

**ACUTE JOINT RESIDENCE: Oslo/Linz****30.05 - 02.06.2023****Azkuna Zentroa – Alhóndiga Bilbao****Society and Contemporary Culture Centre****Room: Kubo Baltza****DAY ONE. 30/05 TUESDAY: SCENIC ARTS. WORKING WITH NEW MEDIA,**

The first day will be the time to think about our roadmap, that is... What profiles do we require in our team to face production in the performing arts? How to work with a new software? How much does the hardware that I would like to use cost? Can I use it only for one session or can I take it with me on Tour? We will speak with field experts who will give us their vision and advice.

**9.30 a.m.:** Welcome to Azkuna Zentroa  
Introduction - Jaime de los Ríos, Expert

Holo Theater is a miniature theatre collaborative challenge carried out with new technologies. By using different technical and creative pills throughout the encounter we will learn how to create a holographic set design with our mobile phone. By means of artificial intelligence, digital and manual production and video and audio manipulation, we will produce several works collaboratively.

**11.30 a.m. Multidisciplinary Team.** Imanol Garaizabal and Karlos Gomez Lersundi from [Logela Multimedia](#).

Through their works, how is a multidisciplinary team managed? What artistic-creative-technical profiles foster a creation using new media? What projects have posed a major challenge from a methodological perspective and why? Budget plannings.

**1.00 p.m.:** Lunch time (La Brasserie)

**3.00 p.m.: Hard(ware) Times.** Unifying Languages. Major stage and exhibition projects at Azkuna Zentroa and other centres. New hardware technologies (LED, Projectors, Holograms, etc.). Prices and main characteristics. Equipment and transport management, and their limitations. Production and assembly planning. Ephemeral and permanent installations. Gorka Fernandez and Alberto from [Telesonic](#)

**4.30 p.m. Touring my production.** [Marta Oliveres](#). Touring and distribution of performing arts, and their framework. Production estimates and possibilities to tour and stage plays in other spaces.

**6.30 p.m. [PROTOTIPOAK](#) tour with artist and curators**

**8.00 p.m.** PROTOTIPOAK coctel opening (Level -2. exhibition hall)

**8.30 p.m.** Dinner (Casa Jesús)

**DAY TWO. 31/05 WEDNESDAY: LANDING YOUR PROJECT. TOUCH AND PLAY**

**9.15 a.m.:** **Production Everywhere.** [Stéphane Noël](#): Artist, Curator, director of [materialise.io](#). City hacking, Presence, Queen Zomia, Cybernetic Premonitory Dream and a practical AR analogique workshop

**10.45 a.m.** - shuttle to ESPACIO OPEN (Alameda Urquijo)

**11:00 a.m.** - **DigFab Scenography - ESPACIO OPEN.** Characteristics of a space maker and digital production. Associated Communities. Possible stage designs and projects addressed from Espacio Open. Costumes and fabrics, wearables and portable-body technology. Workshop introduction to digital production technologies, machines and software.

**1 p.m.:** return to Azkuna Zentroa and lunch time

**3.30 p.m.:** [Mikel Zorrilla](#) **Digital Media & Broadcasting Technologies Director at Vicontech.** Engagement and collaborative process.

**5.00 – 7.00 p.m.** Internal work for own production **SEPARATELY**

**6.30 p.m.:** [Orangcosong](#) and [Stéphane Noël](#) - **PROTOTIPOAK TALK** (OPTIONAL for you) at TK202 room

**7.30 p.m.:** [Fermín Jiménez Landa & Fernando Pérez](#) **PROTOTIPOAK TALK** (OPTIONAL for you) at BAT ESPAZIOA room

**8.00 P.M.:** “a trail-flavoured ice cream” opening

**8.30 p.m.:** Dinner (Taberna del Zarate)

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**DAY THREE. 01/06: TIME TO THINK!**

During the third day we will be able to match some meetings with the experts we have met and work with our own team all together in brainstorming, expert and roadmap making sessions. We will be able to ask experts to be with us during some time (on site or online).

**9.30 a.m.** Internal work for own production **SEPARATELY**

**1 p.m.:** Lunch time (Kubo Baltza)

**2:30 p.m.:** Internal work for own production **SEPARATELY**

**8 p.m.:** Performance [Cosmogony](#) by [GILLES JOBIN](#). Auditorium. This is a live digital performance in real time featuring 3 dancers being motion captured live at the #Studios44MocapLab in Geneva and screened in real time remotely. The movements of the dancers are captured in Geneva, sliced up into digital ‘bits’ and sent instantaneously through the cyberspace to appear as avatars, on screen and in real time for a live audience, distance away from the company’s studio.

**8.30 p.m.:** Talk with Gilles Jobin – Stéphane Noël. Auditorium

**9.00 p.m.:** Dinner (Casa Jesús)



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## DAY FOUR. 02/06: CONCLUSIONS. WHAT WE LEARNED

**9:30 a.m.:** Linz and Oslo present their conclusions and explore common interests for their productions.

**11.00 am** Presentation of Holo Theater Artworks

**11.30 a.m.:** End of the residence

**12.30 a.m.:** Lunch (optional)

### **Optional:**

Visit to main cultural institutions: Guggenheim Museum, Fine Arts Museum.

Please let us know in advance if you are interested and we will arrange tickets.