

CIRCUS CONTAINER COLLOSEUM (Draft) Conceptual part of a 360° audiovisual transmedia installation

## **GLOBE PLAYHOUSE – EXPANDED ANIMATION WORLDS**

**OPEN CALL Extended Deadline: 7th August 2020**

**Date: 7<sup>th</sup> – 18<sup>th</sup> of September 2020**

### **MASTERCLASS ARTISTIC RESEARCH**

LOCATION: ONLINE. A suitable online and workflow format will be provided. The participants will be informed in time. Language: English

*“The Masterclass Artistic Research supports pioneering Concept art and the development of Installation art for hybrid augmented, mixed, virtual, and 360 degree projects in the field of artistic research, combining the aesthetic, the formal, the natural, and the social design, in pursuit of solutions to real world problems and a sustainable planet. EXPANDED ANIMATION WORLDS are also the leading theme of the rhizomatic ‘sphaera mundi’ model of an artistic animated knowledge organization in the synthetic planetary system of the project: TESTeLAB & GUESTS. This work in progress I would like to share with others.”*

Prof. Frank Geßner, Head of GLOBE PLAYHOUSE and TESTeLAB & GUESTS

## **Masterclass Artistic Research**

### **GLOBE PLAYHOUSE – EXPANDED ANIMATION WORLDS**

The International Masterclass Artistic Research is an invitation to master and PhD students to further develop their own immersive 360° or VR concepts and narratives in collaboration with Prof. Frank Geßner and a team of experts to test them in a model.

Starting from Berlin and Babelsberg, the world-famous historical filming location of Metropolis and with Potsdam as Creative City of Film recently included in the [UNESCO Creative Cities Network](#), a comprehensive artistic, technological and scientific "network of actors" is to be established in which the local is on an equal footing with the global.

