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STF

SHAPING THE FUTURE

ACCADEMIA
DI BELLE ARTI
ALDO GALLI
IED Network

MOHOLY-NAGY
művészeti egyetem
university of art and
design budapest



cityfab 1
.brussels
by citydev.brussels



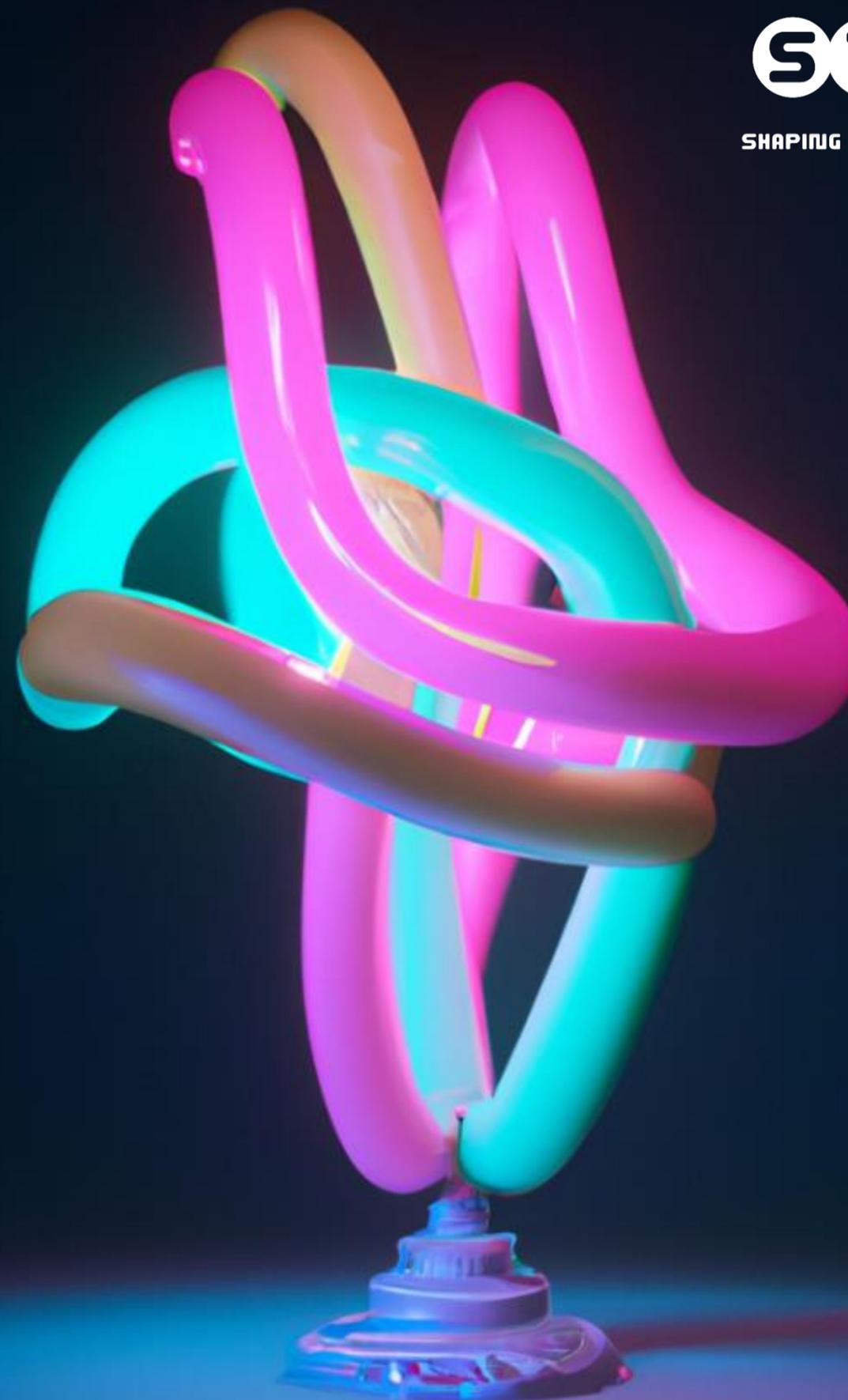
LJUDMILA
ART AND SCIENCE LABORATORY

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-funded by the **Creative Europe programme** of the European Union, aimed at promoting the ability of young artists and designers to imagine and shape the future through visual arts, design and critical thinking.

