

WHAT

The project is based on the creation of a series of strategic planning workshops with the participating cities to identify their existing strengths and to plan the development of a new range of products and services.

The project will start with the creation of a 'LABA' (Local Action Business Alliance) which will be a group of local businesses, public and private, which will be the catalyst for innovation, entrepreneurship, and growth in their local markets.

The project will also be supported by training and capacity building in the participating cities which will focus on the capacity for entrepreneurship, innovation, and growth in their local markets.

Target



HOW

Actions

INITIATION (Year 1)

- Develop a business plan for the project
- Identify the key stakeholders and partners in the project
- Develop a marketing strategy for the project
- Develop a financial plan for the project
- Develop a risk management plan for the project

IMPLEMENTATION (Years 2 & 3)

- Develop a business plan for the project
- Identify the key stakeholders and partners in the project
- Develop a marketing strategy for the project
- Develop a financial plan for the project
- Develop a risk management plan for the project

EVALUATION (Year 3)

- Develop a business plan for the project
- Identify the key stakeholders and partners in the project
- Develop a marketing strategy for the project
- Develop a financial plan for the project
- Develop a risk management plan for the project

All projects should be evaluated in order to assess their impact and to learn from the experience.

Liverpool



Barcelona



Novi Sad



Brescia



VISION PROJECT

Co-funded by the
Creative Europe Programme
of the European Union



ViSet

Virtual Set Design Project

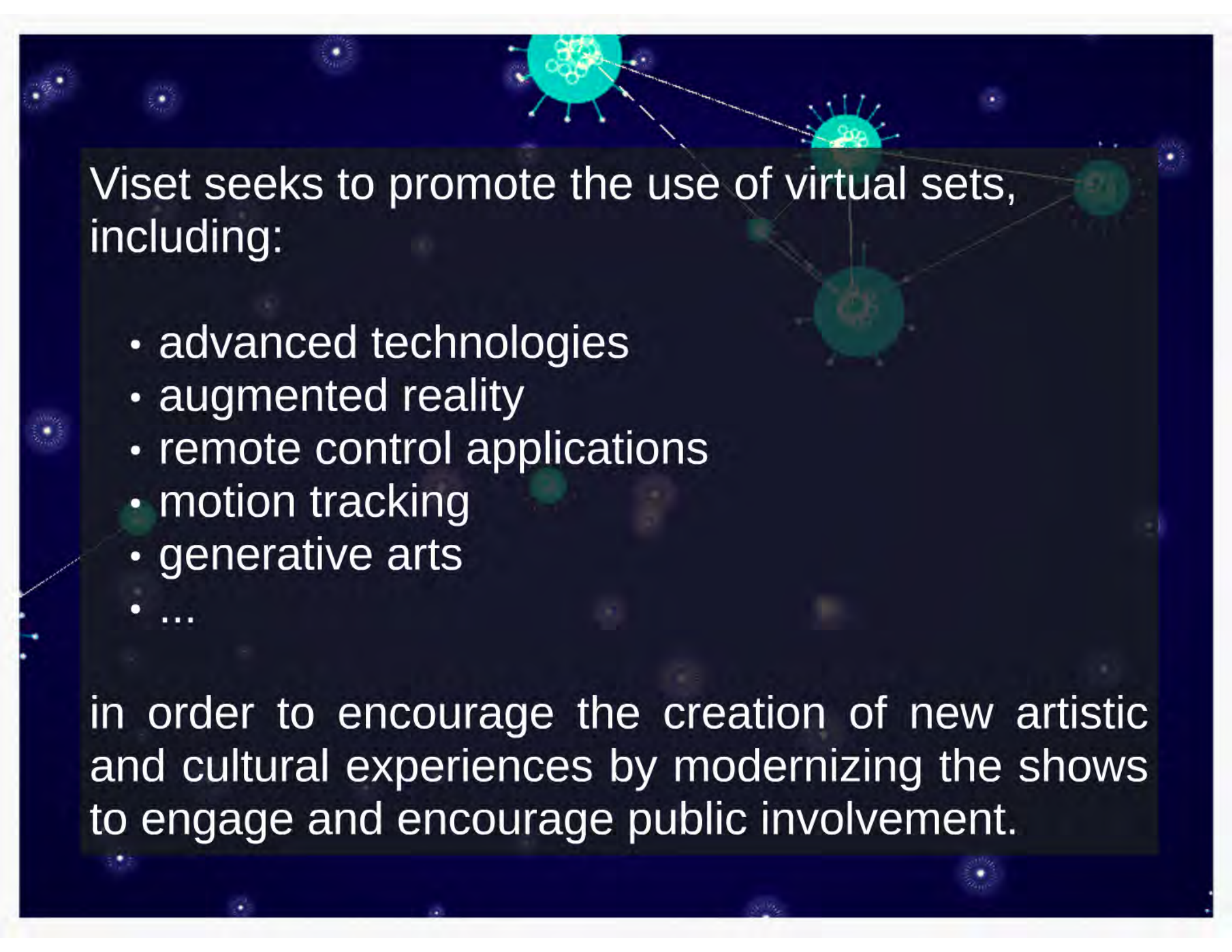


LABA
LIBERA ACCADEMIA DI BELLE ARTI



ViSet Project






Viset seeks to promote the use of virtual sets,
including:

- advanced technologies
- augmented reality
- remote control applications
- motion tracking
- generative arts
- ...

in order to encourage the creation of new artistic
and cultural experiences by modernizing the shows
to engage and encourage public involvement.



Original team:

Enzo Gentile and Paolo Servi - interaction designers

Project Coordinator: Lianne Ceelen-Montaleone

Lead Partner:

LABA (Academy of fine arts of Brescia (Italy)

A.D. Manager: Alessandra Giappi


Academic Director: Roberto Dolzanelli

Project Manager: Massimo Balestrini


Artistic director: Andrea Gentili with the LABA Set design students.

ViSet PARTNERS


LABA in Brescia (Italy)
Kulturanova in Novi Sad (Serbia)
FAM in Novi Sad (Serbia)
KonicLab in Barcelona (Spain)
Pacific Stream in Liverpool (UK)




Liverpool (UK)



Brescia (Italy)



Novi Sad (Serbia)



Barcelona (Spain)



Creative
Europe



ViSet PARTNERS



LABA in Brescia (Italy)
Kulturanova in Novi Sad (Serbia)
FAM in Novi Sad (Serbia)
KonicLab in Barcelona (Spain)
Pacific Stream in Liverpool (UK)


Lead Partner is LABA ("Libera Accademia di Belle Arti") in Brescia (Italy)
coordinates workshops, monitoring & evaluation;

Brescia (Italy)





ViSet PARTNERS



LABA in Brešcia (Italy)
Kulturanova in Novi Sad (Serbia)
FAM in Novi Sad (Serbia)
KonicLab in Barcelona (Spain)
Pacific Stream in Liverpool (UK)

Kulturanova in Novi Sad (Serbia) is the action coordinator for festivals
FAM in Novi Sad (Serbia) coordinates the networking

Novisad (Serbia)





ViSet PARTNERS

LABA in Brescia (Italy)
Kulturanova in Novi Sad (Serbia)
FAM in Novi Sad (Serbia)
KonicLab in Barcelona (Spain) →
Pacific Stream in Liverpool (UK)

KonicLab in Barcelona (Spain) is responsible for coordinating co-production activities;

Barcelona (Spain)



A graphic showing a splash of blue and red water against a dark, textured background. A pink arrow points from the splash towards the text.

ViSet PARTNERS

LABA in Brescia (Italy)
Kulturanova in Novi Sad (Serbia)
FAM in Novi Sad (Serbia)
KonicLab in Barcelona (Spain)
Pacific Stream in Liverpool (UK)

Pacific Stream in Liverpool (UK) is the action coordinator for National performances, communication and dissemination

Liverpool (UK)



WHAT

The project promotes the creation of a space for **dialogue between technology and the performing arts**, to develop **new creative processes** that will allow the investigation of a new world of emotions and unique experiences.

The project was born with the intention to inspire and encourage artists and cultural workers to find **new ways of expression and creativity**, in order to develop a network of cultural operators capable of using **new technologies** for the performing arts.

The project provide **new opportunities** for training and professionalism in this **innovative** area, which will boost the capacity for **international cooperation** and access to market for new cultural agents.