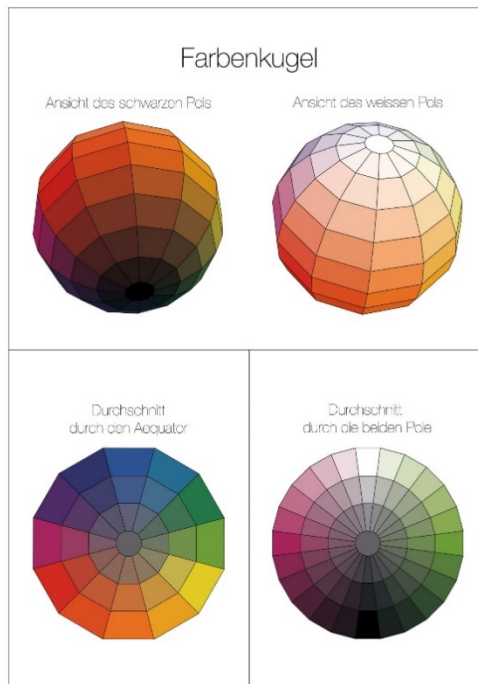
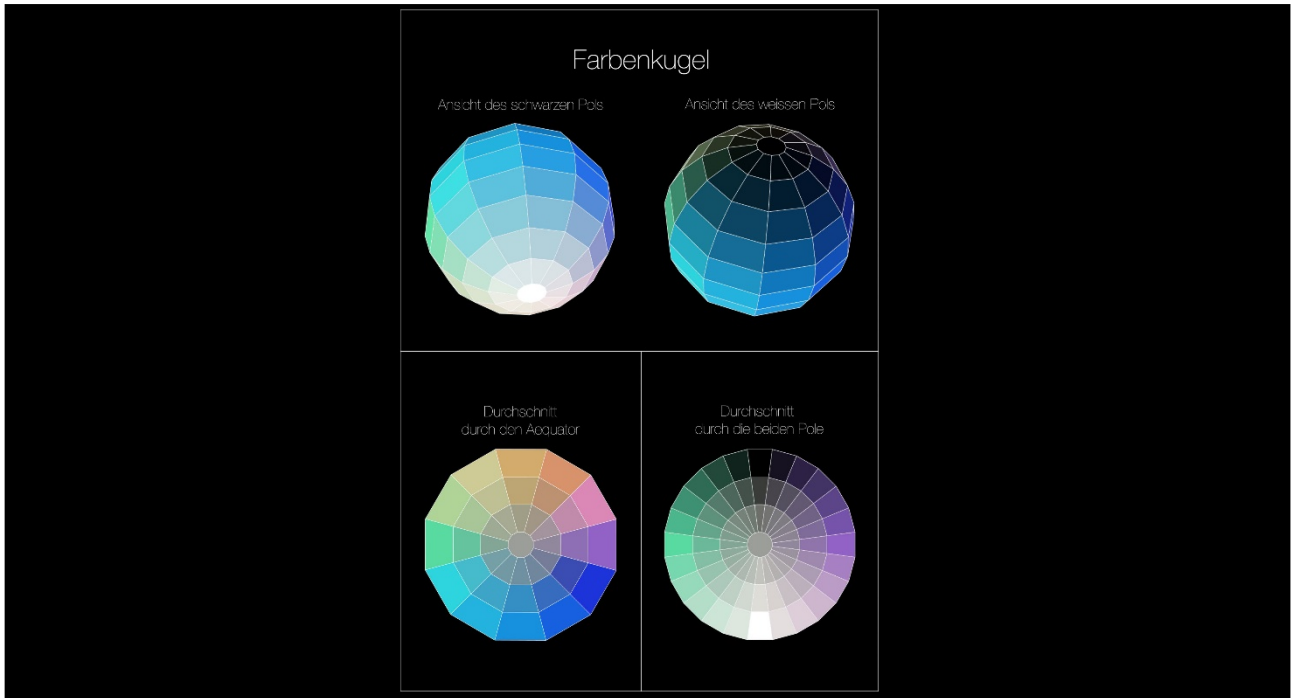
The Masterclass aims to analyse the 2030 [Agenda for Sustainable Development Goals of the UN](#) in this immersive format, both aesthetically and in terms of the media themselves, and to make them the subject of an artistic debate among all participants of the international Masterclass. In this project, the GLOBE PLAYHOUSE stands for the 360° spherical form of the narrative format, but as a sphere it is also a medial geometric metaphor for a visionary, universal space of thought and action that connects us all on the planet earth. We will develop concepts and prototypes for this 360° living and narrative space, which is to be redesigned. For this purpose, the traditional media will be transformed into the digital in order to continue them productively for audiovisual narratives of a possible Future Cinema. Artistic methods such as Animating Knowledge, Experimental Documentary, Expanded Animation Cinema between Low & High Tech, will be explored in theory and practice. The experimental exploration of the potential of movement, time and sound serves to expand the cinematographic experience and questions the basic filmic elements under new conditions.

As an eLearning prototype we try to master the special challenges of the corona crisis as a virtual format: The quality of the interaction as well as the feedback of the real into the virtual and vice versa will be decisive.

The jointly developed results and prototype drafts of the Masterclass will subsequently be evaluated in the online exhibition GLOBE PLAYHOUSE – SATELLITE as well as prepared for an artistic designed concept art book and eBook.

The Online Masterclass GLOBE PLAYHOUSE is intended to make the idiosyncratic potential of artistic research in its epistemological processes and its social relevance publicly experienceable with time-based media and forms the kick-off for the artistic research project TESTeLAB & GUESTS – Expanded Animation Worlds: <https://www.testefoundation.org/>

TESTE FOUNDATION



NIGHT & DAY SATELLITE, 2-Channel-Move-Sculpture, dimensions variable

## Contents & Objectives

### GLOBE PLAYHOUSE – EXPANDED ANIMATION WORLDS

The Masterclass is divided into a Welcome Day, a three-day symposium at the beginning, and a six-day subsequent experimental or rather design workshop with final presentations.

