

CREATE AN XR ARTWORK

CREATION OF A 3D WORK AROUND A THEME

May - July 2022

Rëm.xx, flagship project of the [City of Rumelange](#) within the framework of [Esch2022](#), European Capital of Culture, is a multidisciplinary project conceptualized by [The Impact Lab](#).

Rëm.xx will be implemented in a sustainable manner on the future Albert Hames site, whose architecture is provided by the [2001](#) agency and the scenography by [Njoy](#). The artistic concept is carried by an XR creative team led by [Laura Mannelli](#), with [Mad Trix](#) at the creation and implementation of New Media and [Diversion cinema](#) as the curator of XR projects and residences.

The Albert Hames site will open its doors in 2022. It consists of Albert Hames' former dwelling house transformed into creative spaces, immersive guest rooms, common areas, his preserved and staged workshop, a gallery / lounge area, a winter garden and a new annex housing spaces for creative workshops. Thanks to its open architecture and its programming built, in large part, on the principles of the sharing economy and collaborative innovation, the site will fit perfectly into the trend of creative tourism, local nomadism and immersive experiences.

As a mix of an unusual tourist accommodation and an innovative creation centre, the future Albert Hames site will be distinguished by a unique multifunctional approach where creative experience will erase the boundaries among spaces, functions and occupants. The functionalities and programming of different buildings will let visitors choose the degree of immersion they wish to live through during their stay as observer, voyeur, participant, (co-)creator or artist responsible for the creative process.

Artists in residence and local cultural associations will be invited to take on the roles of hosts or visitors, depending on their own projects and artistic approaches. The future Albert Hames site will stimulate meeting, dialogue and interaction between the artist and the public, as well as between visitor / traveler and citizen / resident. Different immersive technologies (such as virtual reality, mixed reality, sound...) erase even more borders and create a trans- and interdisciplinary connection between real space and virtual space.

The use of immersive technologies will bring together a wide variety of actors (tourists, residents, adults, children, scientists, artists, IT, entrepreneurs, etc.) with different levels of expertise, social background, cultural origins, etc. to co-create new uses and forms of interdisciplinary collaboration defying spatial or social distancing barriers.

THE RESIDENCY

In the continuity of the identity of the Rëm.xx project, this residency is aimed at an artist or an XR team whose mission will be to train participants (between 5 and 10) how to get started and use a VR creation software such as *Tiltbrush* or *Gravity sketch*.

The participants work on a theme - to be specified with the VR artist - for example: Albert Hames. Albert Hames (1910-1989) and his wife are the last people to have lived in the house. It is within the studio that houses the house that Albert Hames used to restore antique works and create original works. The Rëm.xx project builds on Hames's workshop and its practice as a foundation for giving rise to and discussing other artistic practices. Based on one or more sculptures by Hames, participants reinterpret his work through digital tools.

A theme will be proposed to the artist and clarified with him in order to guide budding creators.

The VR pieces created can be viewed on the Albert Hames site for an indefinite period of time.

END OF THE RESIDENCY

It will take place in November 2022.

This restitution will take place on site for 2 to 3 days, so the artists or at least a member of the artistic team must make themselves available to discuss the residency, the creation process and the different stages of production.

The pieces created by the participants will be presented using the VR stations on site.

The exact modalities remain to be defined.

MODALITY OF RESIDENCY

The selection is made via a file written (pdf) in French (max 4 A4 pages).

This presentation should include:

- The names and surnames of the artists who apply for residency (3 artists / technicians maximum), their career paths, their past achievements as well as their role in the project.

Any documentation such as press kits, press articles, links to past workshops, videos of previously completed projects, etc. is welcome.

- A description of the workshop
- A schedule of implementation as well as its rhythm.
- The workshop should target a wide variety of participants: tourists, residents, adults, adolescents, scientists, entrepreneurs, creatives, etc. The artist can offer different types of workshops (2 or 3) according to schedules that may suit these different populations.

The residency will take place for a minimum of 10 days and a maximum of 20 days.

The artist will be chosen based on his past career and previous achievements, but also and above all on the consistency of his workshop with the values of Rëm.xx.

The residency will be held in French therefore the artist must be fluent in French.

An allowance of € 5,000 gross will be paid upon presentation of invoices according to the following schedule:

- 25% upon signing the agreement between Rëm.xx and the artistic team
- 50% on the first day of residence
- 25% on the last day of the End of residency

Accommodation is provided by the municipality of Rumelange.

Return transport is covered up to a maximum of € 250 upon presentation of supporting documents.

A production envelope of 1000 € gross can be made available for the purchase of additional equipment that will remain the propriety of Rëm.xx

PLACE OF RESIDENCY

The Risch house will host the residency. It is located in the town of Rumelange, Luxembourg.

The 60m2 ground floor will consist of a kitchenette, a living room / office and will be equipped with 2 virtual reality stations. Each will have a VR ready computer (i7, 3080Ti minimum) and a virtual reality headset (HTC Vive Pro or equivalent).

The house will have a high speed internet connection.

The artist or artists will be accommodated on the 1st floor of the house. This floor consists of 2 bedrooms and a bathroom.

An electric bicycle will be made available.

Maison Risch is currently being refurbished, the work will be completed in the 1st quarter of 2022.

SELECTION TIMELINE

The application should be sent to camille@diversioncinema.com before January 28, 2022.

If your application is retained, a 30-minute online interview will be organized at the end of January 2022.

The selected project will be announced on February 20, 2022.

The residency will take place between May and July 2022.

For any questions or additional information, please write to:

camille@diversioncinema.com