IMMATERIAL 2023 TERMS AND CONDITIONS

1. INTRODUCTION

As a citizen creation space connected to digital culture, Tabakalera's Medialab launches different residencies and promotes open calls in order to encourage the work of creators, artists, and designers associated with artistic practice, technology, science, and society. This series of projects is complemented with Tabakalera's residency and invited guest programme, which makes it possible to work on development in an environment that is open to the public and in collaboration with the users and communities of Tabakalera's Medialab. The purpose of these residencies and projects is to support creator research processes while creating new spaces to spread their work and the themes they develop, contributing to the creation of new knowledge around them.

2. PURPOSE

This open call is aimed at developing digital artistic pieces, which arises with the purpose of supporting the work of content creators and **new formats** in the digital realm, developing work in the fields of **3D creation, digital art, artificial intelligence, virtual art, and virtual and augmented reality** while also allowing for other hybrid formats with an artistic proposal (immersive experiences, **apps, videogames, interaction**, etc.).

As such, the open call pays attention to the treatment of topics derived from **contemporary digital reality, internet-related narratives, hybrid identities, and outlooks associated with avatars and presence in the virtual environment.**

Although the open call includes the opportunity to use Medialab resources, and guidance/knowledge-sharing from its team, this is not an open call for residency.

The process to develop the selected projects will take between four and eight weeks, offering context and time to incubate the artistic offering. Three proposals will be selected, which can be presented in different digital formats and events at Tabakalera's Medialab and the Tabakalera ICCC, as well as the centre's screens, in turn creating a gallery or collection of pieces with an eye on growth.

3.   CANDIDATES

This call is open to content creators and artists or artist collectives that develop their work in the fields of 3D creation, audiovisual experimentation, digital art, virtual art, or virtual and augmented reality, while also allowing space for other innovative hybrid formats (immersive experiences, apps, videogames, interaction, etc.).

The allocation of this support will be both for the creation of new artistic projects as well as the development of production processes already underway, in any format regardless of the artistic discipline or current project phase.

Various natural or legal persons may also jointly apply for the open call, without the requirement of a formalised relationship between them, in accordance with the provisions of the last paragraph of clause 5.

4.   COMMITTEE AND SELECTION CRITERIA

The accepted projects must demonstrate the intention of exploring new ways of developing digital artistic practices.

Tabakalera will set up a joint committee to evaluate the projects based on these criteria:

- Innovation and originality. Never before seen offerings may be desirable, although published or previously presented projects will be taken into account if the development proposal is coherent.
- Quality and creativity.
- Project coherence.
- Viability and appropriateness for the means offered.
- Ability to create dialogue and interactions with the public.

At least one of the offerings must be connected to the local context or produce an impact thereon.

**KULTURA
GARAIKIDEAREN
NAZIOARTEKO
ZENTROA**
—

**CENTRO
INTERNACIONAL
DE CULTURA
CONTEMPORÁNEA**
—

INTERNATIONAL
CENTRE FOR
CONTEMPORARY
CULTURE
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tabakalera.eus
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The commission responsible for evaluating the projects will be comprised of Tabakalera's Cultural Director (or individual to whom the task is delegated), Medialab's Coordinator, and an agent connected to the sector.

5.   PROVISION FOR PROJECT DEVELOPMENT

1. A provision of €1000 (excluding taxes and withholdings) for production will be provided through an invoice after the report is submitted.

2. Technical resources and technical assistance from the Tabakalera team, as needed and when available.

3. The Tabakalera team will support the project to be developed, as well as provide help with the context.

4. Although the open call includes the opportunity to use Medialab resources, and guidance/knowledge-sharing from its team, this is not an open call for residency.

Clarification note: In the event that the project chosen has been presented by a collective (several natural or legal persons, without the requirement of a formalised relationship between them as per paragraph two of clause 3), the above mentioned amounts shall be assigned either to the natural person that the collective appoints or, at the request of the collective, to one, several, or all members of the collective for an equivalent total value of the total sum granted under the open call (where this can be quantified), at the discretion of Tabakalera. Under no circumstances will the amount stipulated in the terms and conditions be multiplied by the number of people sending the application.

6.   PROJECT DURATION

Projects will be developed over a period of time lasting between 4 and 8 weeks, taking place between September and November 2022, in a period to be agreed upon between Tabakalera's Medialab and those chosen. The length of the project residency will be agreed upon with the committee and will be subject to the availability and scheduling commitments of the parties.

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7.   TERMS AND CONDITIONS OF PARTICIPATION

By responding to this call, candidates agree to abide by the following conditions:

- In the event that a successful application has to be withdrawn, the candidate must provide the organisers with sufficient notice.
- In the event of failing to attend during the agreed upon dates, this may result in any financial support being revoked.
- After passing through Tabakalera, each project must submit a report about their project's development during the residency.
- The project's own development and activities that may emerge from it may be included in the programming at Tabakalera's Medialab.
- The Tabakalera name must appear in the credits of the pieces or results produced.
- The use of open or free licenses such as Creative Commons or the like will be encouraged and viewed favourably.

Results of the projects selected:

- Piece or abstract of digital pieces (in their corresponding final formats).
- Public activity in the form of returning the process. Particular attention will be paid to offerings with specific formats relating to the residency that complement its development, in workshop or experimental online dynamic formats.
- The pieces selected will be part of an open collection with Tabakalera's Medialab that is intended to be permanent, and may be exhibited on the screens of the centre and others that the entity deems appropriate, as well as in other physical and digital formats. *

*In no case does the inclusion of these pieces in the collection imply Tabakalera's ownership. The use of open licenses (Creative Commons or similar) will be encouraged for distribution.

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Deadlines:

- Call opens **May 18**
- Submission deadline: proposals can be submitted until **4 July**
- Resolution publication: **20 July**
- Projects will be developed **starting 18 September** within the set time frame

8.   DOCUMENTATION TO BE SUBMITTED

- Complete the registration form.

- Submit a presentation/exhibition of the project in digital, document, or PDF format (25 mb max.) that includes the following information:

1. Contact details: name, surname(s), address, e-mail, contact telephone number, date of birth. One person will be assigned as a representative for the selected project.
2. CV and short biography. In the case of collectives, for both the collective as well as each of the participants.
3. Explanation of the project and the motivation behind it, indicating the estimated duration necessary, as well as the period in which the candidate is available.
4. Estimated work calendar proposed for development during the process.
5. Detailed plan proposal and social media communication strategy. Graphic and other materials available that help illustrate the project.
6. References to previous projects and work: links, websites, etc.