

GLITCH

AR lab + prize

TECHNICAL FEATURES

conceived and presented by Recontemporary and Wild Strawberries,
in collaboration with Bepart
and with the patronage of the Politecnico e Accademia delle Belle Arti of Turin



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1. Glitch

Recontemporary and **Wild Strawberries** launch an international call for participation to the training workshop: **Glitch - Virtual Academy**.

The workshop, addressed to a maximum number of **15 young participants**, was born with the aim to support the students in the production of an unpublished augmented reality artwork and to introduce them to the contemporary art system, also thanks to the **Fondo Per L'Arte Award** for the best artwork produced (more details at chapter 6).

The project aims to provide the tools to deepen conceptual and practical knowledge of new media, to bring together technological innovation and creative research and to enrich the network of business contacts in order to help the students access the professional world.

Glitch is developed through a horizontal didactic pathway that brings together different professionals from the cultural world, encouraging the exchange of experiences and skills and the active participation of its students.

The workshop ends with a **travelling group exhibition**, having its first stop in Turin, followed by the second phase of the project with at least three events spread internationally. The final list of the locations involved in the dissemination of the project will be drawn up when the exhibition plan will have been defined based on the development of each individual work - conceived by the interaction between artist and tutor. The first edition of Glitch will be held entirely **online** to respond to the needs of the pandemic and to continue designing in times of sanitary emergency.

Augmented reality is the design tool selected to better suit the project in time of social distancing. The chosen theme is therefore "**The re-appropriation of sociality and its spaces through augmented reality**".

What function does public space currently have and what should/could it possibly have? What are the new challenges imposed by the pandemic situation? How can imagination intervene to devise new solutions and possibilities?



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2. Concept and payment infos

How and when

It is held online and in English.

Glitch starts with a minimum of 10 and a maximum of 15 subscribers.

Duration: 27 hours of lessons + individual tutoring

Start and end dates: 1st March 2022 - 21st May 2022

Attendance: Tuesday + Thursday: 6 pm - 9pm (except for exceptions)

Topic

"The re-appropriation of sociality and its spaces through Augmented Reality"

Structure

It is divided into two modules: one of a theoretical nature and the second of a technical nature, aimed at training on the use of Unity software for the production of the AR work.

First part: 8 hours + individual tutoring

Second part: 19 hours + individual tutoring

Cost*:

Course enrollment: 420€ / 400€ for students

**The cost includes lessons, tutoring, work production, traveling exhibition with a stop in the United Arab Emirates and digital publication.*

FOR PAYMENT:

Fill out the form at this [link](#) and send the Paypal or bank transfer document to glitch.virtualacademy@gmail.com

For bank payment:

To: ASSOCIAZIONE RECONTEMPORARY

IBAN: IT07Z0303201001010000175704

Credem Banca - Filiale 232 (Via Giambattista Viotti 9 - 10121 Torino)

or via Paypal at this [link](#).

If the number of students exceeds the expected quota, a jury will intervene and if not selected, the money will be transferred back to your Paypal / Credit Card.



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3. Main steps

During the course, each student will have the opportunity to create an artwork with a **strong technical and innovative content**, based on their interests and personality.

The program of the workshop is divided into three main sections:

Theory: the first phase involves the candidates in the study and collective discussion through meetings with national and international professionals, online lectures, technical courses in order to explore new technologies.

Practice: follows the development of each individual project in view of the final exhibition. In this phase the students are supported by a personal tutor who will guide them in the production.

Restitution: the exhibition is not only one of the goals of the journey, but also an international public recognition. The aim of the workshop is to improve the candidates' art career thanks to its rich network and to the award for the best artwork produced (chapter 6).

4. Program

Summary program and infos:

- Course duration: 40 hours (27 h. lessons + individual tutoring)
- First part: 8 hours + individual tutoring
- Second part: 19 hours + individual tutoring
- Final presentation: May 21, 2022
- Lesson days: Tuesday + Thursday: 6 pm-9pm (except for exceptions)



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FIRST PART / THEORETICAL COURSE (8 hours + personal tutoring)

TUESDAY - 01/03/2022 | 6 - 9 pm **Course introduction**

1. Introduction: given by Wild Strawberries, Recontemporary, Francesco Strada (Unity Teacher)

→ Introduction to the course, definition of the goals, teaching and presentation of the project and research topic.