The main objective of the project is to provide a **modular path** to support artists for the production and dissemination of their creations internationally.

By educating them on the **latest digital technologies** and methodologies and supporting them in the process of developing an art project, we aim to **enhance the skills and competences** of visual artists across the analogue and digital areas.



Partners

● Accademia Aldo Galli (Como, Italy)

● MOME (Budapest, Hungary)

● Ljudmila (Ljubljana, Slovenia)

● CityFab1 (Brussels, Belgium)



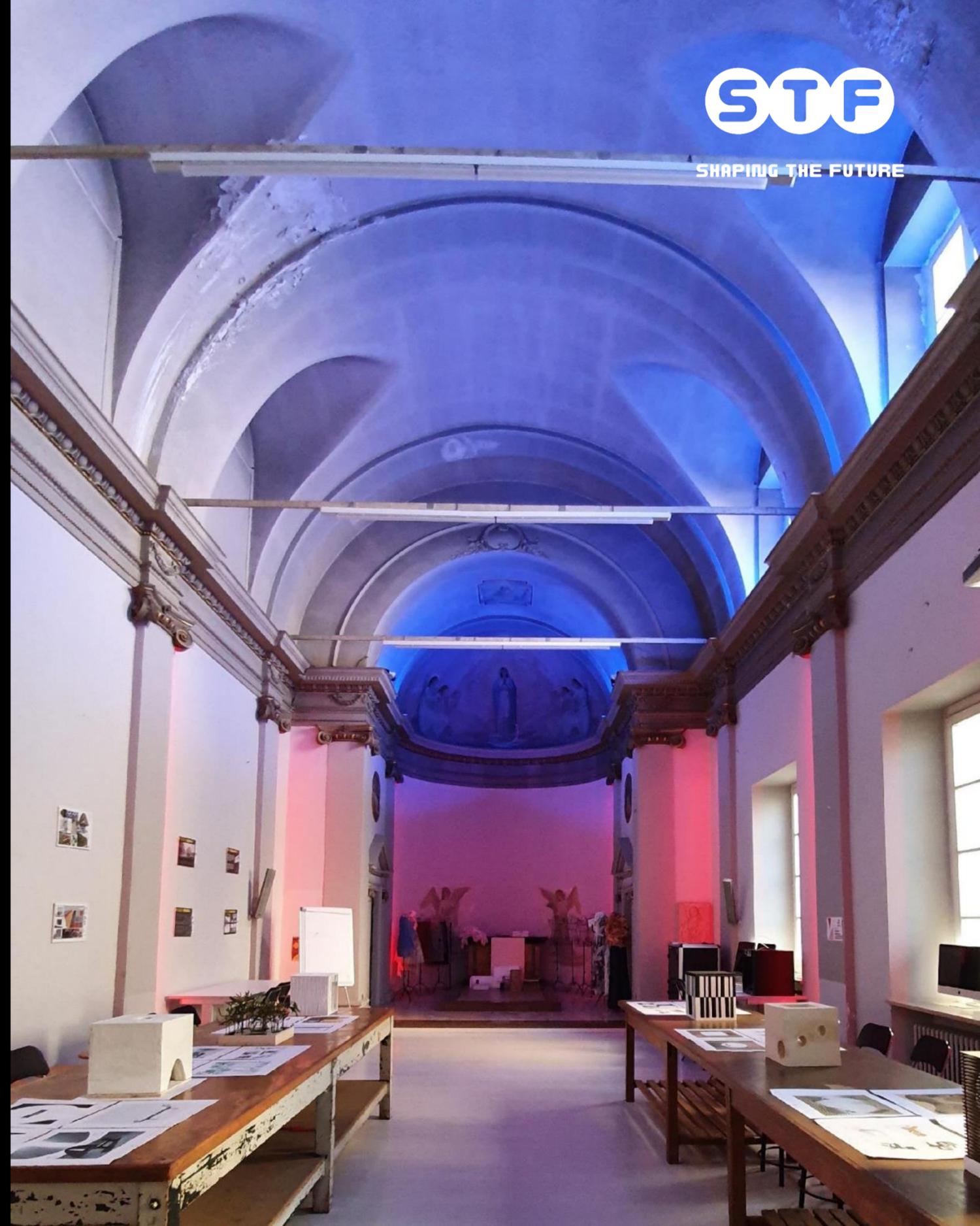
01 ●

Accademia Aldo Galli, Como (IT)

Since 1989 the Academy of Fine Arts of Como promotes and develops courses in restoration, visual arts, fashion and design. Since 2010 it has been part of the network of IED - Istituto Europeo di Design and today offers a transversal and interdisciplinary training to Italian and foreign students in the historic headquarter of Como.

