



September 2020

## CALL OUT

Associate Artist Residency, UK based Artist - The Cost of Innovation 2020/21

This opportunity is open to an artist based in the UK, we particularly encourage applications from people with backgrounds that are currently under-represented or under-supported within the arts sector.

Through our residency programme we seek to address the serious socio-economic barrier to innovation in the cost of new technologies that means that new methods and models of storytelling lie in the hands of a select few.

This residency is designed to build new relationships and collaborations and participate in valuable knowledge exchange, it is an opportunity for other artists but also the growth and development of our own team.

### **Purpose of the Residency:-**

Many thanks for your interest in a residency with us.

This residency is an opportunity for artistic development, providing remote development, mentorship, space, facilities and support as part of our programme, The Cost of Innovation.

We are not asking you to complete or present a new work as part of this residency, it is simply designed to provide you with space, time and resources to focus on developing your practice.

The residency is an opportunity for an artist currently based in the UK to work with Invisible Flock over 8 months and includes a physical residency based at our studio in the Yorkshire Sculpture Park for a 4 week period.

This residency is specifically designed for artists wanting to explore the use of LiDAR as a medium. We invite you to bring ideas at an early stage of development that involves a new or innovative use of this technology.

*More on LiDAR, The Cost of Innovation and the resources available in FURTHER READING below.*

This residency will run in parallel with that of a Finnish artist who will be working with us on a residency over the same period.

This document aims to outline information on Invisible Flock and the opportunity but if you have any questions do get in touch with Amy Balderston, General Manager; amy@invisibleflock.com before the deadline on **2 November 2020**.

We look forward to receiving your application.



## KEY INFORMATION

### Duration:-

9 months; December 2020 - August 2021

To include 8 months remote support and 1 month studio residency.

It is anticipated that the studio residency will take place during July 2021 pending government advice on the global pandemic. If it is not possible an alternative date will be found in consultation with the artist.

### Location:-

Remote and from Invisible Flock Studios, Longside, Yorkshire Sculpture Park, UK

### Bursary:-

Fixed Bursary of: £3,000

Return travel to the studio and accommodation for the agreed residency dates.

Plus a £500 materials budget

### Timeline:-

Online introduction to the residency opportunity: 14 October 2020, 3-4pm  
<https://www.eventbrite.co.uk/e/122957494175>

Deadline for applications: 2 November 2020 at 12 noon

Online interview: 9 November 2020

Start date of remote support: December 2020

Studio residency: July 2021 (1 month)

Complete remote support: August 2021

### Desirable skills and experience:-

An existing creative practice

A proven ability to self-learn or acquire new skills

No experience of the technology described is required

A collaborative mindset (you will be sharing a working studio with Invisible Flock and another artist, whilst you are not expected to collaborate you will be expected to share)

### Access and Accommodation:-

We can provide accommodation for artists based outside of Yorkshire.



The residency requires you to travel to the Yorkshire Sculpture Park during the duration of the residency. YSP travel details can be found here: <https://yvsp.org.uk/visit/getting-here>

In addition to this, there is adequate free parking directly outside our studio for residencies on site. We are also able to support with transport to and from Wakefield train station or Darton train Station (both benefit from direct links to Leeds and Sheffield), in addition to members of the core team commuting to and from Leeds/Sheffield throughout the week.

## **APPLICATION PROCESS**

Invisible Flock are committed to a policy of equal opportunities which requires that all staff, freelance contractors, volunteers and artists are treated fairly irrespective of their age, race, ethnic or national origin, gender, sexual orientation or any disability.

If you have any specific access needs in terms of this proposal process please let us know and we will accommodate.

We welcome applications via written application or video - methods detailed below.

Applications will be judged on: The quality of your ideas and work. Your reasons for applying to the programme and why you would benefit from it.

We welcome all questions and enquiries in building your application to assist this process, especially those with less experience in traditional and/or formal applications. Get in touch with Amy Balderston, General Manager; [amy@invisibleflock.com](mailto:amy@invisibleflock.com) before the deadline on 2 November 2020 if you have any queries.

