

XR FALL RESIDENCY - VANCOUVER 2024

Regulations

Call for applications 2024



Call for applications is open **from Friday, May 31st to Sunday, June 30th, 2024** (11.59pm, GMT). Go to the application form:
<https://zhx2xeql.paperform.co/>

Last update on May 30th, 2024

1- About the XR Fall Residency

1.1 - Presentation. Launched by the Embassy of France in Canada / Consulate General of France in Vancouver as part of their “Residences Ouest-Ouest” program, in partnership with the NewImages Hub by Forum des images, Emily Carr University of Art + Design (Vancouver), the Alliance française Vancouver and with the support of the Institut français, the third edition of the writing and research residency 'XR Fall' in Vancouver will take place from October 29th to November 28th, 2024, in Vancouver, British Columbia, Canada.

The program is open to all extended realities and allows a French creator to immerse himself/herself in the local Vancouver ecosystem in order to enrich his/her writing-research project and expand his/her professional network. Additionally, the program is designed to

provide a unique opportunity to strengthen connections and create new synergies between France and Canada in the field of digital innovations. This residency will be held in Vancouver from Tuesday, October, 29th to Thursday, November, 28th, 2024.

During the writing research residency, the artist or creator selected will dedicate his/her time to the development of his/her immersive project, for which they are invited to collaborate with professionals from Vancouver, as well as with local technical teams and production companies. The program also aims to assist the selected creator in expanding their network and skills.

1.2 - Purposes. The goal of the residency is to initiate and consolidate a writing research project, to foster the discovery of the digital ecosystem of Western Canada, as well as meaningful collaborations. Special attention will be given to projects rooted in the local context. At the end of the residency, the creator will be required to provide a report on their experience, work, and the progress of the project during this period.

1.3 - Advantages. The selected creator will be provided with:

- A roundtrip flight Paris - Vancouver
- 4-week residency in Vancouver
- A workplace at [Basically Good Media Lab](#)
- An endowment of € 2,000 (Corresponding to the per diem and participation in three half-day conferences/masterclasses during the residency)
- Connections with the local ecosystem
- Participations to events in British-Columbia

Other counterparties :

- Present the results of their residency work (prototype, work-in-progress) at NewImages 2025 (Paris) and V-Unframed 2025 (Vancouver) (conditions to be defined together)
- Accreditation for the professional days at NewImages Festival 2025

1.4 - Equipment and support

Within Emily Carr University of Art + Design, this program ensures, notably, for the awardee:

- Access to the Basically Good Media Lab as a workplace on a regular basis. It is a collaborative place shared with scholars from first and second cycles and research assistants.
- Access to state-of-the-art computer equipment: Dell Precision 3660 ; 32GB of RAM ; i9-12900K (16 cores) ; NVIDIA GeForce RTX 3080.
- Technical support: occasional technical assistance to help the artist realize their project
- Mentorship of Emily Carr University of Art + Design to provide feedback on the project and the artist's approaches, help facilitate the use of resources, and provide potential networking opportunities within the community.
- Access to other campus facilities, depending on their disponibilities, including the Integrated Motion Studio for a use as a workshop or black box space. The Basically Good Media Lab has Augmented and virtual reality headsets, along with consumer-grade and prosumer 360 cameras.
- The artist will be accompanied during the residency by the staff of the French embassy in Vancouver and the Alliance Française Vancouver.

2- Eligibility

2.1 - Applicants profile. This program is open to any artist, creator, or project leader in XR writing-research.

- Aged 18year and over
- Living in France since 5 years minimum
- Speaking English
- Experienced professional with previous projects in the XR field

2.2 - Eligible projects. This program is open to all types of XR projects (360 or interactive virtual reality, augmented reality, mixed reality, installations involving immersive technologies, sound design or 4D technology, etc.),

Projects must relate to at least one of the following major themes:

- Environmental sustainability
- Ecological justice and climate action
- Social justice, health and community well-being
- Research into land and place

3- Application process

3.1 - About the call for applications. Application:

- Must be made in English
- Must be made online at <https://zhx2xeql.paperform.co/> no later than Sunday, June, 30th, 2024 (11:59pm, GMT)
- The application must be submitted as a single PDF
- Is free of charge

In addition, please note that:

- Incomplete entries will no be considered
- There is no time limit to complete the form (<https://zhx2xeql.paperform.co/>)
- Your answers and data are auto-saved, so you can close and/or return to the form from the same device and browser (excluding private windows)

We strongly advise you not to wait until the last days of the call for applications to submit your project, in order to avoid any technical issues.