duration: 1 hour

2. Public art: given by a. titolo

→ Contemporary art and public space, the theme of the community in post-covid society

duration: 2 hours

THURSDAY - 03/03/2022 | 6 - 9 pm **New Media Art**

1. Augmented Reality in art: given by BEPART

→ Focus on AR media, case studies and design references

duration: 2 hours

2. The contemporary art market: given by Loop

→ Presentation of the Loop video art fair and focus on collecting audiovisual works.

duration: 1 hour

SATURDAY - 05/03/2021 | 11 am - 1 pm **Meeting with the artist Dennis Del Favero**

1. Technology in art: given by Dennis Del Favero

→ Presentation of the artistic path and focus on I Cinema Center in Sydney

duration: 2 hours

(individual project writing break from 7 to 13 March 2022)



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Individual tutoring by appointment - opera production (from 14 to 19 March 2022)

Wild Strawberries, Recontemporary
Presentation of 1st phase of the individual project: concept and script

SECOND PART / PRACTICAL COURSE
(19 hours + personal tutoring)

TUESDAY - 22/03/2021 | 6 - 9 pm
Introduction to the practice

1. Bepart presentation: given by Bepart
→ General presentation
duration: 1 hour

2. AR software: given by Francesco Strada - Unity Teacher
→ Unity software presentation and the various possibilities given to the artists. Depending on the ideas proposed, the course will have different declinations. Suggestion of any tutorials to learn more about Unity.
duration: 2 hours

THURSDAY - 24/03/2021 | 6 - 9 pm
Practice

1. AR software: given by Francesco Strada - Teacher Unity
→ Unity software presentation and the various possibilities given to the artist. Depending on the ideas proposed, the course will have different declinations. Suggestion of any tutorials to learn more about Unity.
duration: 3 hours

TUESDAY - 29/03/2021 | 6 - 9 pm
Sound design

1. Sound design: given by Andrea Mariatti (Recall)
→ Sound design for works and live events, introduction to the use of recording programs. How the sound differentiates the production.
duration: 3 hours



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TUESDAY - 05/04/2021 | 6 - 9 pm

Collective tutoring

1. Production phase: given by Francesco Strada - Unity Teacher
→ Presentation of 2nd phase of the individual project. In-depth analysis of aspects on Unity platform for 3D video-audio animation files. Any problems in the production of the work and technical suggestions.
duration: 3 hours

THURSDAY - 07/04/2021 | 6 - 9 pm

Collective tutoring

1. Production phase: Francesco Strada - Unity Teacher
→ Presentation of 3rd phase of the individual project. In-depth analysis of aspects on Unity platform for 3D video-audio animation files. Overview of any problems in the production of the work and technical suggestions.
duration: 3 hours

(Easter break in which the tutors are available to answer by email to solve the last doubts)

Individual tutoring by appointment - production phase (from 19 to 23 April 2022) | 6 - 9 pm

Wild Strawberries, Recontemporary
Presentation of the individual project: second cut

SATURDAY - 21/05/2022 | 6 - 9 pm

Final presentation of works and project hub

Wild / Recontemporary / Francesco Strada - Unity Teacher
→ Presentation of the 4th phase of the individual project: final cut
duration: 4 hours



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5. Exhibition

In September, starting in Turin (Italy), the exhibition will take place simultaneously in different parts of the city. It will be possible to discover the artworks produced by the participants and see them come to life in an engaging and extraordinary experience. Thanks to a marker system, it will be possible to spread the exhibition to other locations around the world, thus making the restitution more extensive. Glitch and its partners will ensure a careful curation of each step of the exhibition. The exhibition details and the final locations of the international stages will be communicated once the project will be underway with the collaboration of the institutions involved.

To be exhibited in the UAE it will be necessary for the artists to respect some constraints that will be exposed during the presentation (eg no nudes, no political issues, etc).

6. Prize

One of the goals of the workshop is to support students in their insertion within the contemporary artistic context. Thanks to a technical jury that will evaluate all the artworks produced, the Fondo Per L'Arte Award worth **600€** will be assigned to the artist judged best and his artwork will become part of the **Stefano Cecchi Trust Collection** and will be published in the annual catalog of the collection.

Stefano Cecchi Trust Collection

An art fund created by the Turin entrepreneur **Stefano Cecchi**, who intends to evaluate the selected artists (emerging and not) and the artworks, entrusting them with a new positioning on the market with the aim of enhancing them internationally.