### **Written application guidance:-**

Please complete the application form here: <https://forms.gle/S26xXM3fk4pVmAwr8>

Please ensure you fill out the form specifically for the 'Associate Artist Residency - UK based Artist'

Please also send us a digital portfolio of up to 5 items, via [wetransfer.com](https://wetransfer.com) to [jobs@invisibleflock.com](mailto:jobs@invisibleflock.com)

Please ensure the files are labelled: 'YOUR NAME Residency (UK)'

### **Video application guidance:-**

Please send us a video no longer than 5 minutes that introduces us to your artistic practice.

Please tell us;

1. How this residency would aid the development of your practice
2. How you would propose using your time in the residency
3. Why you would like to work with us
4. Where you're based and if you have any access needs

Please note, videos are not expected to be professionally edited or cut but you should ensure it is shot in a well-lit location and any sound is clear and audible.

Please also send us a digital portfolio of up to 5 images.



Please send your video and images via [wetransfer.com](https://wetransfer.com) to [jobs@invisibleflock.com](mailto:jobs@invisibleflock.com)

Please ensure all files are labelled: 'YOUR NAME Residency (UK)'

## **FURTHER READING**

### **Residency Details:-**

The residency aims to create a supportive environment for skill sharing and development; and is designed to be accessible for artists at any career stage.

The residency will be tailored to the bespoke requirements of the applicant in order to ensure that the opportunity will foster practice development. Invisible Flock will provide practical resources and space in addition to mentorship, support and advice where appropriate.

Within this residency there is a focus on process, development and skill sharing, rather than that of a finished work. As a residency focussed around exploration and process we have no expectation that you know specifically how to achieve the things you want to explore.

We encourage applications from artists that have interests aligned with that of Invisible Flock, particularly with an environmental or socially engaged focus and/or a research and cross practice led approach. We strongly believe that humans are not separate from the environment, our lives, our stories, our histories and our health is deeply entangled with the natural world. Pollution and poverty are not separate issues. Climate change and health are not separate issues. We cannot solve the climate crisis without deeply addressing inequality and racial injustice.

The residency has no formal project output but we would expect any learning, tools and workflows to be disseminated to the wider sector. This could take the form of a video diary, process blog, a talk, or a github repository depending on what it is you plan to explore and how it is you make work. This is not prescriptive and we are happy to be led by you but the residency is here to further both your practice and the sector's technical capacity as a whole. We also ask that successful applications create a short video to summarise their experience and development while at the studio, Invisible Flock team can be on hand to assist with this.

### **Context:-**

Invisible Flock is deeply committed to supporting artists and practitioners at all stages of their careers and in increasing the diversity of our sector. We strongly encourage applications from those with less visibility in the art/tech sector where they currently remain a minority. We actively welcome individuals who may not have had access to the facilities we offer through education or previous opportunities.

Invisible Flock aims to help develop and shape the digital creative industry and the larger thinking around what support artists need to use and create with technology, forensically analysing in what conditions innovation can thrive.

We recognise the deep systemic inequalities in our sector and beyond, we are committed to playing an active role in dismantling structural inequality and we commit to doing this through our actions and through listening.

We are passionate about supporting the next generation of makers and those artists who may have lost the structures of support and crucial first funding opportunities. We are committed to sustained talent development support and widening career paths into and within the creative sector.



We strive to break down the hierarchy of “expert” through the pooling of multiple experiences/skills. We believe that our practice and our business is in a constant evolution, made stronger, more effective and agile through diverse networks and collaborations.

Our studio is fully accessible with disabled access. A handbook with access details can be provided on request.

The studio is run and complies with up to date Covid-19 measures to enable all artists, practitioners, employees, visitors, audiences and participants to work safely in line with the most recent government advice and restrictions. Part of the application process will assist artists in assessing their own levels of risk, with room to adapt to specific enquiries or requests.

### **The Cost of Innovation:-**

This residency is contextualised within a project titled The Cost of Innovation, a three year programme that investigates models and tools for innovation in the creative sector, exploring how true technical innovation can be supported and pushed.

We are exploring two strands;

#### *Access*

Reducing socio-economic barriers to innovation in the cost of new technologies by creating access points to cutting edge equipment and tools while exploring new ways of skill sharing within our sector.

#### *Ecological Action*

Interrogating the impact of working with these tools on the environment. Activating art’s role in the mitigation, creative response and global fight for climate justice and ecological repair.

Exploring how art practices can offer new perspectives, understandings and debate on the most pressing issues of our time and engage with those often excluded from these conversations.

### **LIDAR:-**

This residency is specifically designed as a creative investigation of the use of LiDAR and point clouds as a medium.

