and artificial intelligence. They will focus on software tools that are well-documented and open-source or

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low-cost to provide post-training project development and self-education opportunities for the participants.

All selected participants will attend all the workshops. For the consultations on the development of proposed projects, STF will assign the mentors to individual participants during the selection process, taking into consideration the expressed preference of the applicant in the form, as well as the complementarity of the mentor's expertise with the proposed project.

3.1 Workshops

István Keszei
AI Co-Creation

Generative AI holds a great opportunity to speed up creative work. However, it also holds the risk of biasing towards cultural clichés. This workshop module helps you navigate between tools and methods to use for working effectively with AI. Participants will learn about generative text-based and visual AI engines, and experiment with such engines using methods that reduce the time needed to succeed with AI-based projects. The module will also help reach results that fit the artist's intention better.

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Blaž Miklavčič

An Introduction to Procedural 3D Computer Graphics

The workshop will leverage the procedural nature of Blender's geometry nodes toolset to create a detail of a marine landscape, complete with simple terrain, flora and potentially even some basic fauna (maybe some single-cell organisms or a school of fish). It aims to introduce the core concepts of generative modelling and simulation concepts that are more broadly applicable in the field of computer graphics. In addition to covering the fundamental principles of the use of noise (in simulation as well as modelling) and other procedural workflows, we are also going to touch upon the basics of the standard 3D workflow, such as setting up a scene, lighting, shading and rendering.

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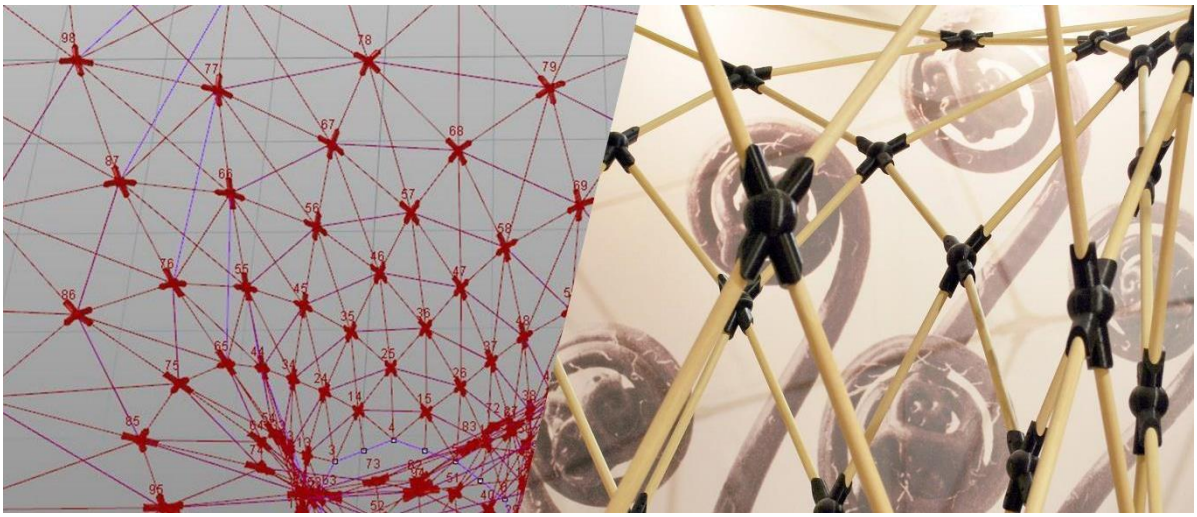
Francesco Pusterla

From virtual to real (and vice versa)



Nowadays, the digital worlds have become parallel to the physical one. But how can artists work with information and objects between these two worlds? How can we move an object or a space from the physical world and place it inside a virtual environment, work on it, modify it, have other people join in locally or remotely to help us in the process and finally turn everything back into a physical object? The workshop will focus on this process by exploring reality capture through digital cameras and 3D scanners, creating and modifying a digital model, constructing virtual exhibitions and materialising physical objects through digital fabrication techniques like 3D printing and laser cutting or mixed reality tools (AR, VR, XR).

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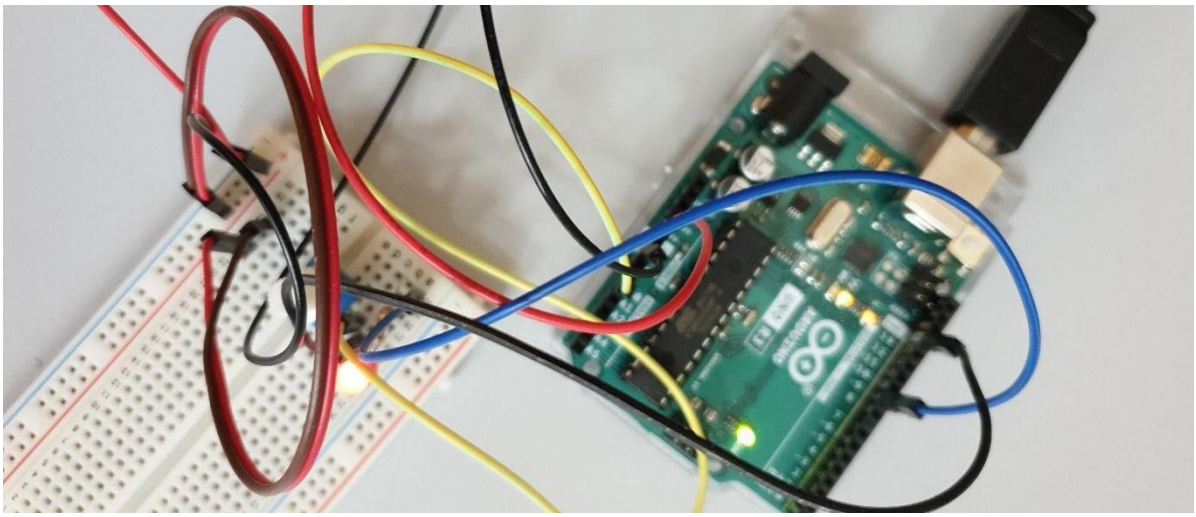
Bart Vandeput