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02 ●

MOME, Budapest (HU)

An historic university of art and design founded in 1880 in Budapest with a renovated Campus in 2019 is committed to training creatives and professionals in the sector from art to communication. The University offers programs in art, architecture, design and visual communication.

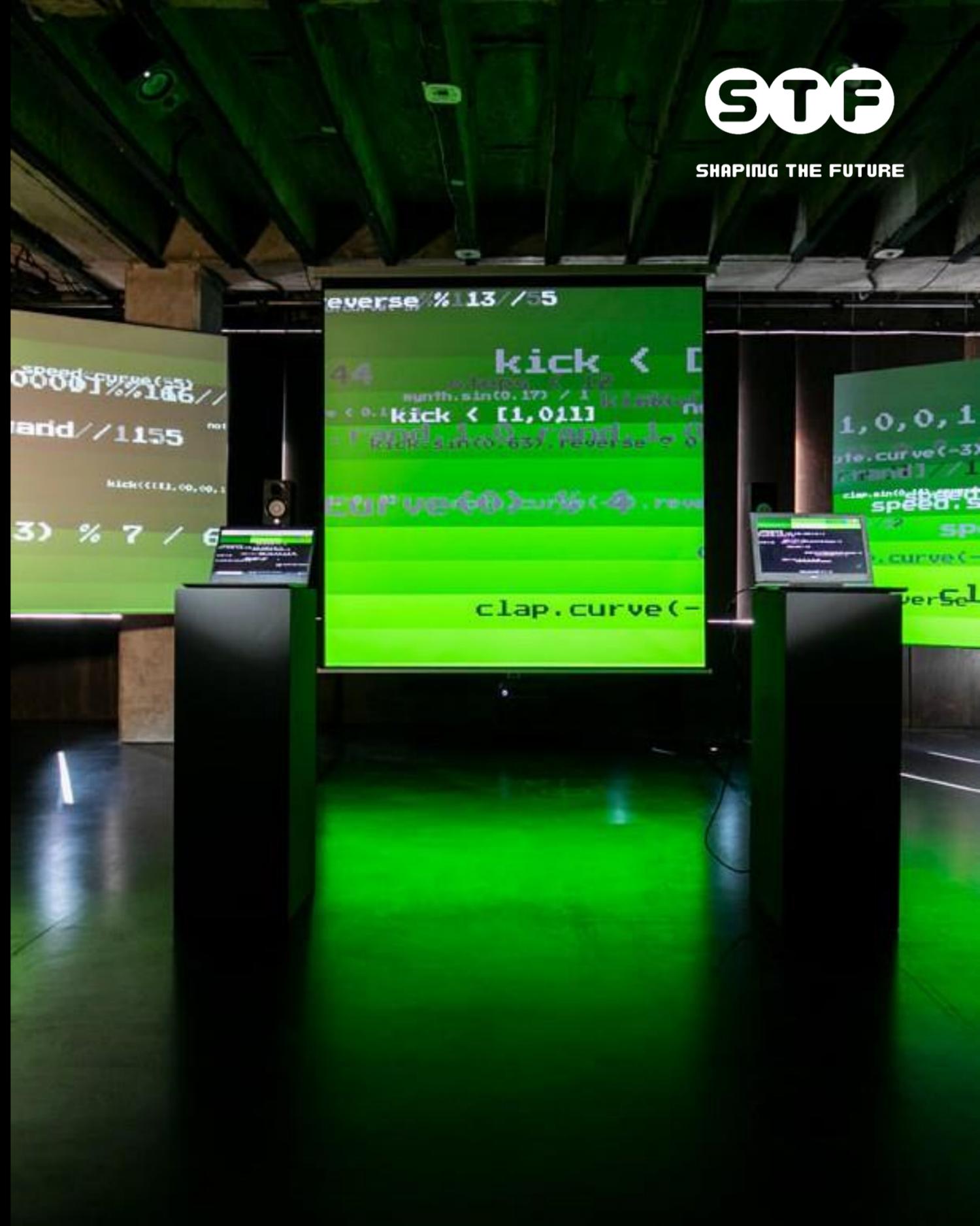


03 ●

Ljudmila Society, Lubiana (SL)

A non-profit association that since 1994 has been creating connections between art and technology, supporting young local artists and organizing workshops in collaboration with other realities present in Ljubljana.