LiDAR scanning is a technology most commonly used to make high resolution maps, it has multiple functions in geological and seismic contexts, it is used in architecture such as the rebuild of Notre Dame and also used in autonomous cars. It creates phenomenal 3D imagery with millimeter accuracy using laser scanning.

LiDAR scanners and point clouds are an emerging technology within contemporary and digital art and this residency will give you access to a broad range of equipment to capture, create, manipulate and display whatever it is you decide to investigate with this technology through the residency.

These include:

- FARO Focus 350s Scanner
- Ouster OS-1 68 channel Lidar
- Full HTC vive suite
- High end GPU computing



- 2 HD laser projectors

Further to this you will have full access to our studio's making equipment (see below).

We are specifically wanting to support artists who are looking to explore the medium in new and interesting ways as such we encourage you to propose ideas that use LiDAR, in mediums where it has relatively little prominence or that explores new audience methods of presentation.

Prior use or knowledge of LiDAR or point clouds is not necessary and we will provide training and onboarding as well as technical guidance. Whilst you do not need to know how you are going to achieve your aims during the residency and initial setup and general questions will be supported, you will need to be able to work independently.

#### **Facilities:-**

Our artist led studio includes a design space, workshop, laboratory and project space, it is where all of our work and research takes place and is equipped accordingly.

The workshop is designed for fabricating with a wide variety of materials; wood, metal, plastics, equipped with a Laser cutter, a CNC machine, 3D printers and both bench mounted and hand tools.

The laboratory is a fully equipped electronics prototyping lab, with an array of tools, boards and components, as well as digital third party tools. We also have a wide variety of computing options; embeddable boards to powerful GPU machines and field recording, sound equipment and LiDAR scanners, access to licences for software such as Touch Designer, Reality Capture and Faro Scene.

The rural location at the Yorkshire Sculpture Park allows artists to access the 500 acre park consisting of woodlands and lakes, creating the option of making outdoor works and using the landscape and ecologies present in the park as inspiration.

#### **Sustainable Studio:-**

Our new studio at Yorkshire Sculpture Park brings new opportunities for us as an organisation with more space and freedom to prototype and iterate at scale, to host an increased residency program and complete autonomy to design and lead on our sustainability actions and agenda.

We look to develop a growing sense of community around work and methods, sharing knowledge and resources. We believe our studio should be a space where something is always being made, explored, reshaped. That the work of the studio does not begin and end with project deadlines, it should function as an evolving laboratory that extends out to support and facilitate others. A space that is inclusive and practices making as a mindful process. We want our studio to be a space and a resource to experiment with new technologies and techniques, to collaborate and take risks. We prioritise formal research and development periods, cross sector collaboration and the adoption of new technologies.

#### **About Invisible Flock:-**

Invisible Flock are an award-winning interactive arts studio based at the Yorkshire Sculpture Park operating at the intersection of art and technology.



We are artist led.

Our studio is a sustainable laboratory space hosting us, our collaborators and a rolling residency programme. We create highly sensory installations and environments asking us to renegotiate our emotional relationship to the natural world.

Our aim is to open up critically important ways of thinking about how we live, how we connect and share to live better together in a global society. To achieve this we believe that art must be made alongside a broad range of different people. We strive to work with those people living at the forefront of our world's greatest issues, people living in ways we do not understand or cannot imagine.

Our work explores the environmental crisis in all its forms, from ecosystem decline, biodiversity loss, climate change and psychoterratic grief. We dedicate our time to exploring this most important issue of our time and how art practices can offer new perspectives and understandings of these issues and engage with those often excluded from these conversations. We infiltrate many sectors aiming to have a creative impact on ecology, politics, health and society and to expose wherever possible that everything is fluid and can be rebuilt and reconfigured to be better.

The medium of technology has always been the best way for us to articulate new questions and generate alternative understandings of complex systems. As we find ourselves in a reality where digital is present in everything, we believe challenging, manipulating and playing with this reality allows us the agency to look at the world we live in from different perspectives.

Over the last eleven years we have created GPS powered AR art games, transformed discarded beach plastic into 3D printed artworks, co-designed work with individuals living with dementia, created large ambisonic public sound installations as well as pioneering digital/physical installations that exist out at sea.

[www.invisibleflock.com](http://www.invisibleflock.com)



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