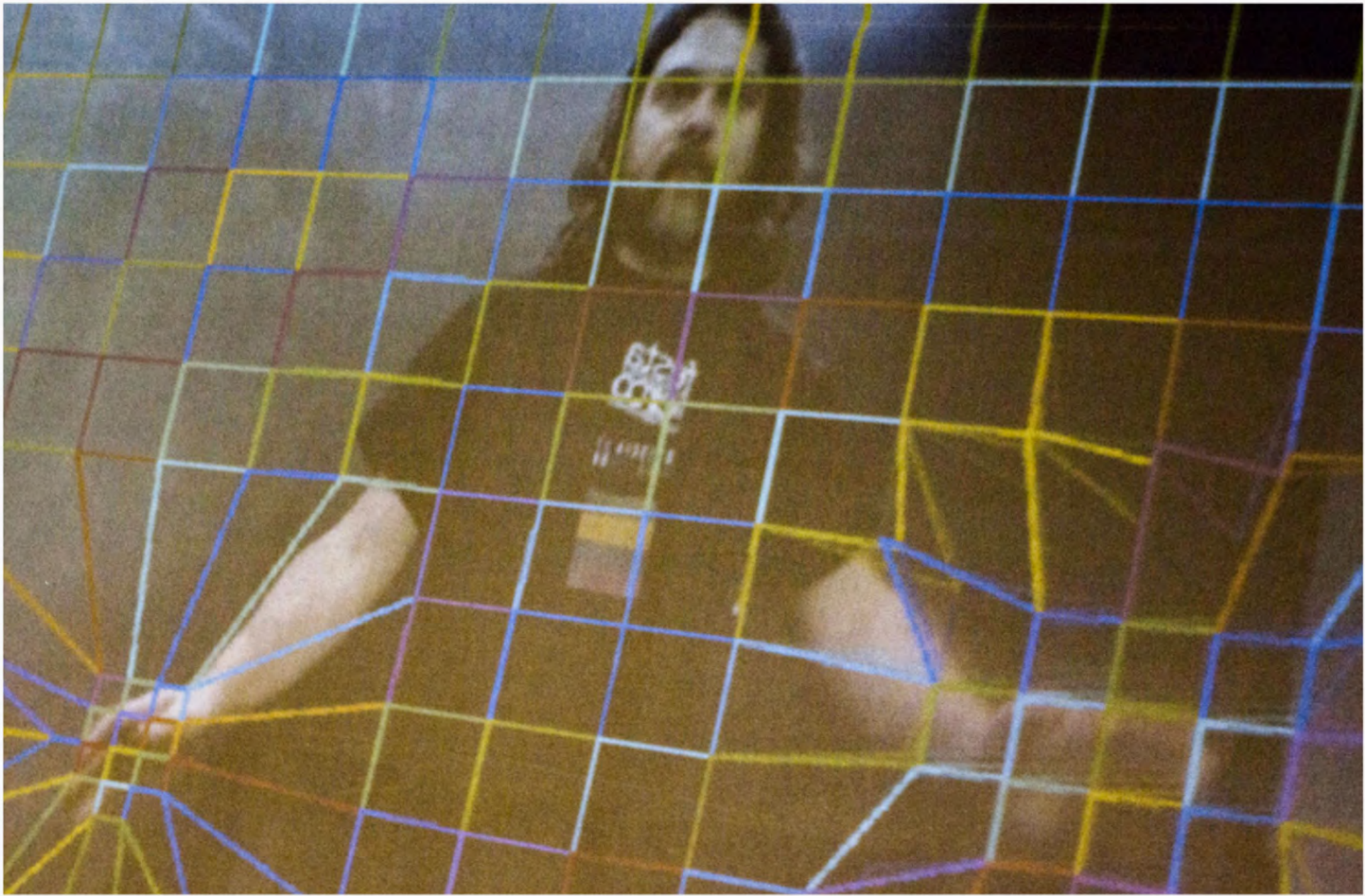


Target

WWHAA

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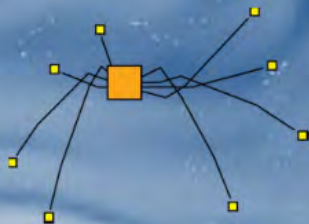
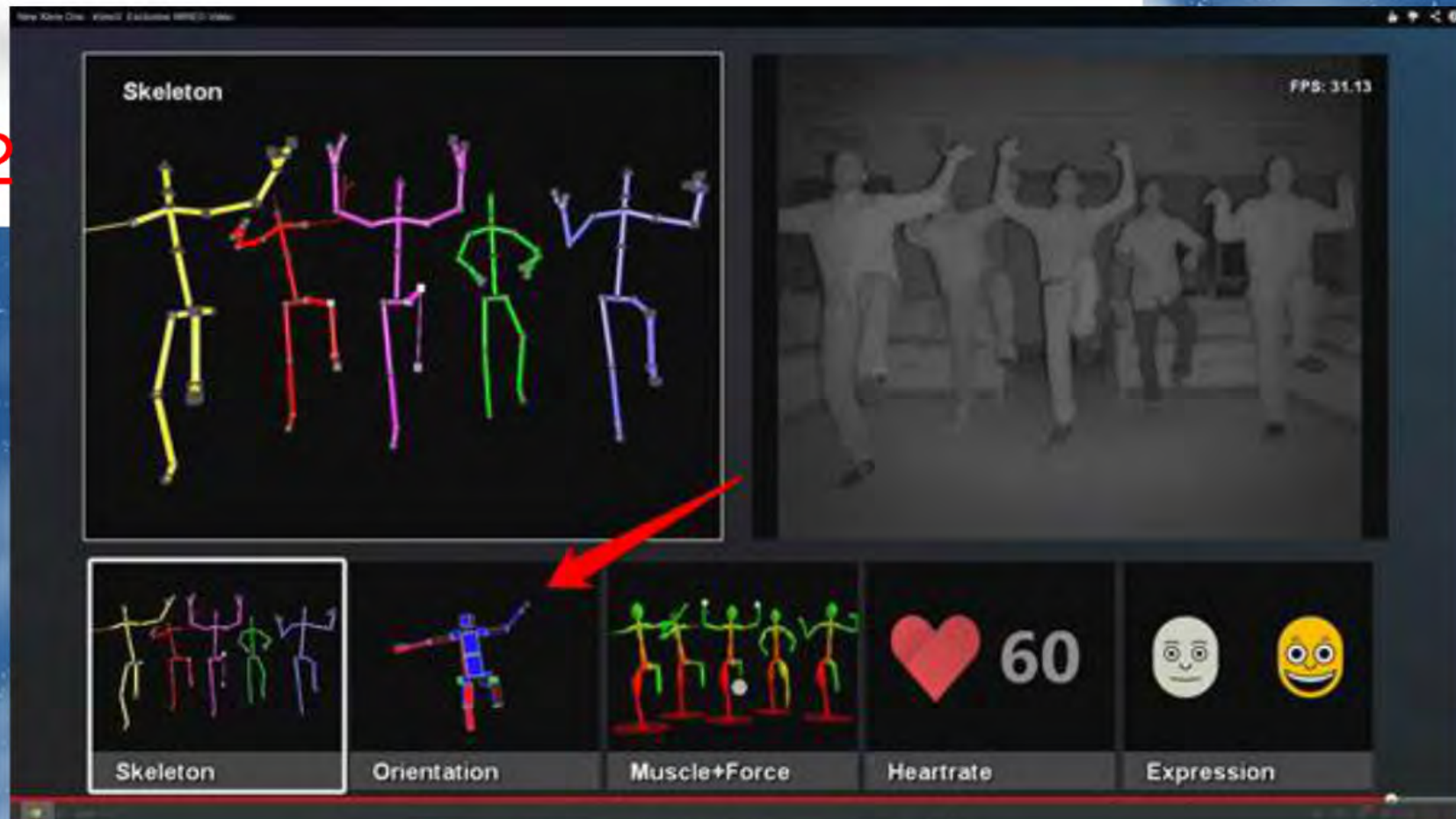
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Kinect V2



HOW

Actions

WORKSHOPS (Year 1)

- Video mapping / architectural mapping
- Installations using interactive technologies and motion-tracking
- Creative Coding (generative arts)
- Remote-controlling, interaction through tablet and smartphones.
- Drone school
- ...



CONFERENCES - MEETING (Year 1 & 2)

- Virtual stage design
- New technology for arts
- Virtual reality
- Artificial vision
- Games
- Augmented theatre
- Contemporary scenography
- Dance and new technologies
- ...

FESTIVALS - PERFORMANCES (Year 2)

- Liverpool
- Barcelona
- Novi Sad
- Brescia 17th -19th of November 2016

All partners provided expertise in creative and/or technical side.



WORKSHOPS (Year 1)

- Video mapping / architectural mapping
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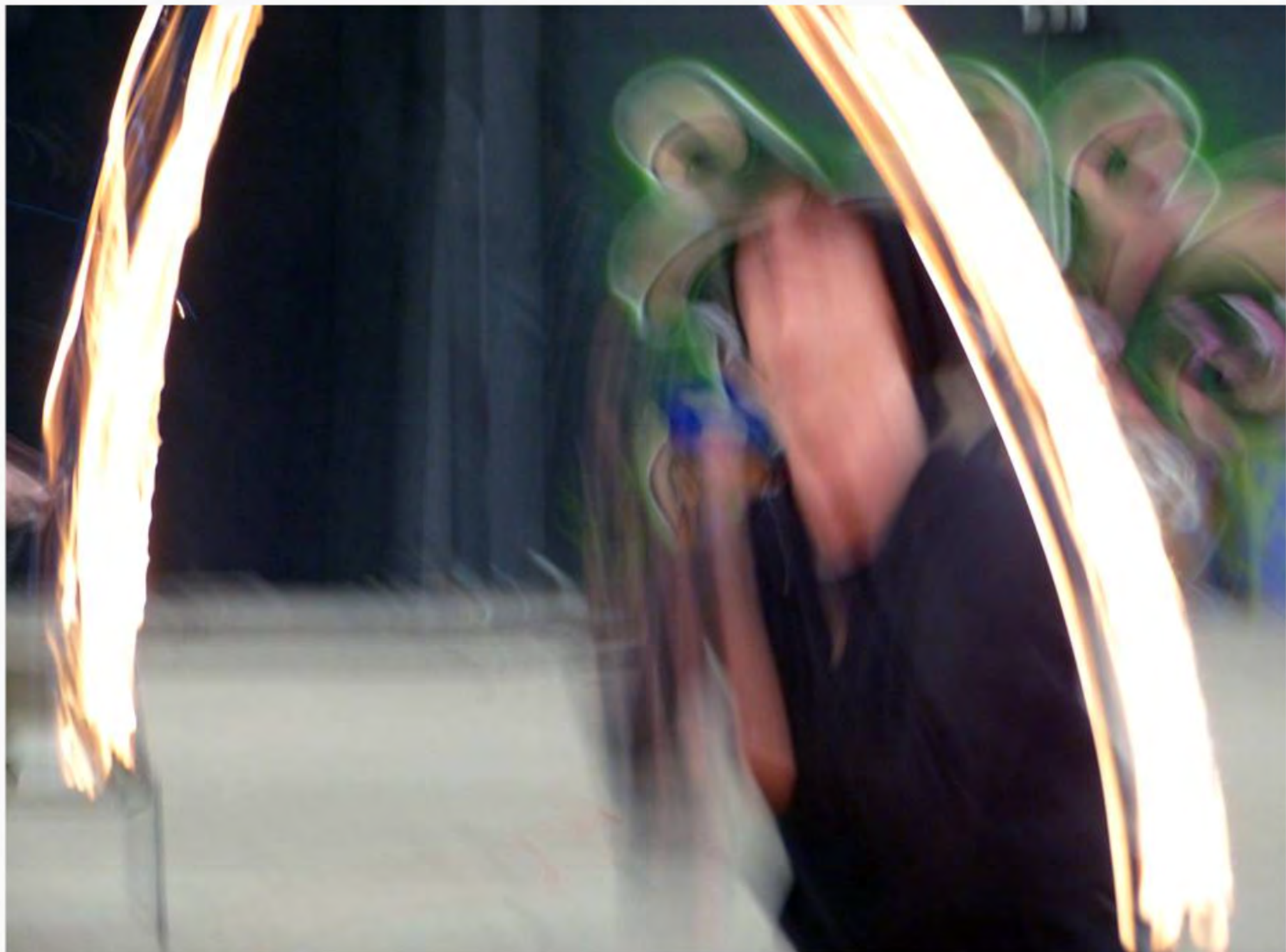














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2nd Edition of Digital Stage Workshop

DRONE SCHOOL//DEMOS + TALKS//SHOWCASES

6th & 7th oct 2016

Fabra i Coats - Art Factory. Barcelona

SHOW. THE ALCHEMIST

7th oct 2016

L'Estruch - Live Art Factory. Sabadell

Initiative promoted by **Koniclab** 

6th oct 2016

Fabra i Coats - Art Factory. Barcelona

7th oct 2016

Fabra i Coats - Art Factory. Barcelona

//DRONE SCHOOL

16:00 - 18:00_ DRONE WORKSHOP. **Lemon Collective (UK)**

//DEMOS + TALKS

18:00 - 18:30_ ABANDON THE GROUND. **Lot Amorós**

18:30 - 19:00_ RE- APPROPRIATING THE ARTIFICIAL VISION
TECHNOLOGIES. **Libertar.io**

19:00 - 19:30_ GAMES, TECHNOLOGY & THEATER. **Mónica Rikic**

19:30 - 20:00_ PLATEAUS, TERRITORIES AND CIRCUITS
(INTEGRATED OR DESINTEGRATED), PROCESSES,
PROCEDURES AND PROCESSORS
OF NEW DANCE. **Roberto Fratini**

20:00 - 20:30_ CONTEMPORARY SCENOGRAPHY AND
THE DIGITAL WORLD. **Anna Solanilla**