This association specializes in software programming and hardware assembly.



04 ●

CityFab1, Bruxelles (BE)

Cityfab1 is a fab lab founded five years ago in Brussels and is part of a network of fab labs in the Belgian capital.

It's committed to specialized training, to anyone regardless of background, in the use of fab lab machines through thematic workshops.

We also work on city, education and fab lab related projects and offer art and design residencies.



The Project

16 visual artists from Italy, Slovenia, Hungary and Belgium will be selected by an international call and will participate in a 4-day training program at the Aldo Galli Academy of Fine Arts in Como, Italy, from 3 to 8 July 2023. Travel, board and lodging will be provided by STF. The training will include **workshops and project development** curated by a series of experienced mentors in the digital field.

After the training, **the artists will develop their own projects** using the skills acquired. STF will provide **financial support** (compensation for the artist and production costs) and mentoring of international experts. STF partners will offer on-site resources (tools, equipment, software, and laboratories) to support project development.

An **international exhibition** of digital artworks will be held in virtual and physical form between **April and May 2024**.

16

Artists

4

Workshops

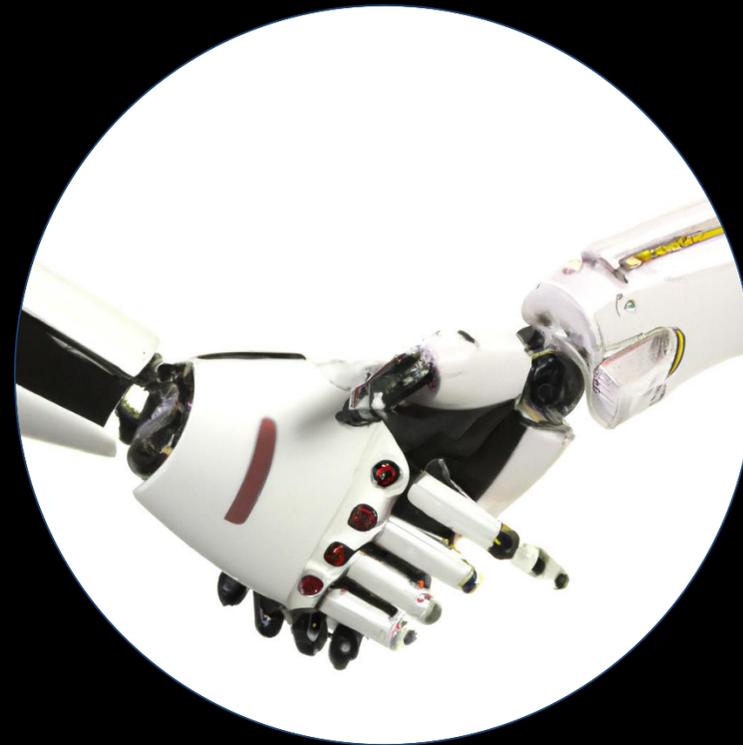
1

International exhibition

Objectives



To provide emerging artists and designers with a set of skills in the field of digital tools and methodologies.



Build the capacity of staff of partner organizations to understand new technologies in digital arts, to provide better training and support to artists and designers.



Create and experiment with a support program to facilitate artists and designers to design an eco-sustainable and socially inclusive future through the tools of digital creativity.

Topics

The workshops focus on **digitization and innovation**, exploring various tools and methods to create and modify digital models, work with generative AI, move between physical and virtual environments. They will cover topics such as 'Reality capture', digital fabrication techniques and virtual reality and mixed reality tools, and introduce concepts such as procedural workflows, 3D modelling, lighting, rendering and programming.

The workshops also emphasize the use of **open-source software** and digital manufacturing labs (fab labs), which have opened up new possibilities for design and prototyping. Participants will have the opportunity to experiment with these tools and gain hands-on experience in using them to bring their ideas to life.