By registering, you acknowledge that you are the author of the submitted project and/or you are authorized to submit the project by all the other right holders. The Forum des images, Embassy of France in Canada, Emily Carr University of Art + Design, the Alliance française Vancouver and the Institut français cannot be responsible in any way for any claim, conflict or lawsuit in connection with the registration of the project.

3.2 - Application form. Before you register, we invite you to read carefully what information and documents have to be provided in the presentation file required in the registration form (in the same order than below):

- Application form-Residency XR 2024 (in english only) :
<https://zhx2xeql.paperform.co/>
- A copy of identity card or passport
- A biography and a CV/Résumé
- A portfolio of your previous projects
- A cover letter
- An elaborated synopsis of your project

- A projected work plan for the residency
- Project stills (if any)
- A reference letter (optional)

4- Selection and undertakings

4.1 - Selection board. All eligible projects will be evaluated by a committee made up of representatives of the Forum des images, the Cooperation and Cultural Action Service of the French Embassy in Canada, the 'Emily Carr University of Art + Design and the Alliance française Vancouver.

4.2 - Notification and official announcement. The name of the selected creator will officially be announced in July, 2024. Applicants will have been notified in advance by e-mail of the selection board's decision concerning their application.

4.3 - Undertakings of the selected creator. A contract mentioning all commitments on both sides shall be signed between the selected creator and the partners. Before the residency, the selected creator undertakes to share a projected work plan for his/her residency with the partner.

During/after the residency, the selected creator is asked to:

- Execute the work / production plan;
- To present the writing/research project as part of the immersive exhibition V-Unframed in Vancouver in November 2024;
- To participate in three half-day conferences/masterclasses with local partners;
- To take some time in Vancouver, before the end of the residency, to write a report on the residency with the support of the Consulate's teams on site;
- To showcase the outcome of their residency work (prototype, work-in-progress) at V-Unframed 2025 (Vancouver) and NewImages Festival 2025 (Paris) (to be determined together);
- To include partners' logos¹ in credits² and communication materials;
- To allow partners to showcase the project for promotional purpose in their year-round line-up

Besides, regarding the project:

¹ Embassy of France in Canada, Emily Carr University of Art + Design, Basically Good Media Lab, Forum des images, Alliance française Vancouver

² A project developed within the XR Fall - Vancouver residency program

- Mentions of partners¹ and partners' logos² must be included in project generic and communication materials
- To authorize partners to use, including but not limited to, reproduce, edit, adapt, publicly transmit, publicly broadcast, etc., project materials such as images, texts, sound recordings, or videos for promotional/educational purposes or to include the project in their annual programming.

5- Schedule

Friday, May, 31st, 2024 : Call for applications opens.

Sunday, June, 30th, 2024 (11:59, GMT) : Call for applications closes.

Friday, July, 5th, 2024 : Pre-selection between partners.

Friday, July, 12th, 2024: Pitching session with the pre-selected candidates.

From July, 15th 2024 : Notification of the awardee and the non-selected applicants.

6- Contact

Feel free to contact us if you any further question:

For questions regarding registration : newimages@forumdesimages.fr

For questions regarding the residency in Vancouver :

culture.vancouver-cslt@diplomatie.gouv.fr

7- A few elements of context

British Columbia - Vancouver highly focuses on high-tech values and is a central hub for the development of cultural and creative industries, particularly in digital innovation. The region is a recognized innovation cluster (audiovisual, animation, special effects) and one of the leading destinations for cutting-edge technologies (artificial intelligence, NFTs & blockchain, quantum). Universities are also very active in these fields. Vancouver's VR/AR industry is the seAlliance Française Vancouver (AFV) is a non-profit organization that has been fulfilling its educational and cultural missions in service to the community since 1904. Through a multidisciplinary program (performing arts, cinema, visual arts, and literature), AFV is committed to making culture and art accessible to all. The 'XR Fall' project illustrates this commitment and aligns with AFV's efforts in the field of digital arts since 2019. Indeed, 2024

will mark the 5th edition of 'V-Unframed' (formerly 'Recto VRso'), an art and virtual reality exhibition featuring local and international XR artists, attracting more than 450 attendees annually, including the general public, XR professionals, and school groups, all welcomed in a specially curated mediation setting.