20:30 - 21:00_ BULB PROJECT. INSTALLATION. **Mücab Dans**

21:00 - 21:30_ HYPERNATURAL INSTALLATION. **Kónic Thirt**

//SHOWCASES

17:00 - 18:00_ SUPERHERO OF OUR TIMES. **Kulturnova & FAM (Serbia)**

18:00 - 19:00_ LABA LIVE PERFORMANCE. **LABA (Italia)**

7th oct 2016

L'Estruch - Live Art Factory. Sabadell

//SHOW. THE ALCHEMIST

21:00_ THE ALCHEMIST. **Lemon Collective & Bring the Fire Project (UK)**

2nd Edition of
Digital Stage Workshop

EU project VSet



Lead partner



VSet BCN lead by



With the collaboration of



Kónic is supported by



Co-financed by



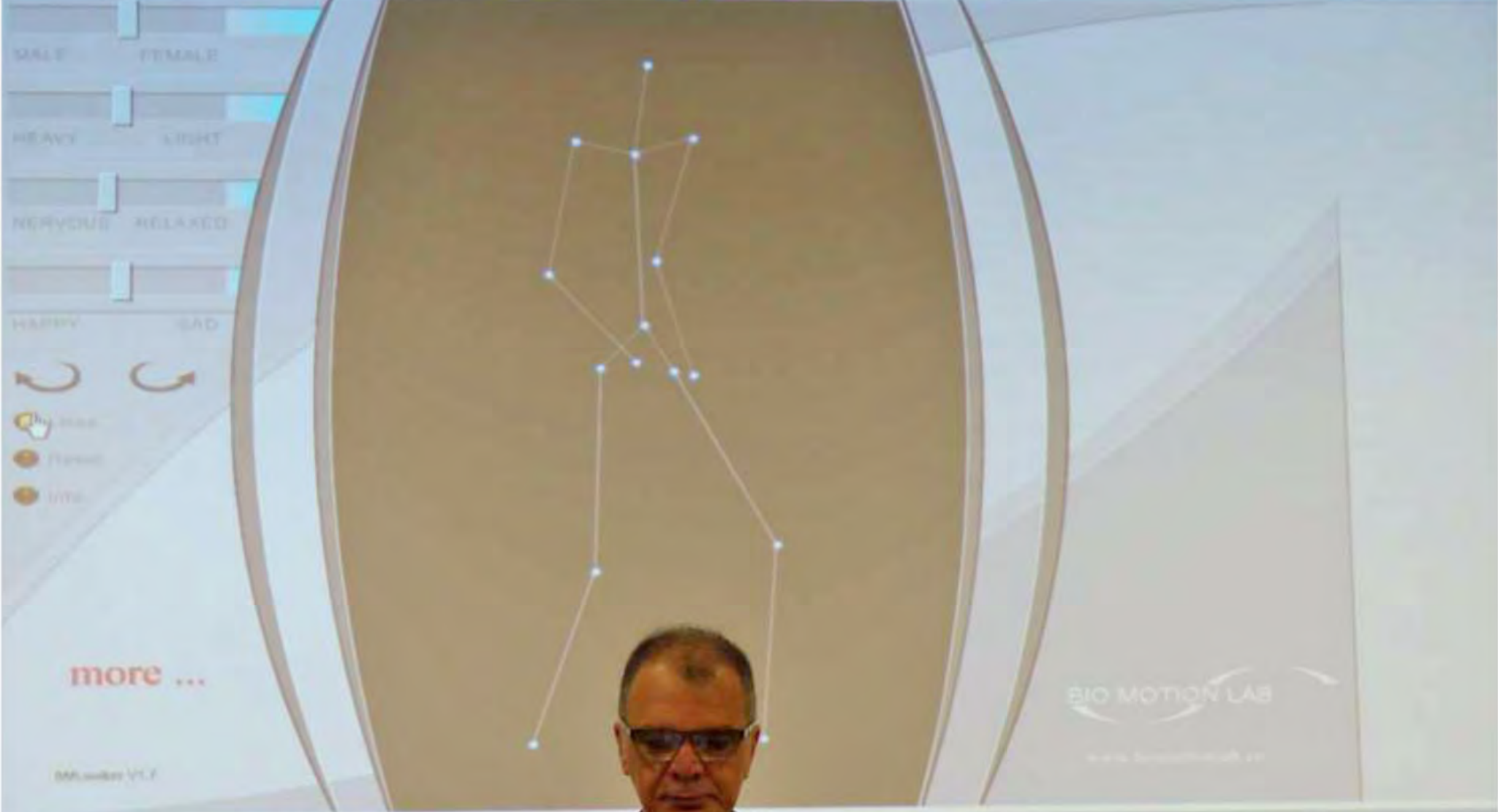


Trodnevni susret projektnih partnera sa pratećim predavanjima
(Konferencija u okviru projekta „VISET“)
od 9. do 11. oktobra 2015. godine, FAM, Šremski Karlovci



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Microsoft PowerPoint... MOU ProData... Skype



RELATIONSHIP BETWEEN SCENE TECHNOLOGY AND SCENE DESIGN

dr Romana Bošković, assistant professor
undergraduate academic studies Scene Architecture, Technique and Design
Faculty of Technical Sciences
Novi Sad





FAM Fakultet za menadzment

- 1. MENEDZMENT
- 2. MENEDZMENT V VEŠTINI
- 3. MENEDZMENT V INOVACIJSKI POKOLICUJANJE
- 4. AVTU PRAVA POKOLICUJANJE

nauči POSAO
4ME
MODEL ETUDIRANJA
KAKO DA BODIŠ PRILAGODEN

Korytarska 14, Dunajsko Kozmetično
10000 Ljubljana, Slovenija
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FAM 4ME

OP MM MI OP₃ MM₃ MI₃ MAS Mr



FESTIVALS - PERFORMANCES (Year 2)

- Liverpool
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Liverpool

PALEOVISION - THE LEMON COLLETTIVE 2015

Paleovision follows the story of Ogg and Dugg, two hapless cavemen learning the true power of the technology they have.

After struggling to get their camp fire going, they summon their shaman who guides them through perilous visions of the future.

Using the shaman's magic they commune with the fire which brings forth 3 great fire spirits who show them the beauty of the flames in a majestic fire spinning dance...



THE ALCHEMIST - THE LEMON COLLETTIVE 2016

The Alchemist is a collaborative performance with *Bring The Fire Project* that will tour Europe in 2016 as part of *ViSet Project*.

It was premiered as the opening show at Threshold Festival 2016 in Liverpool. The Alchemist uses animated projections to augment and explore the intrinsic relationship between performance, movement and sacred geometry.

Interactive LED double staffs show the patterns and symmetry apparent in object manipulation, seeking to bridge the gap between virtual and physical interaction.

