



2022/23

CALL OUT

Artist Residency, UK based Artist - The Cost of Innovation 2022/23

Invisible Flock is supported by Arts Council England as a National Portfolio Organisation.

This opportunity is open to an artist or collective based in the UK, we are particularly keen to support artists based in the area local to our Barnsley studio (S75 4BS). We 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 barriers to innovation in the cost of new technologies that means that new methods and models of artmaking lie in the hands of a select few. This residency is focussed on the exploration and access to developing artistic practices through the equipment and facilities we have at our studio at Yorkshire Sculpture Park.

This residency is designed to build new relationships and collaborations and participate in valuable knowledge exchange via the exploration of materials, equipment and concepts.

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, 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 at Invisible Flock studios over a period of 3 months, a minimum of 8 days per month/two days per week in the studio at the Yorkshire Sculpture Park with additional remote support alongside.

This residency is specifically designed for artists wanting to access the equipment and facilities we have in our studio space to develop their practice. We invite you to bring ideas at an early stage of development that involves a new or innovative use of the facilities and technology this space presents.

Our studio at the Yorkshire Sculpture Park comes fully equipped with a fabricating workshop, a fully equipped electronics lab, a large open space with a rig to create, test and iterate with sound and AV at scale and the new addition - a bio arts lab. In terms of equipment, we have extensive sound recording tools, LiDAR and Faro scanners, a laser cutter, 3D printer, a small kiln, a full host of lab equipment, a wide variety of computing options and access to licences for software such as Touch Designer, Reality Capture and Faro Scene.



More on the Bio Lab, The Cost of Innovation and the resources available can be found in FURTHER READING below.

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 Thursday 19th January at 12 noon.

We look forward to receiving your application.

KEY INFORMATION

Duration:-

March - May 2023.

To take up residence in our space at the Invisible Flock Studio, Yorkshire Sculpture Park, for a period of 3 months with a minimum number of 8 days per month. Days may be grouped or spaced as required in agreement with both parties but our suggested proposal is based upon two days per week with additional remote support.

Start date: March 2023 to be discussed on an individual basis

End Date: May 2023 to be discussed on an individual basis

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 if required for the agreed residency dates.

Plus a £500 materials budget

Timeline:-

Deadline for applications: Thursday 19th January at 12 noon

Online interview: Week commencing 30th January onwards

Studio residency: March 2023. Exact dates TBC on individual discussions

In support of this we will also be hosting a Studio tour in January 2023 to welcome interested applicants into the space, ask questions and gain further insight. This will take place on:

Thursday 12th January at 11am.

To join us, please email our General Manager, Amy, on amy@invisibleflock.com for further details.



Desirable skills and experience:-

An existing creative practice

A proven ability to self-learn or acquire new skills

Comfortable with working independently

A collaborative mindset (you will be sharing a working studio with Invisible Flock and other artists, 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 our studio at Longside in the Yorkshire Sculpture Park during the duration of the residency. It is based across the park from the main YSP entrance. There is adequate free parking directly outside the studio, but access via public transport is limited. There are a couple of train stations 10 minutes drive away that could be supported via taxis or the team (Darton and Wakefield), or the 96 bus connects between Wakefield and Barnsley to the main site.

Further travel details can be found here: <https://yvsp.org.uk/visit-us/getting-here>

Access costs to be covered in addition if required.

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 before the deadline on Thursday 19th January if you have any queries.

Written application guidance:-

Please complete the application form here: <https://forms.gle/gFgcTyxXp1cCsNCS7>

Please ensure you fill out the form specifically for the 'Invisible Flock Cost of Innovation Artist Residency 2023'



Please also send us a digital portfolio of up to 5 items, via wetransfer.com to jobs@invisibleflock.com

Please ensure the files are labelled: 'YOUR NAME - Artist Residency - 2023'

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 to jobs@invisibleflock.com

Please ensure all files are labelled: 'YOUR NAME - Artist Residency - 2023'

FURTHER READING

Residency Details:-

The residency aims to create a supportive environment for skill sharing and development.

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 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 but that you are interested in independently learning new skills.

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, a workshop 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/audio testimony to summarise their experience and development while at the studio.



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 house at our studio.

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 committed to sustained talent development support and widening career paths into and within the creative sector.

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.

While Covid-19 measures have been fully relaxed at the point of this document, we are committed to providing all artists, practitioners, employees, visitors, audiences and participants a safe and comfortable place to work. We will ensure time and space for any artist to express any requirements to support this.

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 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.

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 bio lab is a space designed to host, grow, explore, discover, hone and create across a wide spectrum of biomaterials. A biochemical research station that includes pressure cookers, flowhoods, a microscope, dehydrator and extensive lab equipment. It is set up for analyses and the manipulation and cultivation of biomaterials, with space for prototyping and development of new installations and equipment.

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 studio at Yorkshire Sculpture Park provides space and freedom to prototype and iterate at scale, to host a rolling residency program and 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 a multi 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 deeply immersed ourselves in research, field work, large scale mapping and capture, working alongside communities, environmental data and forming a crucial understanding of place. We have created bespoke Open Field Recorders, long form immersive sound and light experiences, durational multi sensory online experiences, GPS powered AR art games, created large ambisonic public sound installations as well as pioneering digital/physical installations that exist out at sea.

www.invisibleflock.com



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