A word cloud of digital manufacturing topics. The words are arranged in a non-linear fashion, with 'digital' being the largest and most central word. Other prominent words include 'reality', 'AI', '3d', 'workflows', 'generative', 'cameras', 'projects', 'scanners', 'capture', 'fabrication', 'mixed', 'procedural', 'text and techniques', 'visual', 'tools', 'engines', and 'workflow'.

reality
visual tools engines generative cameras scanners capture fabrication
projects mixed
digital procedural text and techniques
workflows AI workflow 3d

01

AI

Co-Creation

By István Keszei

Generative AI offers advantages for creative work but presents the risk of cultural bias. This workshop helps navigate the tools and methods for working with AI effectively. You learn text-based generative AI engines and visual AI engines, with the goal of reducing the time it takes to achieve great results with AI-powered projects.



02

An Introduction to Procedural 3D Computer Graphics By Blaž Miklavčič

The workshop will use Blender's generative geometry tools to create a detailed seascape, including terrain, basic flora and fauna, such as single-celled organisms and fish. The aim of the workshop is to teach the fundamental principles of generative modeling and simulation, applicable in the field of computer graphics.



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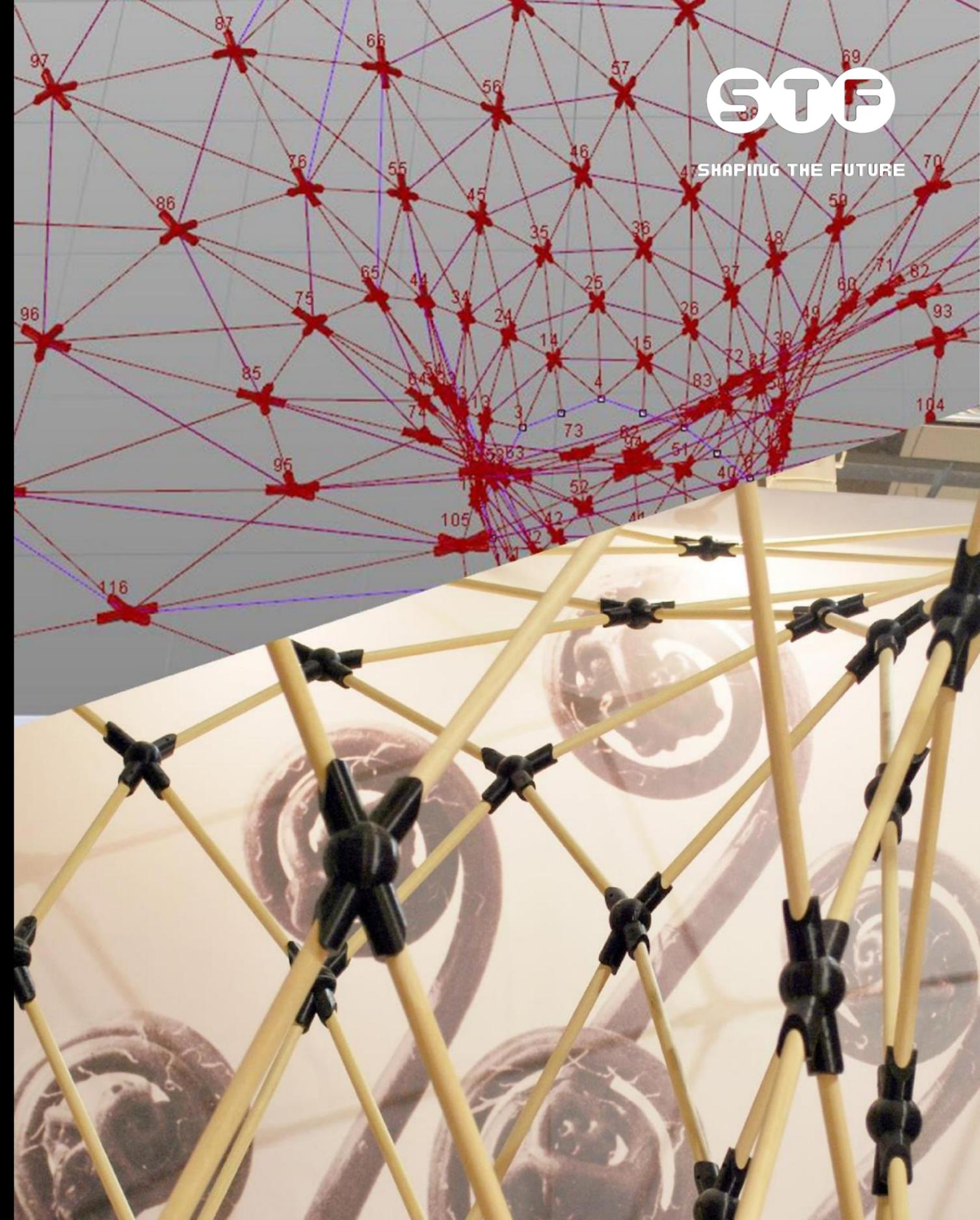


