

# XR FALL RESIDENCY - VANCOUVER 2025

## Regulations

### Call for applications 2025



Call for applications is open **from Friday, April 11th to Friday, May 30th 2025** (11.59pm, GMT). Go to the application form:

<https://s7gyvgb6.paperform.co/>

*Last update on 25 April 11th 2025*

---

## 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/Forum des images, Emily Carr University of Art + Design (ECUAD), the Centre for Digital Media (CDM), and the Alliance française Vancouver, the fourth edition of the writing and research residency “XR Fall” in Vancouver will take place from **November 3rd to November 30th, 2025, in Vancouver**, British Columbia, Canada.

The program is open to **all extended realities** and allows a French creator to **immerse themselves in the local ecosystem in order to enrich their writing-research project** and expand their 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.

During the XR residency, the artist or creator selected will dedicate their time to the development of their immersive project, for which they are invited to collaborate with professionals from Vancouver, as well as with local technical teams and production companies, faculty, and researchers from ECUAD and CDM. The programme also aims to assist the selected creator in expanding their network and skills.

### **1.2 - Objectives for the Resident.**

- Initiate and develop an XR project (writing research or development stages).
- Participate in educational activities and student learning opportunities such as presentations, panels, critiques, workshops, and informal mentorship.
- to network with and foster the discovery of the digital ecosystem of Western Canada, as well as stimulate collaborations with France.
- 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, including accommodation in the Centre for Digital Media (45m<sup>2</sup> flat in the CDM residence with private bathroom and separated bedroom, access to campus amenities, with great view of Vancouver and North shore mountains).
- A workplace at Basically Good Media Lab and at the Centre for Digital Media, on the same campus.
- 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.
- Participation in relevant events (e.g., artistic, creative technology, cultural, educational) in British Columbia.

Other counterparties (to be determined together):

- Presentation of the project and the outcome of the residency work at NewImages Festival 2026
- Accreditation for the professional days at NewImages Festival 2026

- showcase the outcome of their residency work (prototype, work-in-progress) at V-Unframed 2026 (Vancouver).

#### **1.4 - Equipment and support**

At Emily Carr University of Art + Design:

This programme ensures, notably, for the laureate:

- Access to the Basically Good Media Lab as a workplace on a regular basis. It is a collaborative place shared with undergraduate and graduate students and research assistants. The Basically Good Media Lab has Augmented and virtual reality headsets, along with consumer-grade and prosumer 360 cameras.
- 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 the Integrated Motion Studio when available for use as a workshop or black box space: the Integrated Motion Studio is a state-of-the-art black box studio with a 28 camera Motiv motion capture system, fully functional lighting grid and quadraphonic sound system.
- Access to other campus facilities, depending on their availability.
- The artist will be accompanied during the residency by the staff of the French Embassy in Vancouver and the Alliance Française Vancouver.

At the Centre for Digital Media:

Centre for Digital Media offers access to:

- Project room (1), sound recording room (1), multi-purpose classrooms (2) that are fully AV enabled with ample ethernet, power, whiteboard space.
- Boardroom with full AV for smaller gatherings.
- Shared office kitchen.
- Desktop/laptop with GPU, monitors, various other IT/AV equipment as required.
- Support is provided by CDM IT and property management depts.

## **2- Eligibility**

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

- Artist or professional with an established practice in XR (e.g., virtual, augmented, or mixed reality), or related interactive technologies.
- Professional practice in XR (e.g., healthcare, industrial, education, creative technology, entertainment or high tech) an asset.
- At least 18 years old.
- Resident in France for at least 5 years.
- Speaking English.

**2.2 - Eligible projects.** This programme 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.). A special attention will be given to projects rooted in the local context. Project must relate to at least one of the following themes:

1. Environmental sustainability
2. Ecological justice and climate action
3. Healthcare or educational innovation

### **2.3 - Exclusion from participation and visibility**

Any candidate for a residency with an eligible project who is under investigation or has been judicially convicted for acts of violence, particularly of a sexist or sexual nature, will not be given the possibility to participate in the selection process, neither any visibility for the duration of the procedure or the penal sentence, out of respect for the victims. This applies to our Swapcard platform, our website, our social networks, and our communications. Consequently, the eligible project will be removed from the program if the investigation, conviction, or accusations are known before the selection; and it will be removed from our website and Swapcard platform if the accusations become known afterward, for the year of the concerned edition.

The modalities of this exclusion from visibility are as follows:

**2.3.1** The disclosure of the investigation or penal conviction decision may be made public by the national media. This disclosure can also come from the victim or their lawyer, who may contact the NewImages Festival team for this purpose. The team will offer to involve an association or an organization for the defense of victims of violence.

**2.3.2** The individuals in question will be contacted by the NewImages Hub team, who will inform them about the exclusion from visibility measure concerning them and their potential recourse (if it is proven that the accusation is inaccurate or if it has ended after a final decision of dismissal, acquittal, or by serving the sentence).

### 3- Application process

#### 3.1 - About the call for applications. Application:

Application:

- Must be made in English
- Must be made online at <https://xrfall-residency-2025.paperform.co/> no later than Sunday, May, 19th , 2025 (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://xrfall-residency-2025.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 Centre for Digital Media, and the Alliance française Vancouver 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 2025 (in english only) : <https://xrfall-residency-2025.paperform.co/>
- A copy of identity card or passport
- A biography and a CV/Résumé/Cover Letter (3 pages maximum)
- A portfolio of your previous projects (4 pages maximum)
- A statement of intent outlining project goals and illustrating how the XR Artist aims to engage and add value to the research, teaching, and learning communities at SFU and CDM. (1 page maximum)
- An elaborated synopsis of your project (1 page maximum)
- A projected work plan for the residency (1 page maximum)
- Project stills (if any)
- A letter of recommendation (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 June 2025. 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;
- The Resident will split time, approximately 50/50, between ECUAD and CDM, engaging in both of these unique artistic and creative communities.