The collection brings together different names, places, techniques and careers, managing to create a unique line despite the differences.

In 2021, the first number of the catalog dedicated to the collection was released, in which there were more than 20 names including **Imhof, JR, Warhol, Nitsch, Hartung, Sarmiento and Arakawa**.



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7. Spreading

The conformation of the project creates an exchange network between promoters, speakers and partners.

Glitch develops a widespread knowledge of the course and of its stakeholders on the international scene.

Furthermore, the traveling exhibition promises to obtain a good response from the general public as well, bringing communication to extend over several levels.

8. Copyrights

The authors of the individual projects are the exclusive owners of the property rights of the works, which they guarantee the freehold. By participating in the call, authors also implicitly accept the rules of the call itself. Applicants are responsible for the originality of the proposal submitted, must guarantee its authorship and release the Organisers from all liability arising from any claims by third parties in respect of copyright and related rights.

Everything contained in each candidate's personal portfolio may only be submitted by their author, who by submitting a work declares and guarantees that he or she owns all rights, that the work does not infringe any third party rights and does not violate any applicable law.

He/She also declares that he/she is the owner of all moral and patrimonial copyrights. In the event of a dispute, the author indemnifies the Organisers against all responsibilities, costs and charges of any kind that may be incurred due to the content of the work.

Participants grant the Organisers an irrevocable, perpetual, non-exclusive, transferable, royalty-free, internationally valid licence to use their works mentioning the authors and the Glitch workshop in exhibitions, catalogues and printed or digital visual media; any other use of the works will be agreed with the authors, possibly for a fee agreed between the parties.



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9. Budget

Being an AR show every transportation cost will not be necessary since the marker can be printed on PVC stickers or just on paper in each location and applied to the surface of exhibition, such as walls or floors. The Glitch team will provide every cultural partner with all the instructions needed for the installation of the artworks.

It is requested for the cultural partner to contribute to the exhibition with a free occupancy of the exhibition spaces, the help on the curatorial set up providing Glitch with a proposal and a floorplan and covering the costs of its staff working on site, the printing of the markers and the installation of them (and every other addition to the show for the creation of a possible opening event).

By Glitch's side, the internal budget will cover the networking, the exhibition pack, the curatorial texts, the catalogue and all the graphics and social contents to share in order to provide a coordinate image.

At the moment there is no budget for the foreign exhibitions: in order to expand the project, Glitch intends to develop partnerships to increase the possibility of finding funding and sponsors.

10. Promoters, partners, teachers and tutors

RECONTEMPORARY is the first institution in Italy dedicated to video art and new media.

The association was founded in 2018 with the intention of exploring video, one of the contemporary languages that most characterizes our society. It conducts numerous interviews to recount the most interesting places and personalities in the world of art, including Michelangelo Pistoletto, Marco Gastini, Pedro Cabrita Reis and Achille Bonito Oliva, with the aim of inviting the viewer into the homes of collectors and into the artists's studios.

In 2019 it inaugurated its own exhibition space in the historical centre of Turin, dedicated to research on audiovisual language in contemporary art. Recontemporary aims to promote the study of the impact of digital technologies in contemporary art, to provide tools and keys



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to understanding an innovative artistic product, to create a community and encourage the active participation of the public, thus making the audiovisual language more accessible.

The association fosters collaboration and dialogue between international institutions and artists, aiming to create a network of contacts to offer an increasingly complete and up-to-date vision of a constantly evolving media.

The activities offered throughout the year include exhibitions, talks, events and workshops to present a varied and diverse cultural programme to the public, involving different types of audience, from Rec School - a programme of educational workshops - to specific courses for adults.

Rec School has the purpose of educating younger generations to another way of interpreting and using digital technologies, showing their cultural and artistic potential. For each exhibition a specific didactic path is designed, including the introduction of theoretical notions on contemporary art, practical laboratory activities and group work.

Recontemporary collaborates actively with artists, institutions and collectors from Italy and abroad. During the first year of its opening it developed shared projects with the festivals Lovers, Torino Film Festival, Seeyousound and Cinemambiente, presenting for the first time in Turin the works of Glenda Leon, Camille Llobet and the finalists of the Loop Discover Award.