03

From virtual to real

By Francesco Pusterla

Nowadays, digital worlds have become a parallel to the physical one. But how can artists work with information and objects between these two worlds? The workshop focuses on how to capture reality through digital cameras and 3D scanners, create and modify digital models, build virtual exhibitions and transform digital objects into physical objects through fabrication techniques, or using mixed reality tools (AR, VR, XR)



04

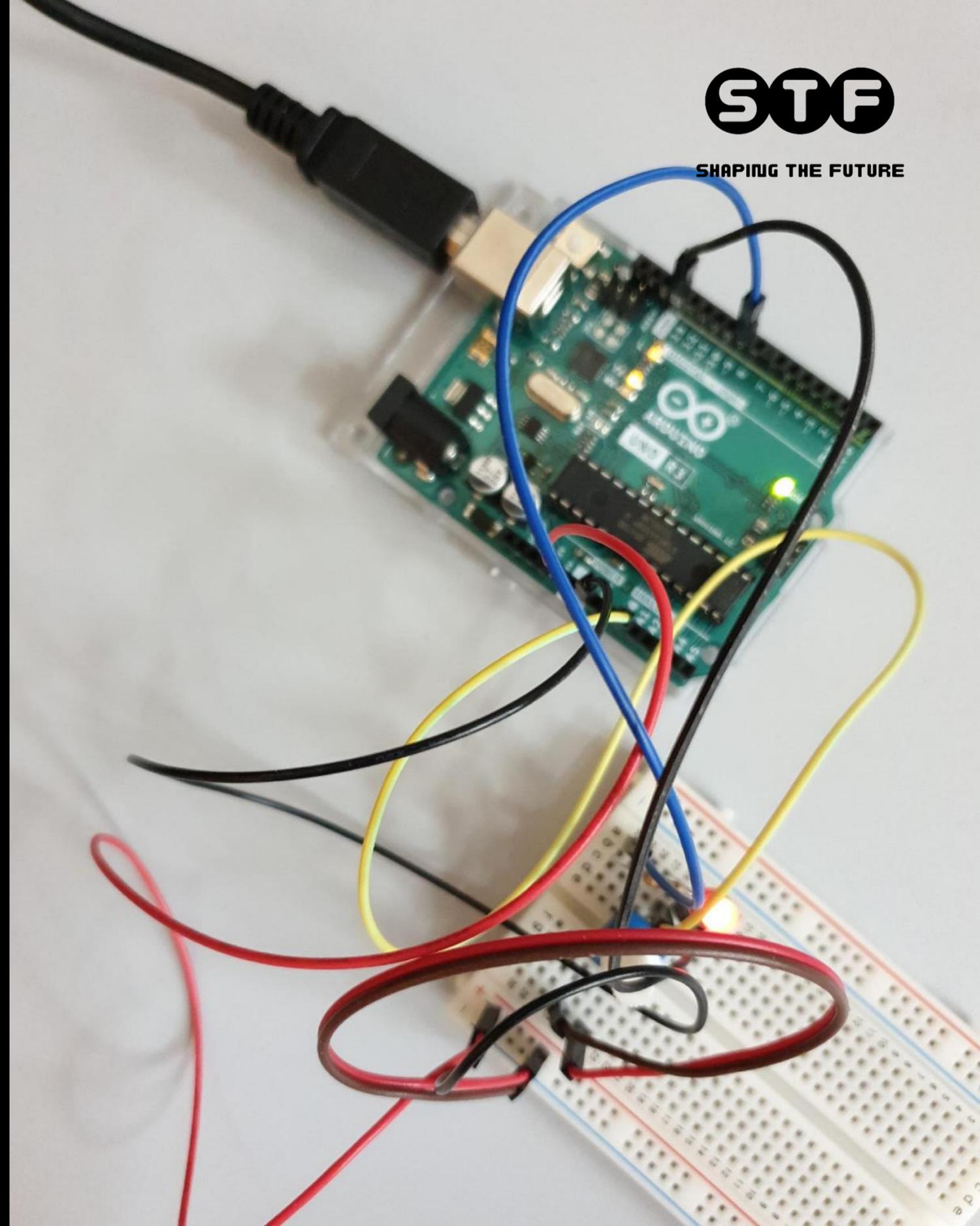
Fab labs - mediating between the digital and the real world