- Present the writing/research project as part of the immersive exhibition V-Unframed in Vancouver in November 2026;
- Participate in 3 formal engagements with students and community members (e.g., lecture, master class, workshop) during the residency;
- Host office hours and informally engage in educational activities in the classroom, such as playtesting interactive prototypes, student presentations, career and 'ask me anything' discussions (e.g., working in France/outside of Canada), etc;
- Take time in Vancouver, during the residency, to write a report of the residency accompanied by the Institut français du Canada's team on site;
- Exclusively showcase the outcome of their residency work (prototype, work-in-progress) at V-Unframed 2026 (Vancouver) and NewImages Festival 2026 (Paris) (to be determined together);
- To include partners' logos in credits 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.

Besides, regarding the project:

- Mentions of partners<sup>1</sup> and partners' logos<sup>2</sup> 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

**April 11th, 2025:** opening of the call for application.

**May 19th, 2025 (23:59, Paris time):** deadline for submitting the applications.

**Late May, 2025, 9am :** pre-selection

**Early June, 2025, 8:30-10am:** interviews

**Early-June 2025:** notification of the results.

## 6- Contact

Feel free to contact us if you any question:

For questions regarding registration process : [newimages@forumdesimages.fr](mailto:newimages@forumdesimages.fr)

For questions regarding the residency in Vancouver :

culture.vancouver-[cslt@diplomatie.gouv.fr](mailto:cslt@diplomatie.gouv.fr)

## 7- A few elements of context

Some more information British Columbia – Vancouver has a focus on high-tech 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 Vancouver's VR/AR industry is the second largest in the world.

### Partners

#### **The Embassy of France in Canada and the Institut français du 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. In 2025, the Embassy of France in Canada created the Institut français du Canada to strengthen the cooperation.

This residency programme is supported in particular by the Institut français du Canada's office based at the Consulate General of France in Vancouver, which is responsible for the entire consular area, i.e. British Columbia, Alberta, Saskatchewan, the 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 "Résidences Ouest Ouest". In 2025, it will also offer creative residencies in quantum sciences, and musical creation with artificial intelligence.

<https://francecanadaculture.org/>

### **Le Forum des Images / New Images Hub**

Founding partner, organizer, and broadcasting platform Le Forum des images – TUMO Paris is an audiovisual cultural center for creation, exhibition, programming, and education dedicated to cinema, comics, video games, and new images. The Forum des images is a parisian reference that serves as an encounter place for professionals and the audience to meet, debate, exchange and learn about the present and the future of audiovisual arts, from traditional cinema, to VR, AR, MR and IA. Through a programme of screenings, conferences, courses, workshops, and festivals it welcomes French and international professionals to share their work and expertise with the general audience.

For the past 8 years, it has organized the NewImages Festival, dedicated to virtual worlds and digital creation, as a part of the initiative NewImages Hub. It hosts a programme of international XR creative residencies with partners all over the globe.

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

### **Emily Carr University of Art + Design and the Basically Good Media Lab**

Emily Carr University of Art + Design (ECU) is located on the traditional and ancestral territories of the xʷməθkʷəy̓ə m (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. <https://www.ecuad.ca/>

Basically Good Media Lab (BGML) is a research lab at Emily Carr University of Art + Design committed to seeing old and new media technologies through fresh eyes and ears for cultural, social, and ecological benefit. Our research focuses on developing novel forms of storytelling, creative expression, social, ecological and political impact, and community building. We want to support thinking and practicing with technologies by bringing multiple

perspectives to the social and environmental issues of our time. In collaboration with students and partners, we aim to learn, teach, and discover the aesthetic possibilities of media forms, using new technologies in ways that are considered and sustainable. Our research draws on duration, slowness, and listening, considering time and place as integral in our understanding of the mediated world.

We recognize that the BGML is on stolen land, the traditional and ancestral territories of the xʷməθkʷəy̓əm (Musqueam), Skwxwú7mesh Úxwumixw (Squamish), səliłwətaʔ (Tsleil-Waututh), and Stó:lo First Nations. We acknowledge that we are uninvited guests on this land. With humility and respect, we are learning about the Nations whose territory we are on and building relations with the land. [basicallygoodmedia.ca](http://basicallygoodmedia.ca)

### **Centre for Digital Media**

The Centre for Digital Media was established through the ground-breaking partnership of four leading academic institutions: The University of British Columbia (UBC), Simon Fraser University (SFU), Emily Carr University of Art + Design (ECU), and the British Columbia Institute of Technology (BCIT).

Located at the heart of the Creative District on Great Northern Way in Vancouver, Centre for Digital Media (CDM) is a thriving campus with an earned reputation as a destination for collaboration amongst learners, educational leaders, industry and community based-partners.

Since 2001, CDM has been a leader in the development of Vancouver's Creative District ecosystem, driving applied research and workforce innovation with hundreds of business partners from the creative technology, high tech, and citizen services (healthcare, education and government) sectors.

**Alliance Française Vancouver Alliance 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 programming (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.

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