On Welcome Day the framing theme GLOBE PLAYHOUSE – EXPANDED ANIMATION WORLDS will be introduced, which feeds back the hybrid artistic production perspective in terms of content and integrates it into the context of local and global key issues.

During the three-day symposium, speakers from various disciplines will provide stimulating thought-provoking impulses for joint exploration. The lectures will open up a broad spectrum and touch upon the following aspects, among others:

- animation aesthetics in a contemporary context
- hybrid art: analog and digital image concepts in their transformation processes
- audiovisual image design: projection, reflection and philosophical fiction
- perspective of neuroscience
- gender as poetic construction
- paradox of fiction in relation to fact & fake
- fake news and deepfake
- image as body experience: VR, MR, and AR as performative image practices
- participatory processes in pictorial art as a link back to the real
- documentary film and experimental science fiction in immersive media
- practices of audiovisual image design as elementary key competences and prerequisite for future media (low & high tech production)
- production of 360° Sound and Music
- 360° Cinematography and Production Design
- workshop: concept development for VR, MR, and AR

Against this background, the subsequent experimental workshop will focus on various concepts and traditions of the image, taking into account different cultural influences. In the context of audio-visual media, artistic image practices will be examined in small online working groups to which the image can be linked back to reality.

The main focus is on concrete designs for animation concepts in a dialogue between art, science, and technology. The image as a medium of socio-cultural identity will be discussed in the context of "local" and "global" as concepts. Its design potential in the context of a "work net" or "action net" will be questioned. According to thematic foci that are defined beforehand in the workshop phases (e.g. private space, public space, social space, reflection, projection, knowledge and experience etc.) corresponding concepts and prototypes for VR, MR, and AR will be designed. The topics of the 2030 [Agenda for Sustainable Development Goals of the UN](#) are to be a thematic point of orientation.