By Bart Vandepuut

Introductory workshop that allows participants to experience the tools and knowledge available in digital fabrication laboratories (fab lab), which have opened the field of design and prototyping to a wide audience and given life to a new form of creativity. Participants will learn how to operate a microcontroller and how to program it. Finally, they will use actuators and sensors to create a practical example.

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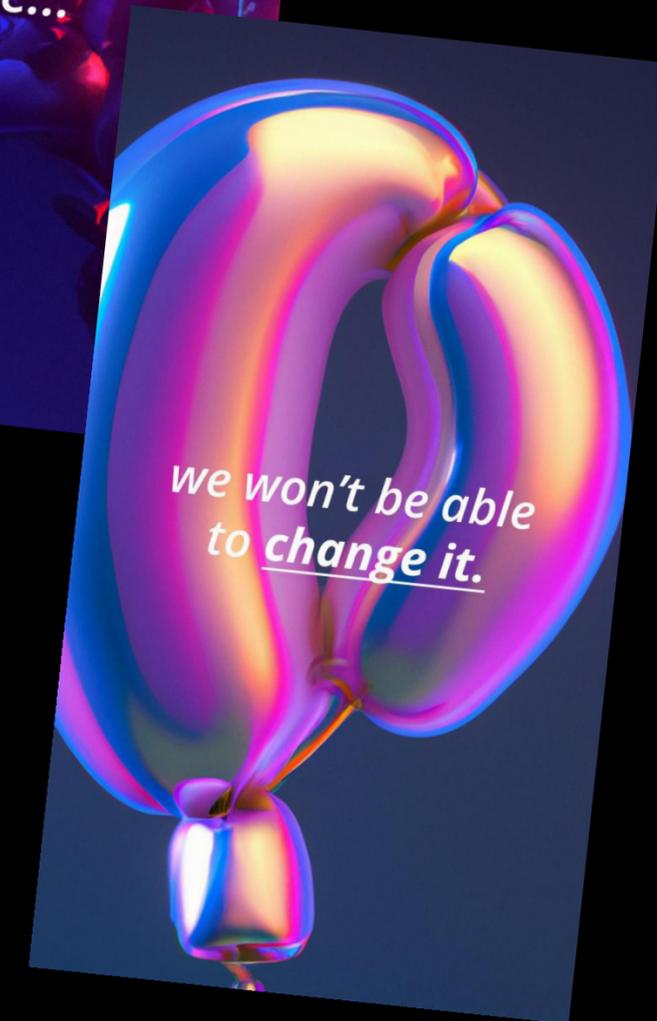


Communication

The communication of the project will be conveyed through the online and offline channels of the Academy in synergy with all the partners.

Each event includes a synergistic communication plan between the different communication channels

- Communication of events and activities on the Accademia Galli website and on the page dedicated to the SFT project
- Press releases for the communication of major events (call for artists, Transnational training, conclusion and final event of the project)
- Editorial plan with social posts on the channels of Accademia Galli and partners (Facebook, Instagram, linkedin)
- Sending in-depth emails, invitations, news on the project to the entire database of stakeholders of the Accademia Galli
- Involvement of the communication channels of the IED Group



Events

- **Transnational training (Como) July 2023**

The program offers selected artists the opportunity to participate in a 5-day transnational training at the Aldo Galli Academy of Fine Arts in Como, Italy, from July 2-8, 2023. Training will include workshops and project consultations with experienced mentors, while travel and accommodation will be provided by STF

- **Work development and mentoring July 2023 – April 2024**

After the training, artists will have to develop their artworks with the financial support of STF for artists' commissions and production costs. The artists will be followed by international experts and consultations will take place on an individual basis. STF partners will support artists in their country with locally available resources.