In 2021, AFV partnered with the local company KREIS Immersive to create ESPACE V, a unique VR platform dedicated to the distribution of 2D/3D content and 360° films. Additionally, in the summer of 2024, within its new building, which includes a 165-seat theater, an art gallery, and artist studios, AFV will launch its permanent VR space in its new media library, dedicated to showcasing both recent and past VR content, one of the largest in the world.

Forum des images / New Images Hub

Founding partner, organizer, and broadcasting platform Le Forum des images - TUMO Paris is a center for creation, programming, and education dedicated to cinema, comics, video games, and new images. For the past 5 years, it has organized the NewImages Festival, dedicated to virtual worlds and digital creation.

Site Internet : <https://newimages-hub.com/residences/>

The Alliance française of Vancouver

Alliance Française Vancouver (AFV) is a non-profit organization that has been

The Cooperation and Cultural Action Service of the French Embassy in Canada

The first French diplomatic delegation in Canada was received in 1928, and the embassy building in Ottawa was inaugurated in 1939. Since then, the Cooperation and Cultural Action Service (SCAC) of the French Embassy has continuously worked to foster exchanges between the two countries in various fields, such as cultural and creative industries (which have become a major axis of cooperation), visual arts and performing arts, artist residencies, university mobility and scientific cooperation, and educational cooperation. This residency program is particularly supported by the SCAC branch based at the Consulate General of France in Vancouver, which operates throughout the consular

Emily Carr University of Art + Design et le Basically Good Media Lab

Emily Carr University of Art + Design (ECU) is located on the traditional and ancestral territories of the xʷməθkʷəy̓əm (Musqueam), Skwxwú7mesh Úxwumixw (Squamish), and səliłwətaʔt (Tsleil-Waututh) First Nations. Founded in 1925, ECU is a global leader in education and research, encouraging experimentation at the intersection of art, design, media, and technology. The learning community integrates research, critical theory, and studio practice in an interdisciplinary environment. ECU encourages students, industry, and society to continuously explore and rethink creativity and its role in shaping the world. The campus is located in the eclectic and vibrant Mount Pleasant neighborhood, popular among a diverse group of people, including many young creatives. Website: <https://www.ecuad.ca/>

Basically Good Media Lab

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Site Internet : <https://www.alliancefrancaise.ca/fr/>

jurisdiction, namely British Columbia, Alberta, Saskatchewan, Yukon, and the Northwest Territories.

Committed to immersive creation since 2019, the Consulate General has been developing a specific highlight each fall, 'XR Fall,' since 2022, in collaboration with the Alliance Française Vancouver. This includes professional meetings, an exhibition, and this immersive residency, which previously hosted French artists Romain Lalire in 2022 and François Vaultier in 2023. The 'XR Fall' residency is part of a broader framework of residency programs initiated by the embassy in Western Canada, titled 'West-West Residencies.' In 2024, it will also offer creative residencies in quantum sciences, exhibition curating, musical creation, and artificial intelligence.

Site Internet : <https://francecanadaculture.org/>

(BGML) is a research lab at Emily Carr University of Art + Design. BGML is dedicated to reimagining both old and new media technologies to achieve cultural, social, and ecological benefits. The research focuses on developing new forms of storytelling, creative expression, social, ecological, and political impact, and community building. It aims to support thoughtful and sustainable use of technologies by bringing multiple perspectives to contemporary social and environmental issues. In collaboration with students and partners, the lab seeks to learn, teach, and discover the aesthetic possibilities of media forms using new technologies. The research emphasizes duration, slowness, and listening, considering time and place as integral to understanding the mediated world

Site Internet : basicallygoodmedia.ca