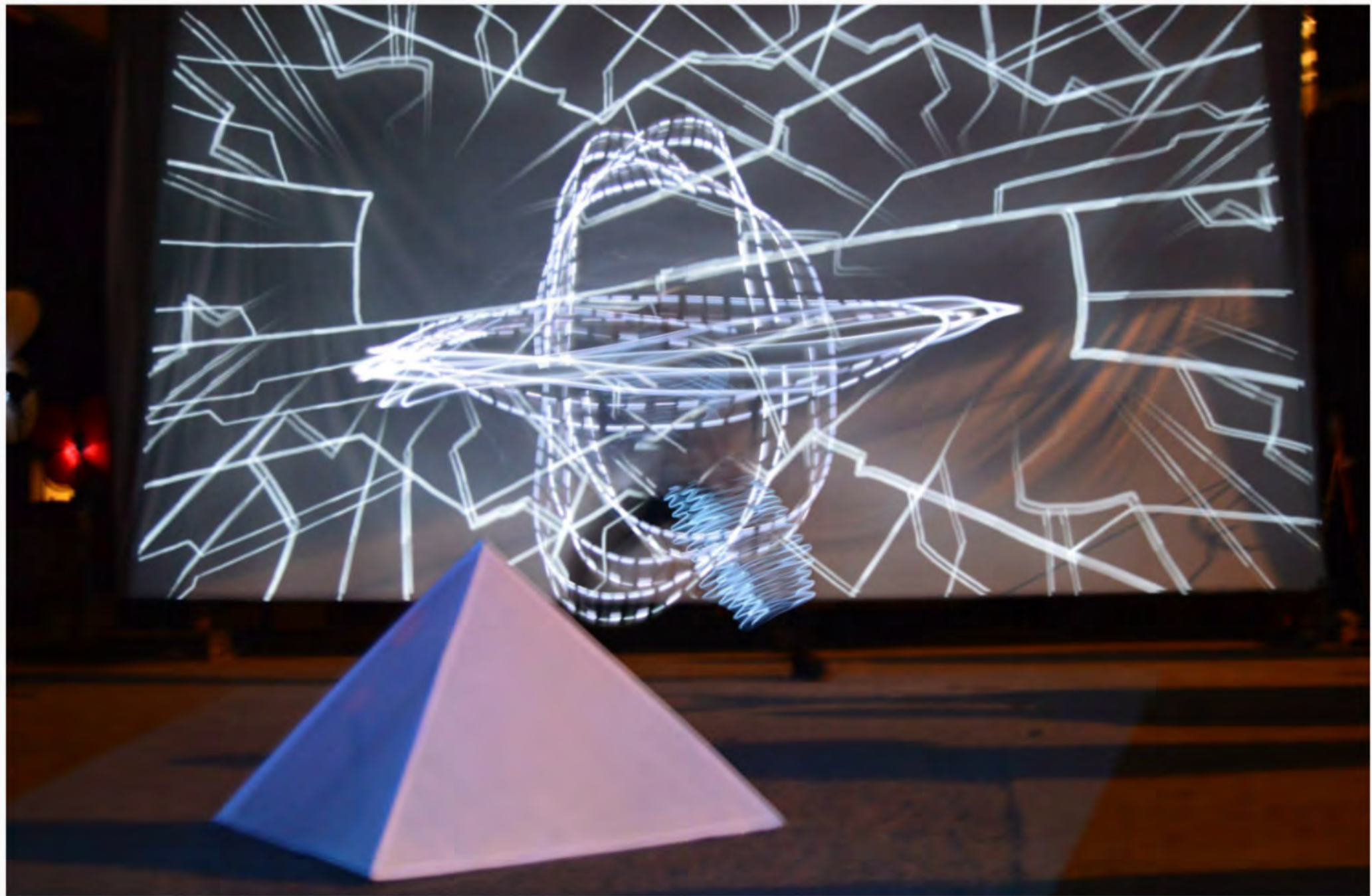


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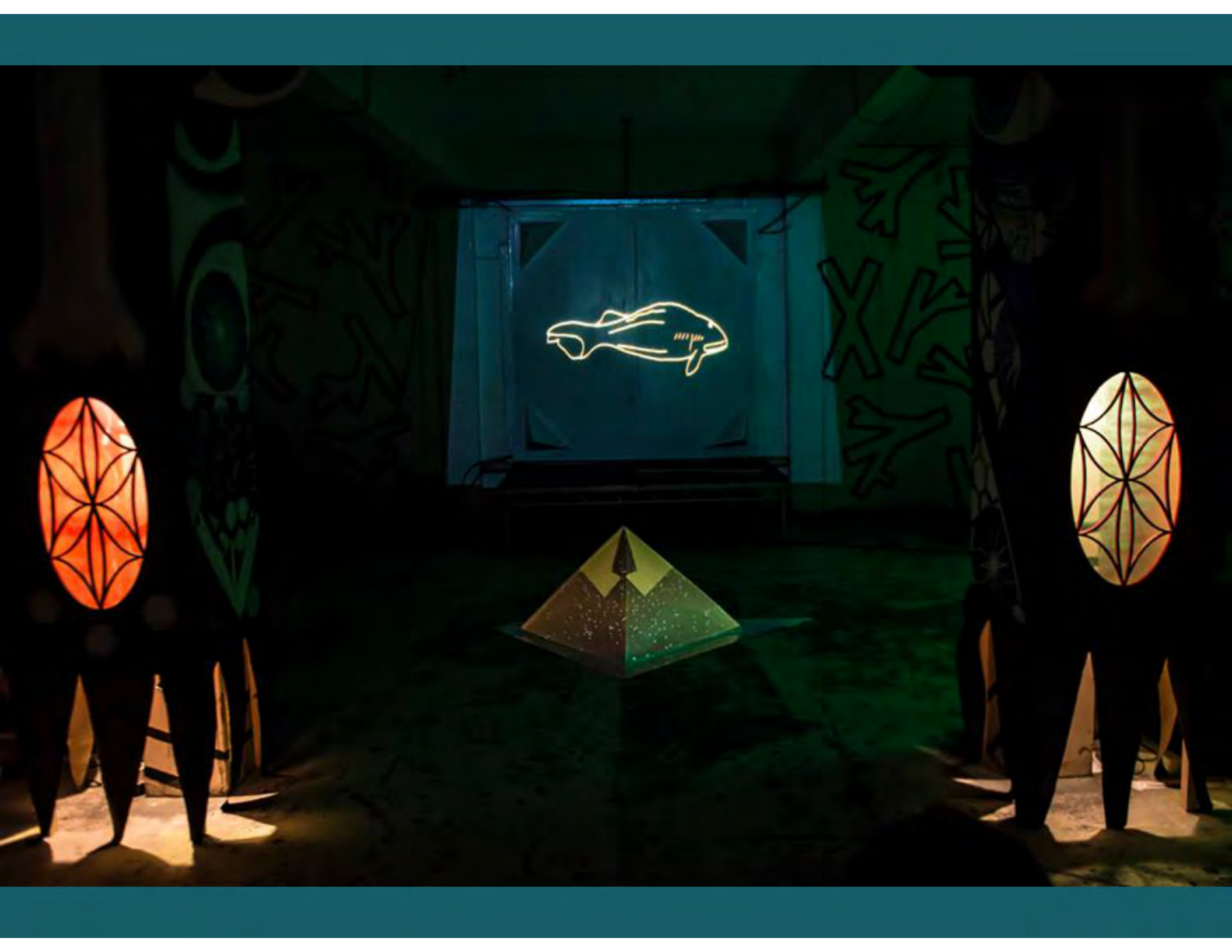
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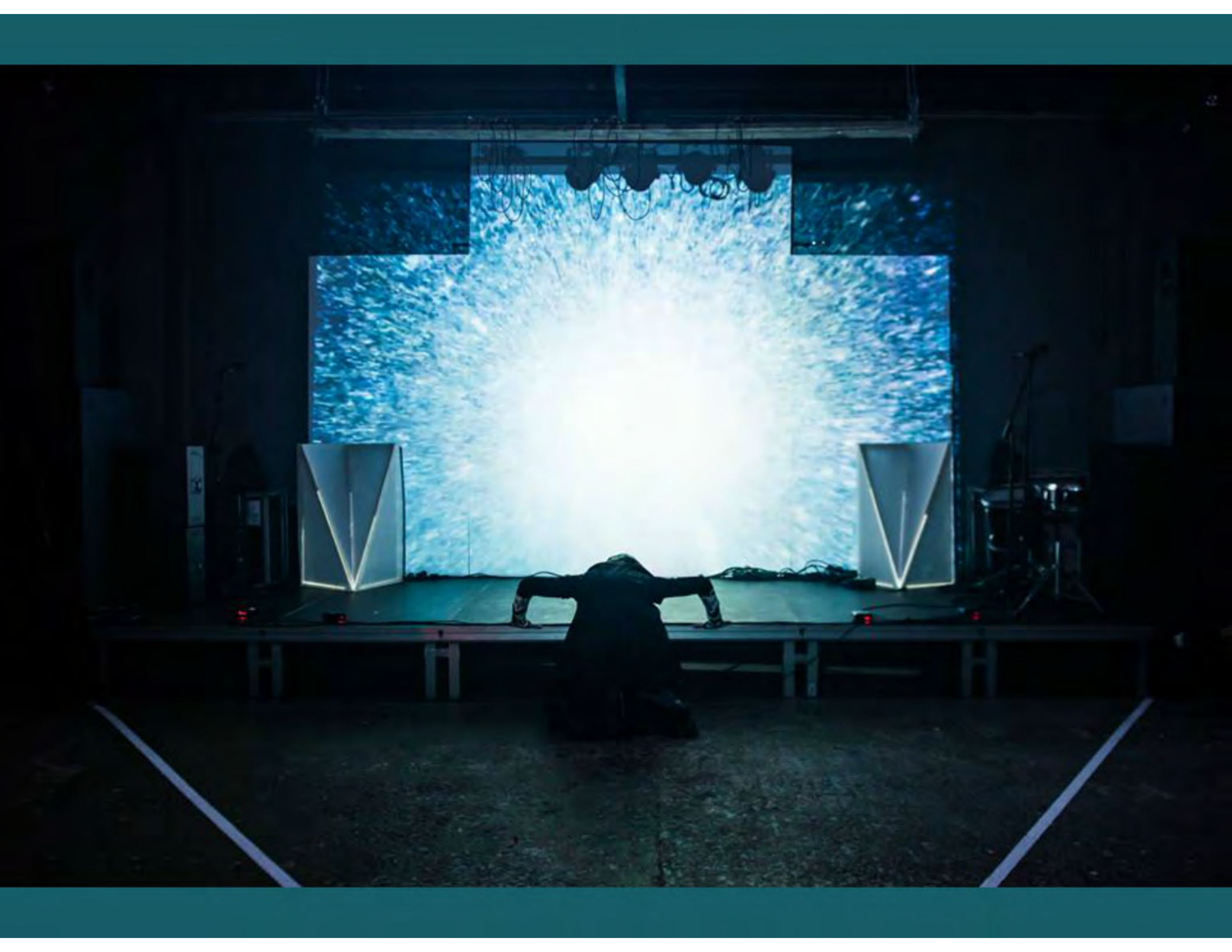


THE ALCHEMIST - THE LEMON COLLETTIVE 2016

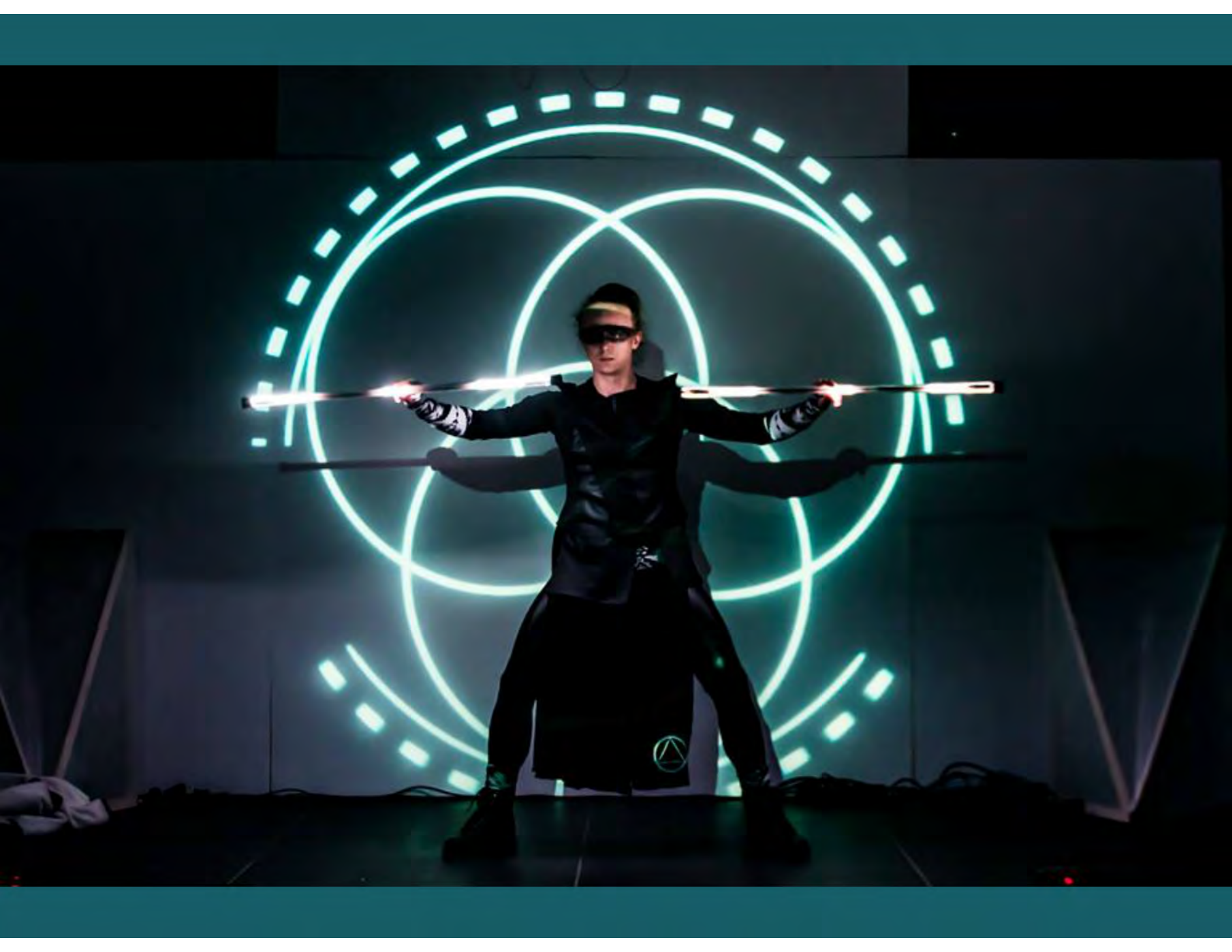
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Barcelona



HYPERNATURAL Transmedia project - KONIC LAB

Hypernature is a site specific creation for dance, music and moving image.

A show that explores our relationship with the Universe through our links with color, light and objects.

It is undercover culture, an overdone representation reclaiming an artificial nature designed by humans that has turned hypernatural.