Fab labs – mediating between the digital and the real world



The workshop is an introduction through experimentation to the tools and knowledge available in digital manufacturing laboratories (fab labs), which have opened the fields of design and prototyping to a broad number of people and have given rise to a new form of creativity. It will introduce the fab lab philosophy, digital machines, and the best open-source software for digital creation. In the second part of the workshop, participants will learn the basic functioning of a microcontroller and coding with it. They will then use actuators and sensors to give life to their practical example.

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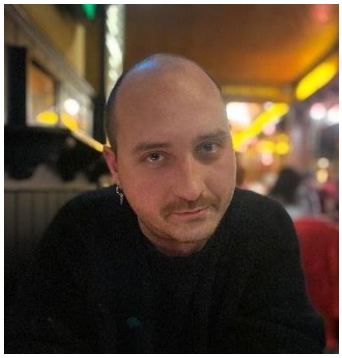
3.2 Expert mentors

István Keszei is a designer and lecturer at several universities. He likes to experiment with the newest technologies and implement the results in his work. The range of educational topics is wide and varied. The use of innovative technologies and smart materials is just as present as the AI image generation process or Virtual reality 3D modelling. He constantly uses textual and visual AI tools in his own work, and develops the curriculum of his MOME course based on his findings.



Blaž Miklavčič studied fine arts at the Academy of Fine Arts and Design at the University of Ljubljana. He lives in Amsterdam (NL), where he works in the field of VFX and digital media. The primary focus of his artistic research is the simulation of organic and biomorphic systems.

Francesco Pusterla is an architect, he works for AFRY in the field of Virtual Design and Construction and teaches several courses on virtual reality, digital fabrication and reality capture at the Accademia Aldo Galli in Como. He has held lectures and workshops in various institutes in Italy and abroad. He recently founded Wip, a creative workspace in the historic centre of Como. He has collaborated with many artists and artist residencies in Europe for the development of digitally fabricated artworks including Bikini art Residency and Q21 in Vienna.

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Bart Vandeput developed his practice in graphic design with a specialisation in multimedia. He worked at Magic Media and vzw iMal, then in education at Sint-Lukas Transmedia. Currently, he works at I-City/Cityfab1 and LUCA School of Arts, MIND (Media and Information Design) department. He is active in the same fields as an intermedia artist and is working on interdisciplinary interactive installations that aim to deepen the relationship between man and machine, the visitor's attitude towards projections of digital content, and everything we receive through our senses.

4. Who can apply?

Visual artists residing in one of the EU member states or EU candidate countries and based currently in one of the partner countries (Italy, Slovenia, Hungary, and Belgium) are eligible to apply. At least an intermediate level of English, equal to B1 English (Common European Framework of Reference for Languages Self assessment grid) and an intermediate level of proficiency in at least one professional software relevant to their field (e.g. Illustrator for graphic designers, Photoshop for photographers and visual artists, etc.) are required.

STF gives an opportunity to attend an intense 5-day training course and the possibility to develop their artistic projects with the help of expert mentors. Selected participants are expected to participate in the July 2023 training course programme and present their artistic project in a public presentation (virtual and physical exhibition) between April and May 2024.

5. How to apply?

Candidates must submit their proposals through the following application form. Each candidate can submit only 1 project proposal. The selection committee may contact the shortlisted candidates for an interview.

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Requested:

1. **Short biography** (up to 1000 characters)
2. **Proposal for an artistic project involving digital technology** (1500–2000 characters). It should relate to the theme of "shaping the future" proposed by the call and outline the applicant's motivation for participation. (see 6. Selection process for the selection criteria in full)
3. **Pdf portfolio** (3 selected projects with photos/images of works, max. 6 pages altogether)

Optional:

4. A maximum of 3 **links** to websites, videos or social media showcasing the applicant's previous work

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6. Selection process and criteria

The selection process will be done by the expert mentors István Keszei, Blaž Miklavčič, Francesco Pusterla and Bart Vandeput and representatives of the STF project Péter Molnár, Maja Burja, Luka Frelih, Katja Pahor, Ivan Quaroni, and Gwenaëlle de Spa.

They will evaluate the projects according to

- The quality, relevance and interest of the project in relation to the context of the theme "shaping the future" proposed by the call

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- The alignment of the proposal with the content addressed by the transnational training course workshops.
- The feasibility and potential development of the project in the context of STF.
- The ability of the project to generate and/or link critical mass along the process.
- The connection of the proposal with sustainability and innovation.

7. Additional information

- STF website: http://stfproject.eu/
- For further questions, please contact: info@stfproject.eu

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