Recontemporary is the brainchild of **Iole Pellion di Persano** and is curated by a team composed of **Giulia Turcati, Camilla Ferrero, Costanza Hardouin and Silvia Pennetta**.

Website: <https://recontemporary.com/>

WILD STRAWBERRIES is a cultural association founded in 2016. It deals with cultural design and production in a glitch between cinema, contemporary art and crossmedia storytelling through artistic production, executive, public meetings and training activities.

Recent artistic projects include the interdisciplinary audiovisual product "Proibitissimo", awarded in 2017 by the Regione Piemonte's Hangar Creatività programme and recently presented at Palazzo Grassi in Venice, the Erasmus Plus project - "A Pill of Cinema - and A New Way to See" in collaboration with "Filmidee" for the Bando Innovazione Ora.



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In a project framework oriented towards the construction of synergies and interdisciplinary collaborations, the association Wild Strawberries is curated by Irene Dionisio, Emanuele Policante and Ilaria Simeone. Among the founding members are Giulia Perona and Riccardo Centola. It has collaborated with Castello di Rivoli Museo d'Arte Contemporanea, Museo Nazionale del Cinema, Teatro Stabile di Torino, Palazzo Reale, Hangar Piemonte, Cineteca di Bologna, Città di Torino, a.titolo and many others.

Website: <https://www.wildstrawberrieslab.com>

PARTNERS:

Recontemporary has set up a réseau of international institutional partners and third sector companies that support the Glitch project on an educational, economic and communication level.

Among the cultural partners there are the **Accademia Albertina delle Belle Arti** and the **Politecnico di Torino**, two reference institutions in the area for training in the arts and cinema.

The project also aims to extend its presence on the national and international territory by activating collaborations with partners such as:

- **Loop - Barcelona**
- **i-Cinema Center - Sidney, Australia**
- **Art Agency ltd - Sofia, Bulgaria**
- **The Foundry - Dubai, UAE**

TUTORS AND TEACHERS:

a.titolo. Public art in a pandemic era.

The lessons will explore the history of the collective and the functions of public art in relation to the re-appropriation of spaces and sociality. Starting from the new pandemic issues, cases of works in Augmented Reality will be told in order to stimulate ideas and debate around the theme.



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FRANCESCO STRADA graduated in Cinema and Media Engineering at the Polytechnic of Turin where he subsequently completed a PhD in Computer Engineering with a thesis aimed at exploring the potential of educational games in augmented reality. He currently holds a research grant at the Control and Information Engineering Department of the Politecnico di Torino where he works in the Computer Graphics and Vision research group of the same university. His current research interests include Virtual and Augmented Reality for educational and training purposes, Serious Games, Human Computer Interaction and the use of immersive technologies in collaborative scenarios. For 6 years he has collaborated in the teaching of Virtual Reality and Computer Graphics courses provided at the Polytechnic of Turin. Outside the academic world, he has collaborated with local cultural realities with the aim of spreading greater awareness of what virtual reality is.

DENNIS DEL FAVERO The relationship between art and technologies exploring the human and the non-human worlds.
The lesson will be held by the Australian artist and exploring his artistic research and his work as the Director of the i-cinema Center of Interactive Cinema Research in Sydney.

LOOP The contemporary art system and the market for video and new media works.
Presentation of the video art fair Loop in Barcelona and focus on the art system, especially related to collecting audiovisual works.

BEPART New Media Art and use of the app.
Through the experience of the Bepart project we will explore the possible uses of Augmented Reality in the field of visual arts in particular, in storytelling and story living in urban spaces.

ANDREA MARIATTI At the age of 12 he began making music with his laptop: from 15 to 21 he released several tracks under the pseudonym of "Andrea Dub". At a certain point, however, Andrea decides to make music a real job. His music is very reminiscent of that of the most influential producers and DJs in this period. Today he is back on the scene with the Mariatti project.



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11. Why collaborate with us?

Glitch is:

- a **scalable project** that promotes new technologies and new artists
- a **network of promoters, actors and students** from the contemporary art world;
- a starting point for the development of **new media projects** and for the **birth of young artists**;
- an **innovative, contemporary language** that adheres to younger channels;
- culture that expands into **alternative spaces and realities**.

12. Contacts

The organisers are fully available for any clarification necessary and/or useful for the presentation of the application and afterwards for the definition of every detail at the following e-mail address:
glitch.virtualacademy@gmail.com