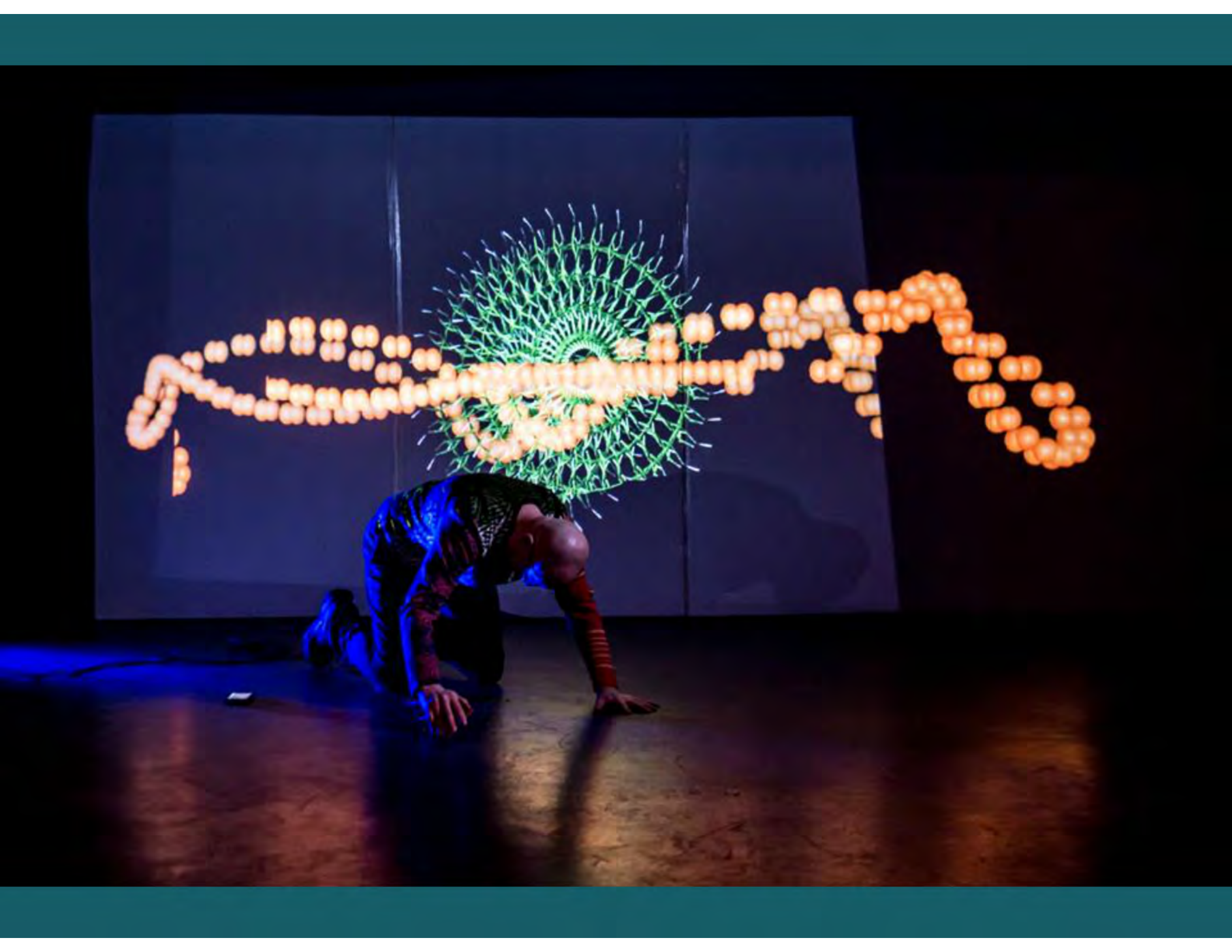


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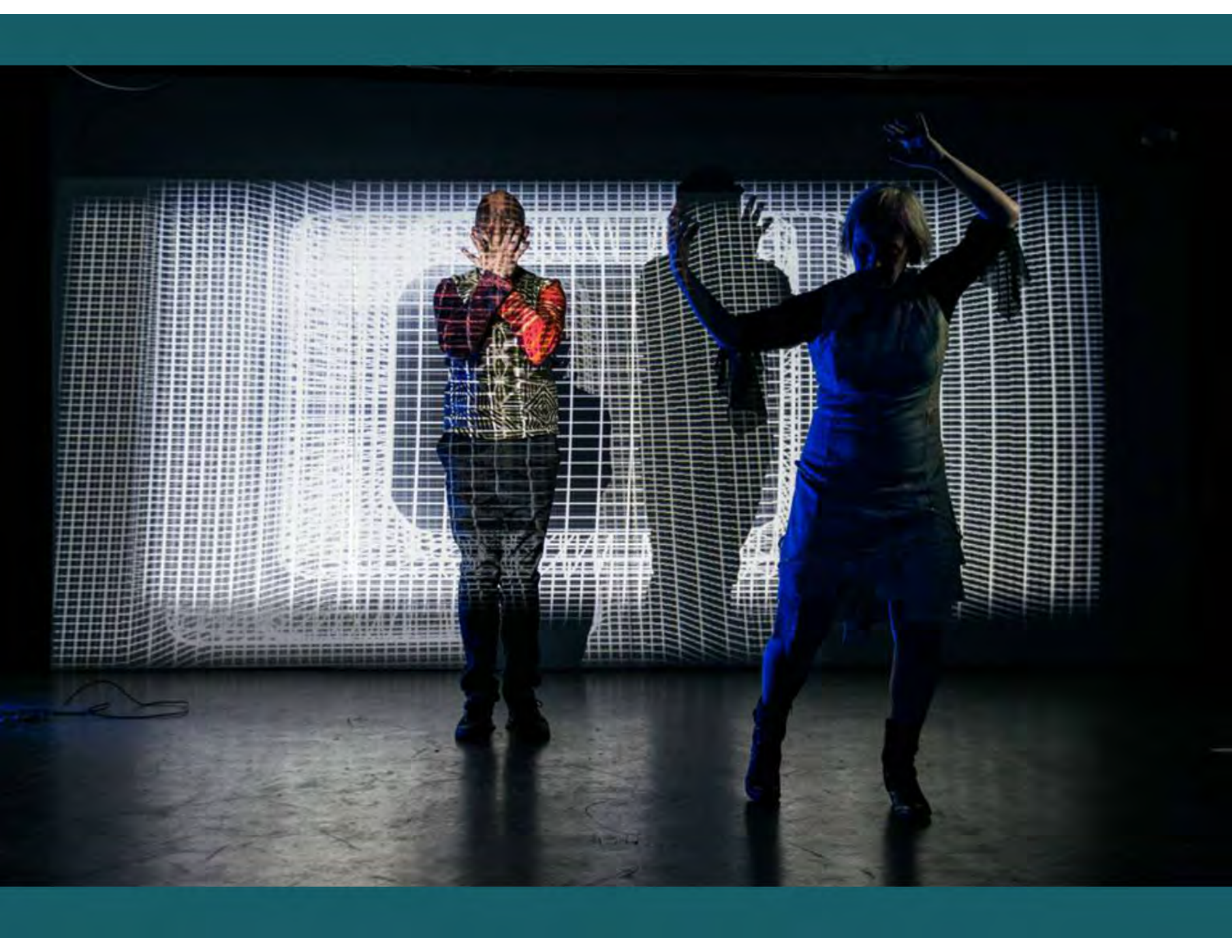
It is undercover culture, an overdone representation reclaiming an artificial nature designed by humans that has turned hypernatural.













Novi Sad

SUPERHERO OF OUR TIMES - Kulturanova + FAM

'Superhero of Our Times' is inspired by theatre performance based on the novel 'Kazohinia' written 1941 by Shandor Szathmari.

Story of travel, exploitation, social isolation, hunger and sex, through brutally clear physical actions, finds itself in virtual setting.

We have also a plan to involve the audience through posting their selfies as quanta of scenography, slashing and voting for characters' actions via smart phones.

We have decided to use combination of documentary and filmed material with live behaviour of same actors. Experimenting the possibilities of breaking the "simple stage illusion" and creating not just fascination effect, but the reaction of simultaneous humour and terror, lust and disgust, fear and laugh.

Any similarity with the real and the fictional is - fictional and real.

Ivan Pravdic, director, dramaturge.









Brescia



EVOLUTION 2.0 - LABA

A performer walks in the augmented reality of a theater proscenium, masked on the fourth wall (the invisible one) by a tulle fabric, which acts as a canvas for video projections, telling the key steps of the development cycle of life.

The water that cradles us in the womb and then permeate our cells along the existence path, appears and disappears in the colors and lights of the digital images, in the resonances of musical carpets and in the echoes of the poetic fragments from "Ossi di seppia", the work of the Nobel prize Eugenio Montale.

Fertilization, birth, growth, play, mutation, relationship, illness and death are evoked in the imaginative space where the artist's imagination, the actor's movements and a sequence of interactive animations plunge in a words and sounds texture vibrating on the archetypes and ideas strings.