- **SHAPING THE FUTURE Exhibition (Bruxelles) 2024**

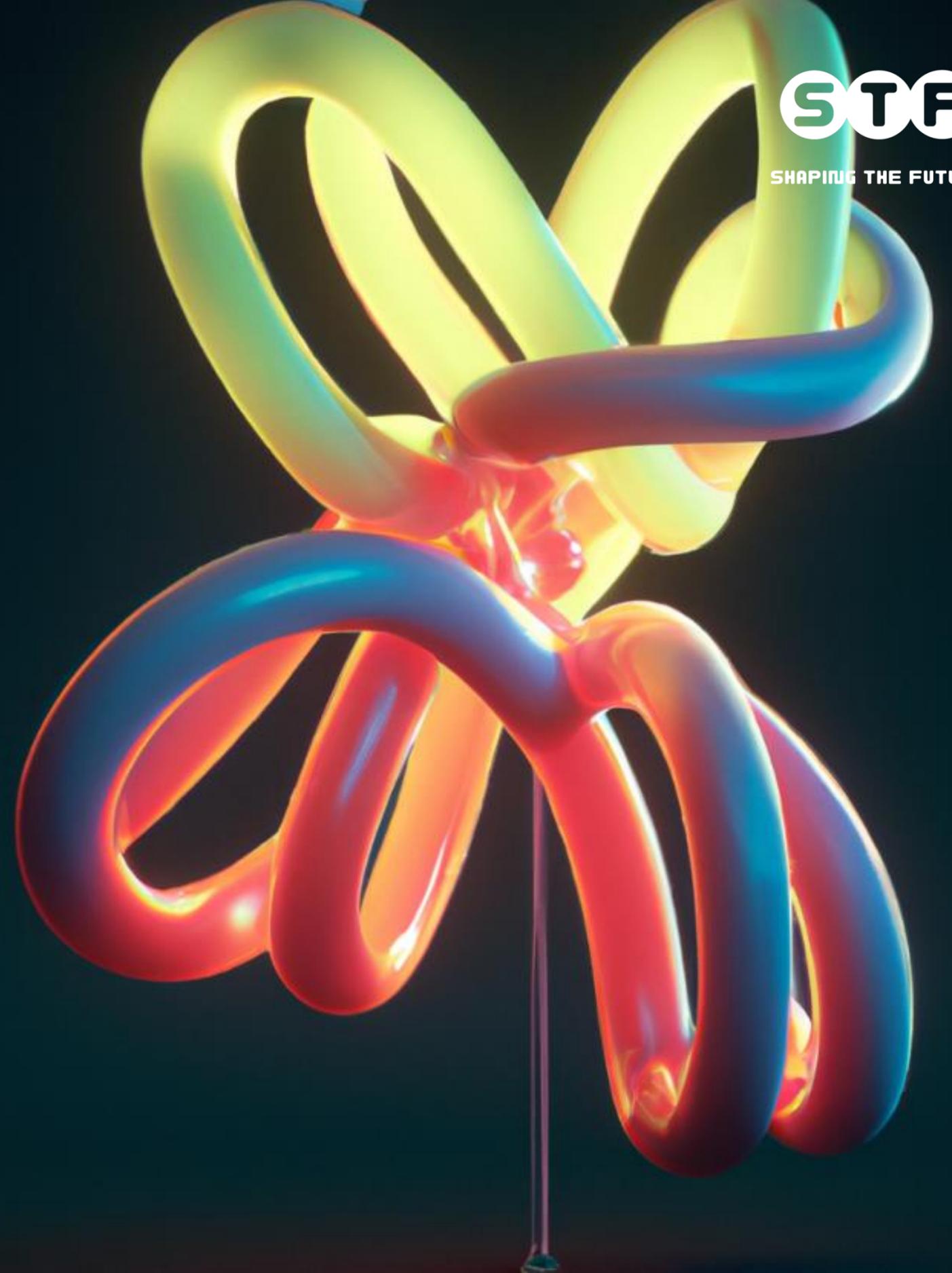
An exhibition of the digital works will be held in virtual and physical form between April and May 2024.



Want to shape the future with us?

We are evaluating possible technical and communication partners to contribute to the development of artists' skills in visual arts, design and critical thinking, while supporting the production, dissemination and marketing of their creations internationally.

Do you want to help shape a new image of the future? **Join the project!**





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