## Speakers and Experts

- Jean-Pierre Bekolo, Filmmaker, Cameroon, Africa and Lecturer Duke University, USA
- Prof. Angelica Böhm, Professor Fundamentals of Scenography, Transmedia Storytelling, Filmuni, Germany
- Prof. Angela Brennecke, Professor of Audio and Interactive Media Technologies / Directing Audio Processing, Filmuni, Germany
- Prof. Dr. Suzanne Buchan, Professor of Animation Aesthetics, Royal College of Art, London, UK
- Leo Calice, Landscape Designer and Filmmaker, Vienna, Austria
- Julia Dufek, Artistic PhD Student, Filmuni, Germany
- Ruah Edelstein, Director, Animation Artist, Visual Artist and Lecturer, CalArts, Los Angeles, USA
- Uwe Flade, Music Video Director / 360° Experiences and Entrepreneur, Berlin, Germany
- Carita Forsgre, Artist, Project Manager, Interactive Media Department, Tampere University of Applied Sciences, Finland
- Prof. Dr. Vittorio Gallese, Professor of Psychobiology (Expert in Neurophysiology, Cognitive Neuroscience, Social Neuroscience and Philosophy of Mind), University of Parma, Italy
- Prof. Frank Geßner, Artist and Professor for Theory and Practice of Visual Art, Filmuni, Germany
- Gusztáv Hámos, Independent Media Artist, Filmmaker, Author, Berlin, Germany
- Prof. Christian Iseli, Professor of Film, Institute for Performing Arts and Film, Head of Immersive Media Art Space, Zurich University of the Arts, Zurich, Switzerland
- Evgeny Kalachikhin, Director, Editor, Colorist, VR Artist, and Lecturer, Filmuni, Germany
- Prof. Udo Kramer, Professor of Production Design, Filmuni, Germany
- Lauren Moffatt, Artist, New Media, VR, Video, and Performance, Berlin, and Lecturer Filmuni, Germany
- Christian Möller, Academic Employee, Cinematography, Filmuni, Germany
- Bruno Nagel, Text, Performance, and Installation Artist, Hohenstaufen and Berlin, Germany
- Dr. Vesna Petresin, FRSA, Transdisciplinary Artist, Visiting Fellow, Goldsmiths, University of London, UK and Lecturer, Amsterdam University of Arts, Netherlands
- Katja Pratschke, Independent Media Artist and Curator, Author, Berlin, Germany
- Prof. Hubertus Rath, Professor Sound for Picture, Filmuni, Germany
- Jun. Prof. Dr. Christine Reeh-Peters, Junior Professor for Theory and Practice of Artistic Research in Digital Media, Filmuni, Germany
- Dr. Maike Sarah Reinerth, Academic Employee, Dramaturgy and Aesthetics of Audiovisual Media, Filmuni, Germany
- Prof. Uli Reuter, Professor for Film Music Composition, Filmuni, Germany
- Manuel Roßner, VR Artist, Virtual Sculpture, Immersive Technologies, Berlin, Germany
- David Schornsheim, Sound Supervisor, Audio Programmer, and Lecturer Filmuni, Germany
- Prof. Susanne Schüle, Professor of Cinematography for Non-fiction Genres, Filmuni, Germany
- Robert Seidel, Transdisciplinary Artist and Curator, Berlin, Germany
- Prof. Dr. Yvonne Spielmann, Institute of Professional Development, Berlin, Germany
- Prof. Björn Stockleben, Professor of New Media Production, Filmuni, Germany
- Gerhard Tremel, Visual Artist, Art-Based Researcher and Filmmaker, Vienna, Austria
- Masha Vasilkovsky, Experimental Animation Artist and Lecturer, CalArts, Los Angeles, USA
- Prof. Dr. Paul Ward, Professor of Animation Studies, Art University Bournemouth, UK
- Prof. Dr. Stefan Winter, Honorary Professor for Artistic Research, Filmuni, Germany
- Christian Zipfel, Filmmaker, Fiction, Documentary, VR, and Lecturer Filmuni, Germany

## Participation and Application

For the Masterclass, we are looking for artistically-researching master students and doctoral candidates from all disciplines who wish to test and expand their research approaches and artistic working methods in an exchange of ideas.

As this offer will take place ONLINE due to the Corona Pandemic, please note that the Masterclass is located in the time zone Central European Time (CET) / Middle European Time (MET, German: MEZ). Due to the special challenges of an online workshop, mainly low technology should be used. However participants need a high-speed internet connection for video conferences and a computer with a good performance. Drawing, painting, architecture, animation, 2D or 3D image programs, a smartphone or iPad as well as analogue drawing, painting, and simple model making material for one's own 360° prototyping should be available.

### OPEN CALL EXTENDED DEADLINE 7th AUGUST 2020 FREE OF CHARGE

**All applicants should submit until August 7, 2020 a 360° or VR project outline (1 page, a short of motivation with academic CV and samples of artistic work. A selection committee will assess the applications and select the participants. [ONLINE REGISTRATION NOW](#)**

### GLOBE PLAYHOUSE TEAM – FILM UNIVERSITY BABELSBERG KONRAD WOLF, GERMANY

Prof. Frank Geßner, Theory and Practice of Visual Arts, Head of Filmuni Masterclass, Arts Management & Creative Producing

Fee Altmann, Managing Director IKF / Institute for Artistic Research Filmuni, Arts Management & Creative Producing

Julie Halten, Head of Filmuni Summer School

Monika Richter, Project Staff Filmuni Summer School

Isabel Rosalind Rojas, Student Project Staff Filmuni Masterclass

Felix Römer, Student Project Staff Filmuni Masterclass

### MASTERCLASS SUPPORTED WITH FILMUNI GENDER EQUALITY FUNDS AND FUNDED BY



<https://www.testefoundation.org/>