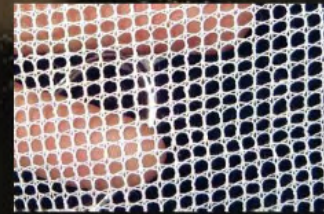






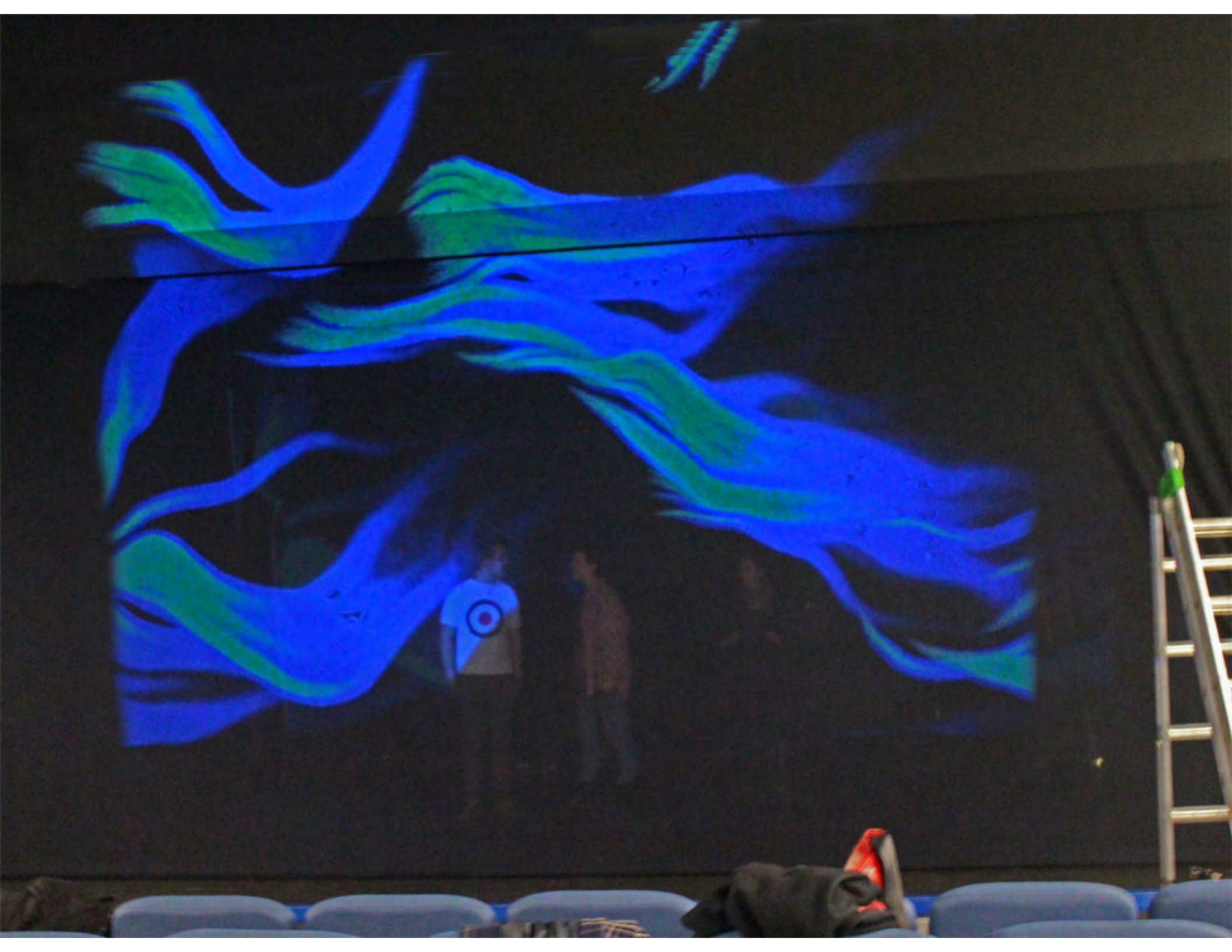


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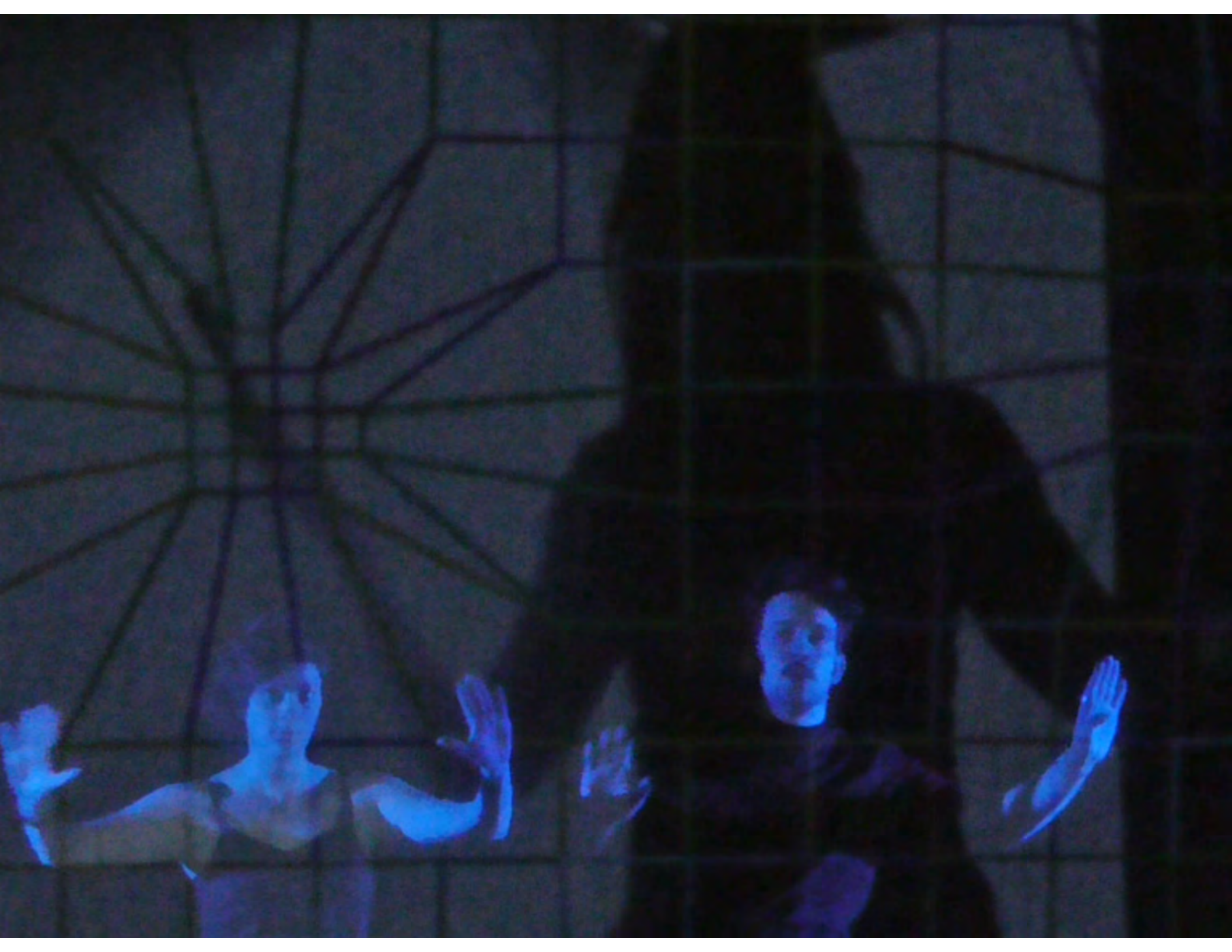


evolution



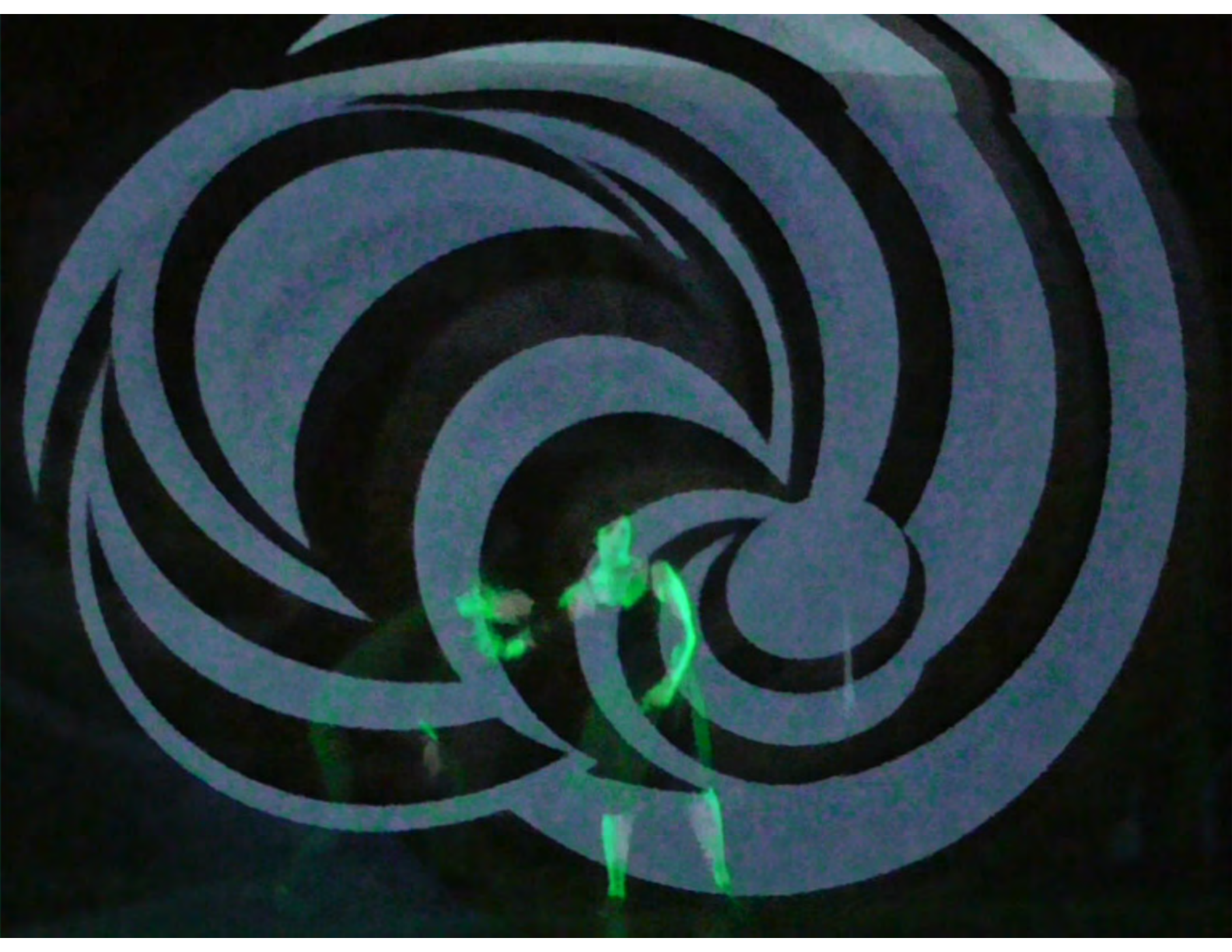








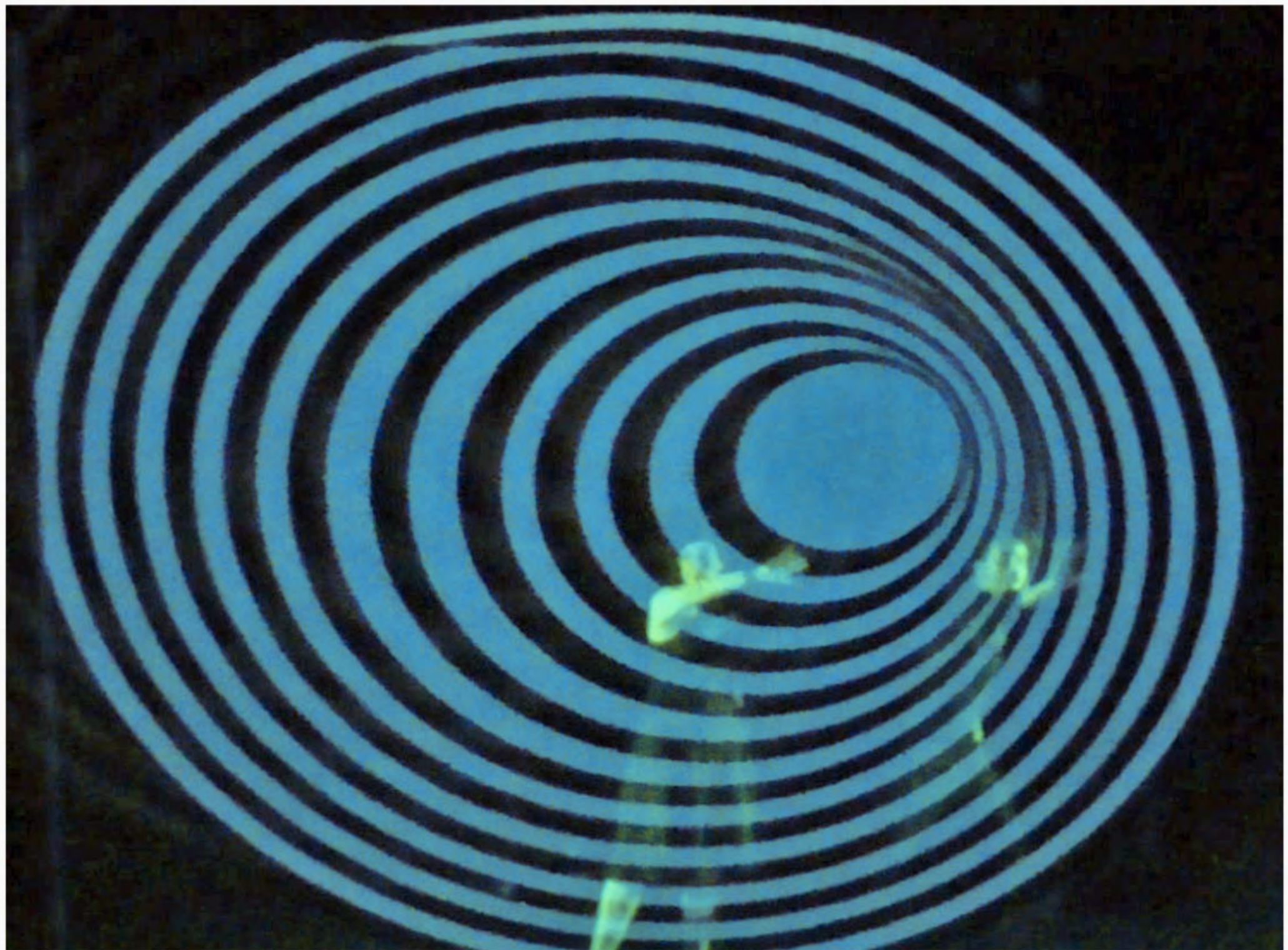


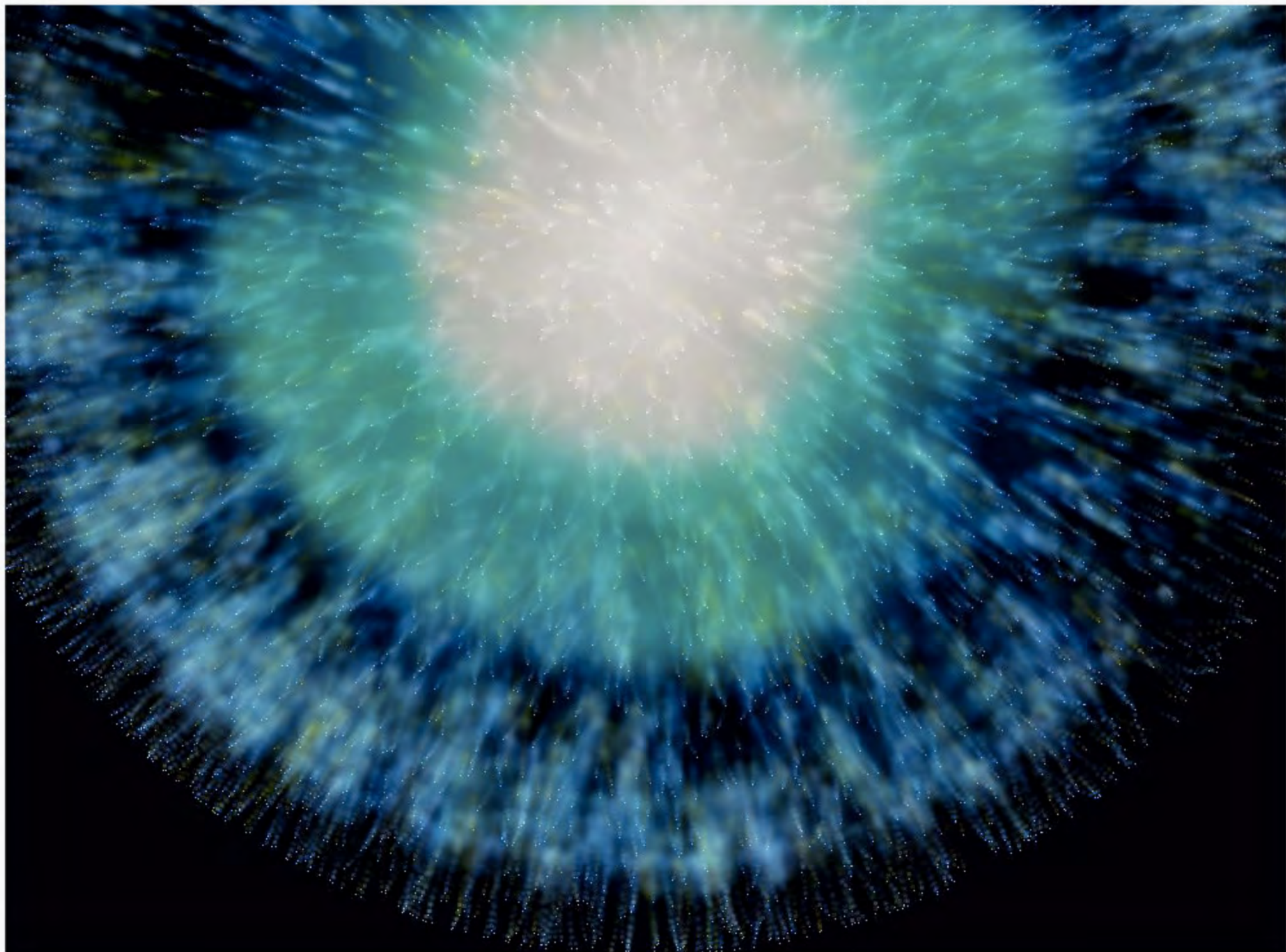


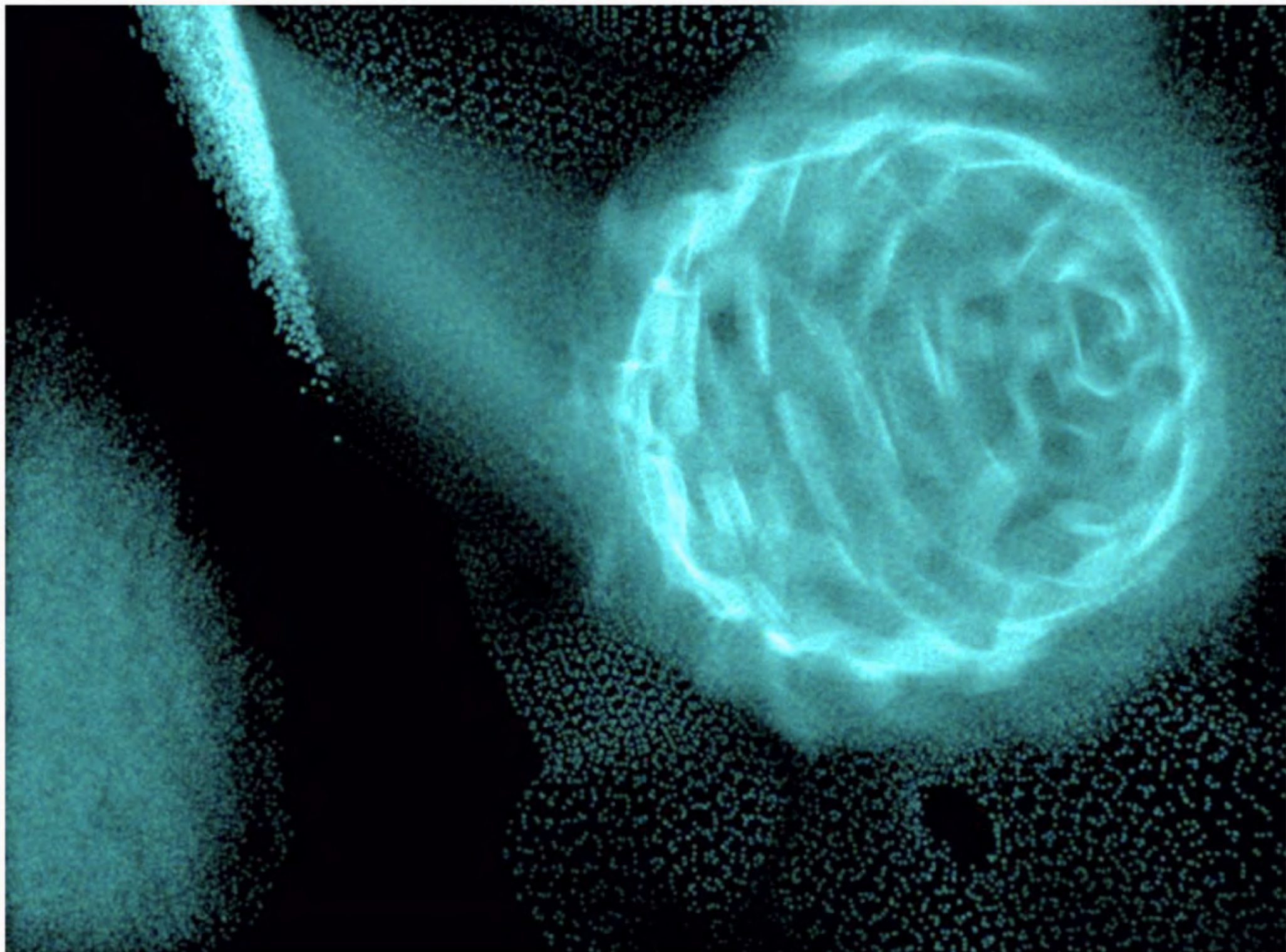


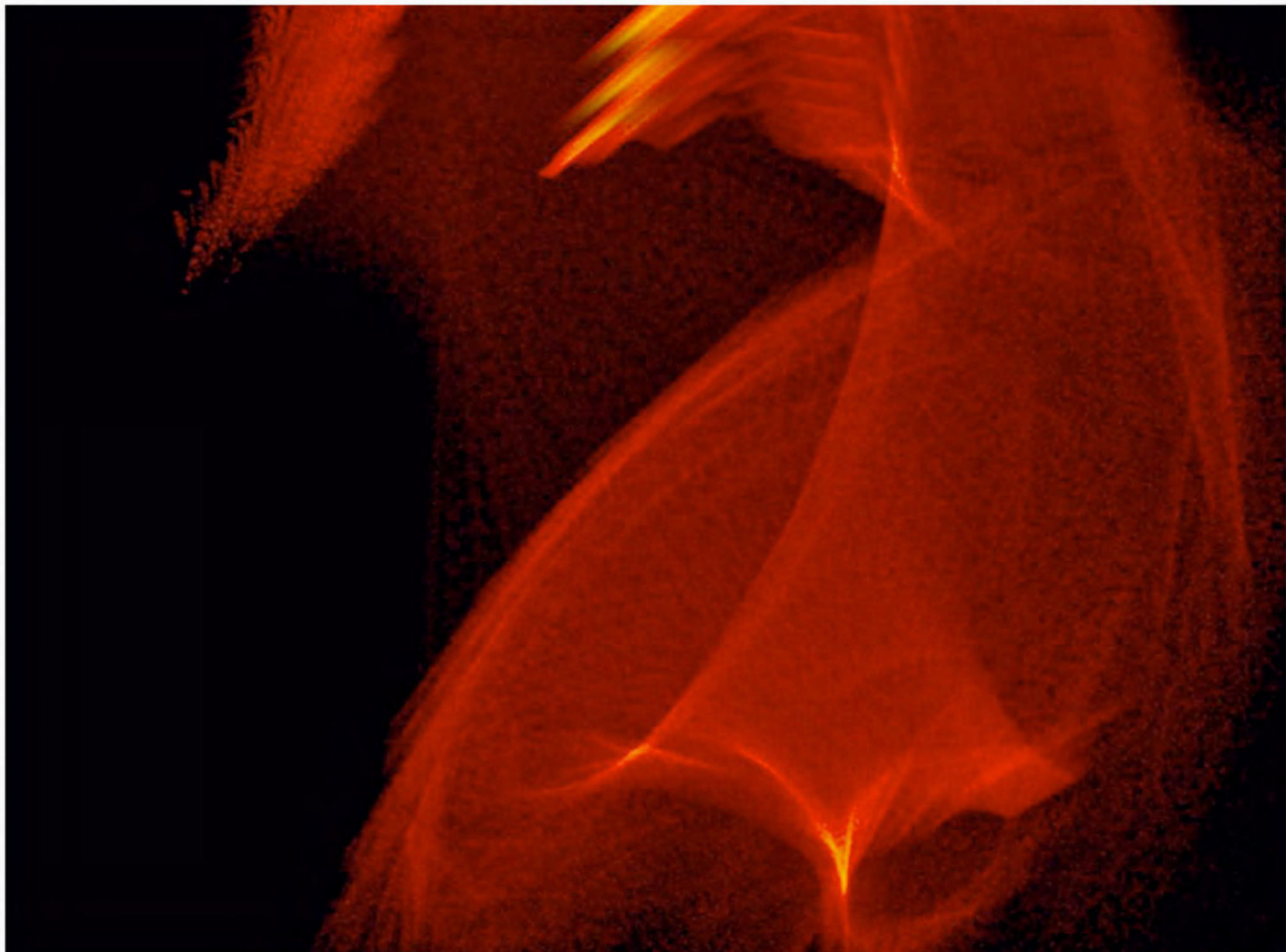


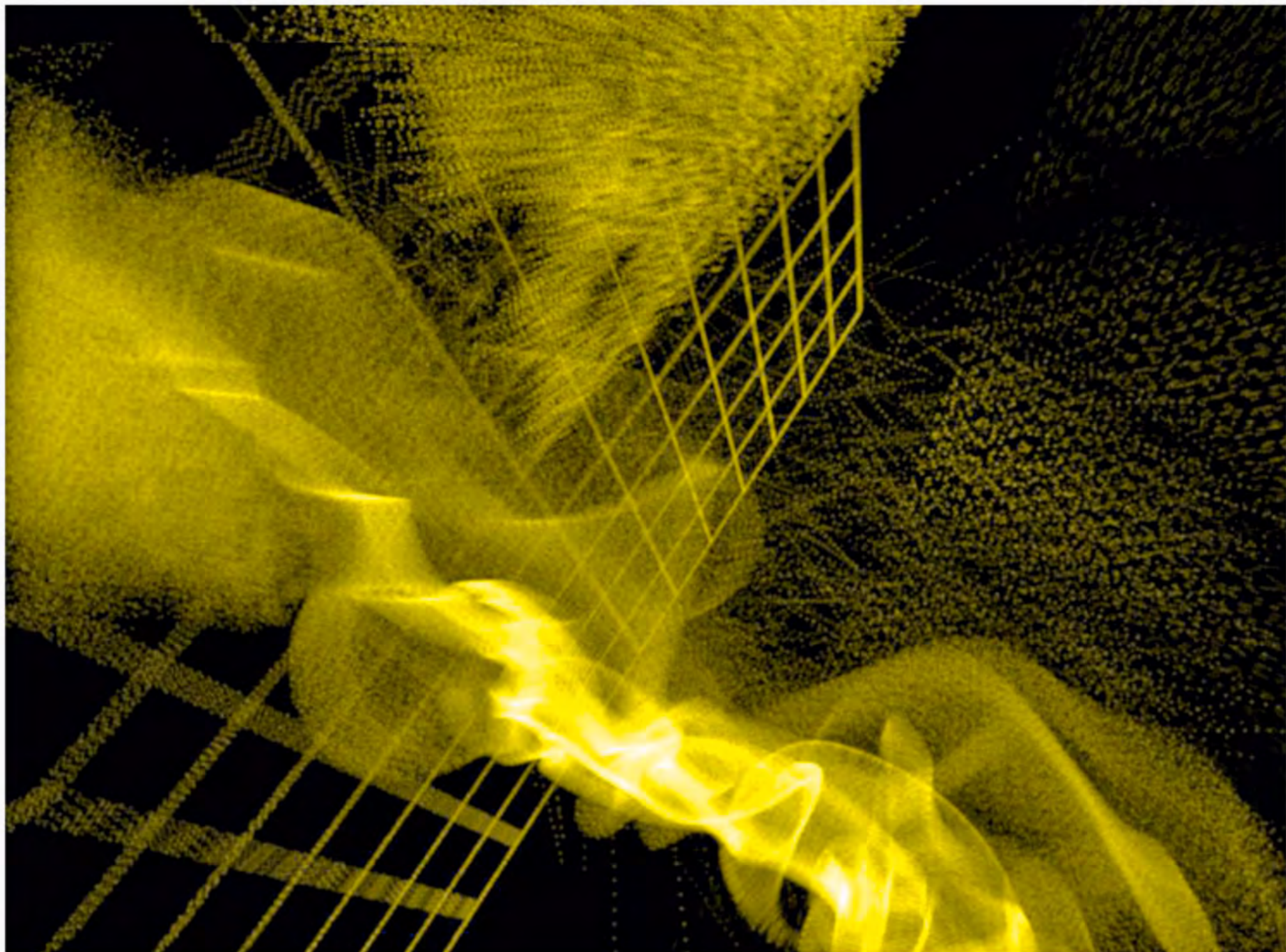


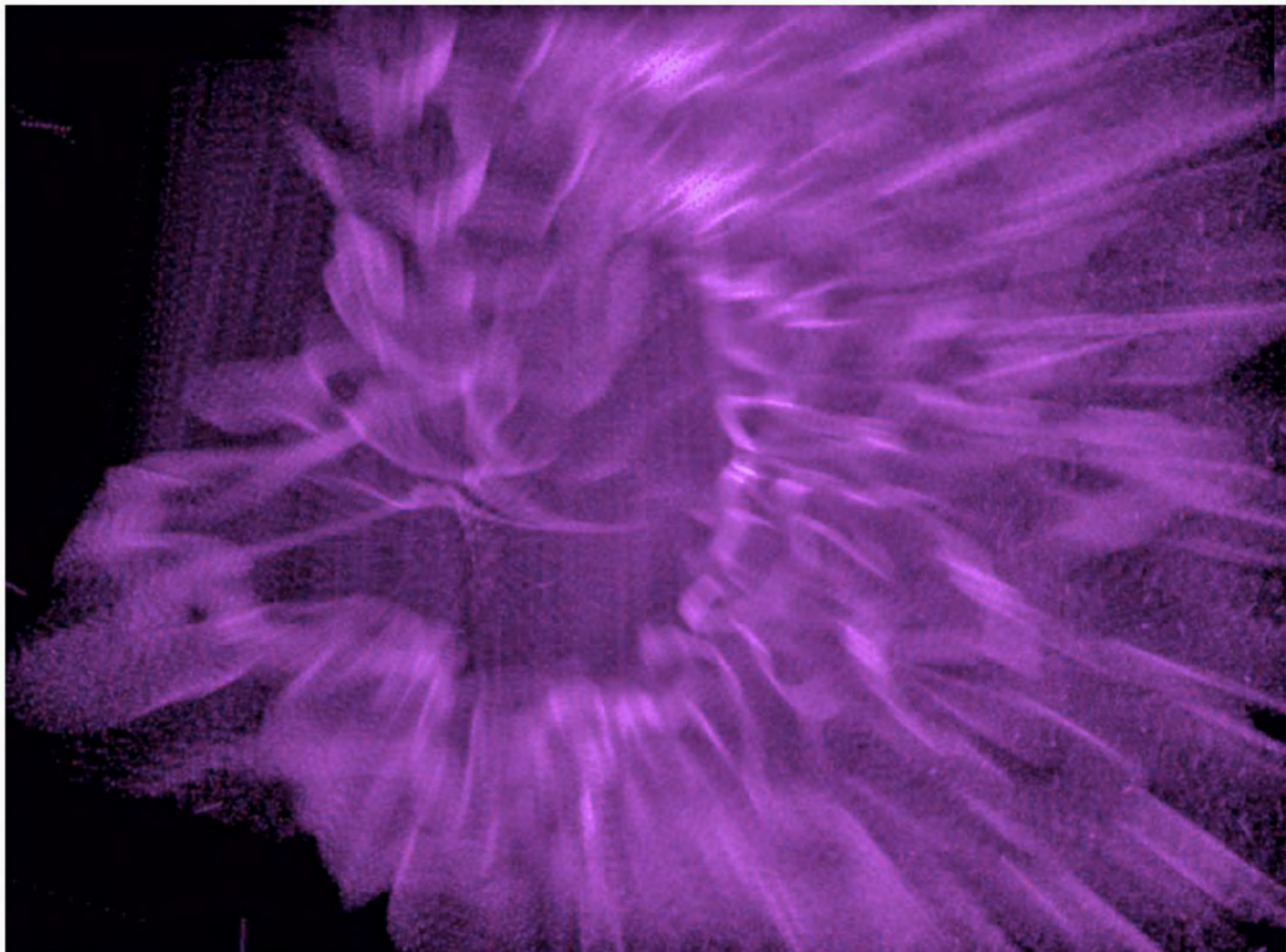


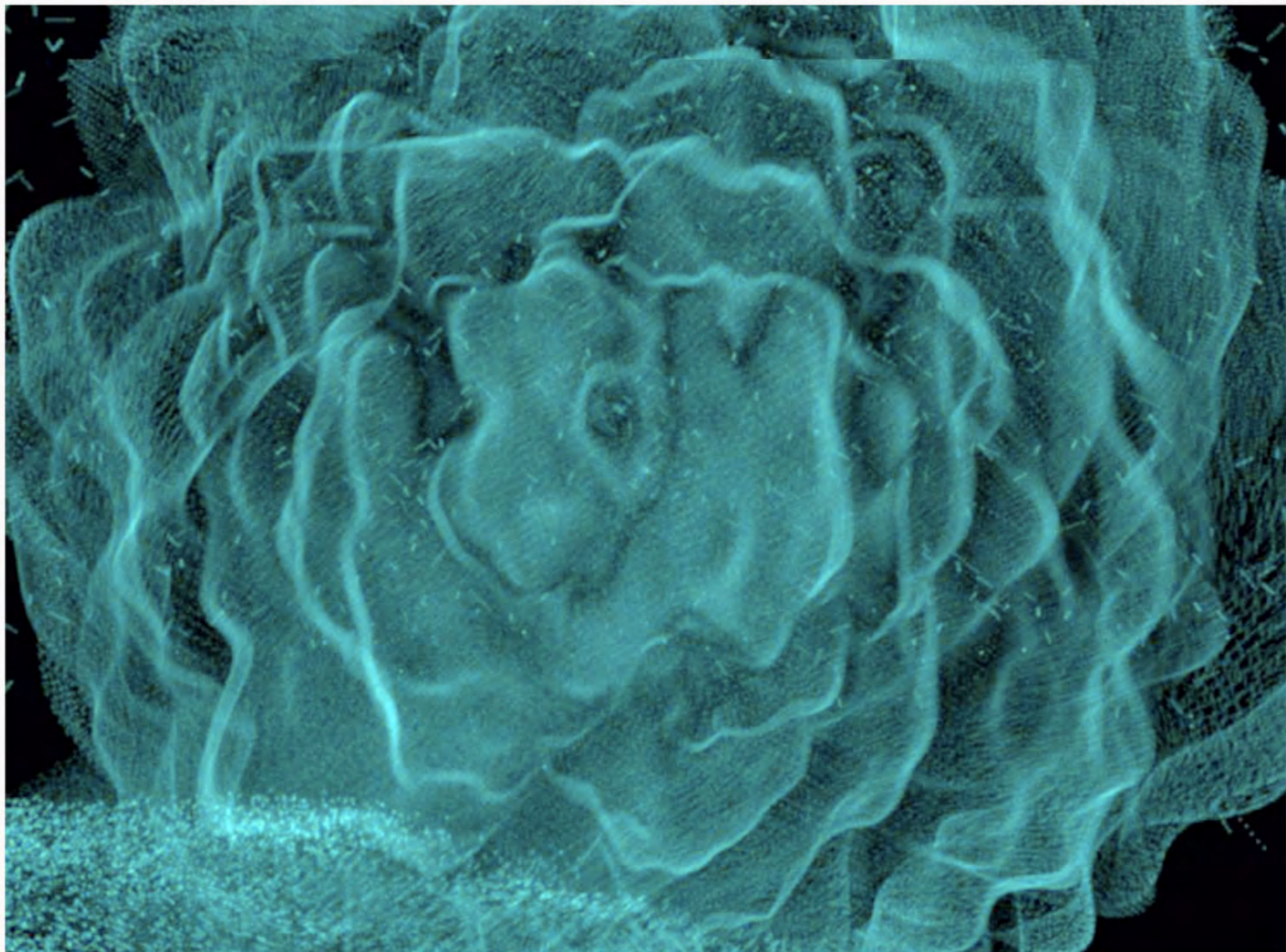


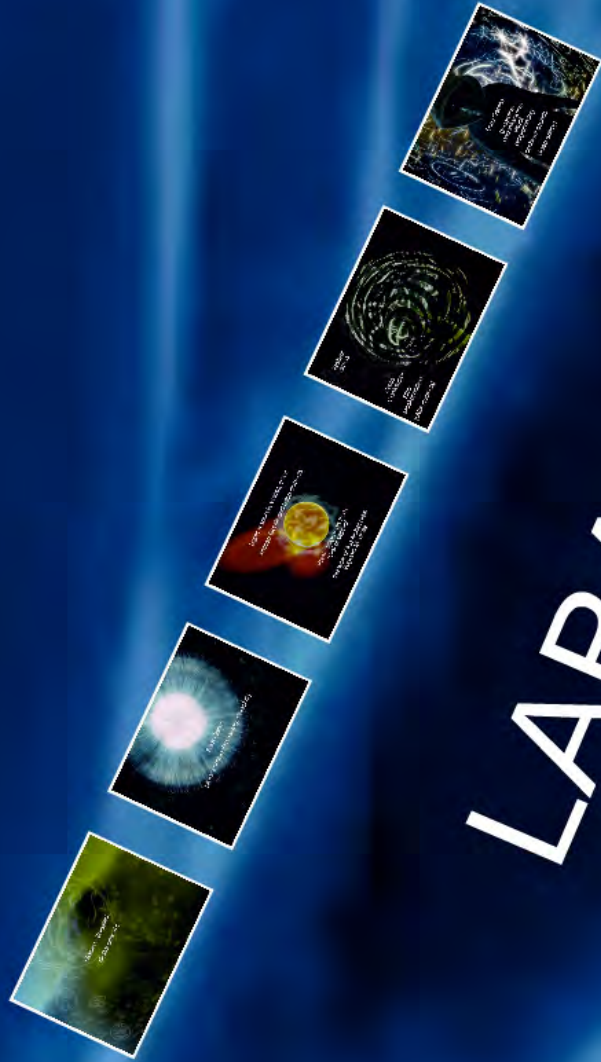















LABA



Massimo Balestrini:
digital artworks



Paolo Servi:
programming (Processing, KinectV2)



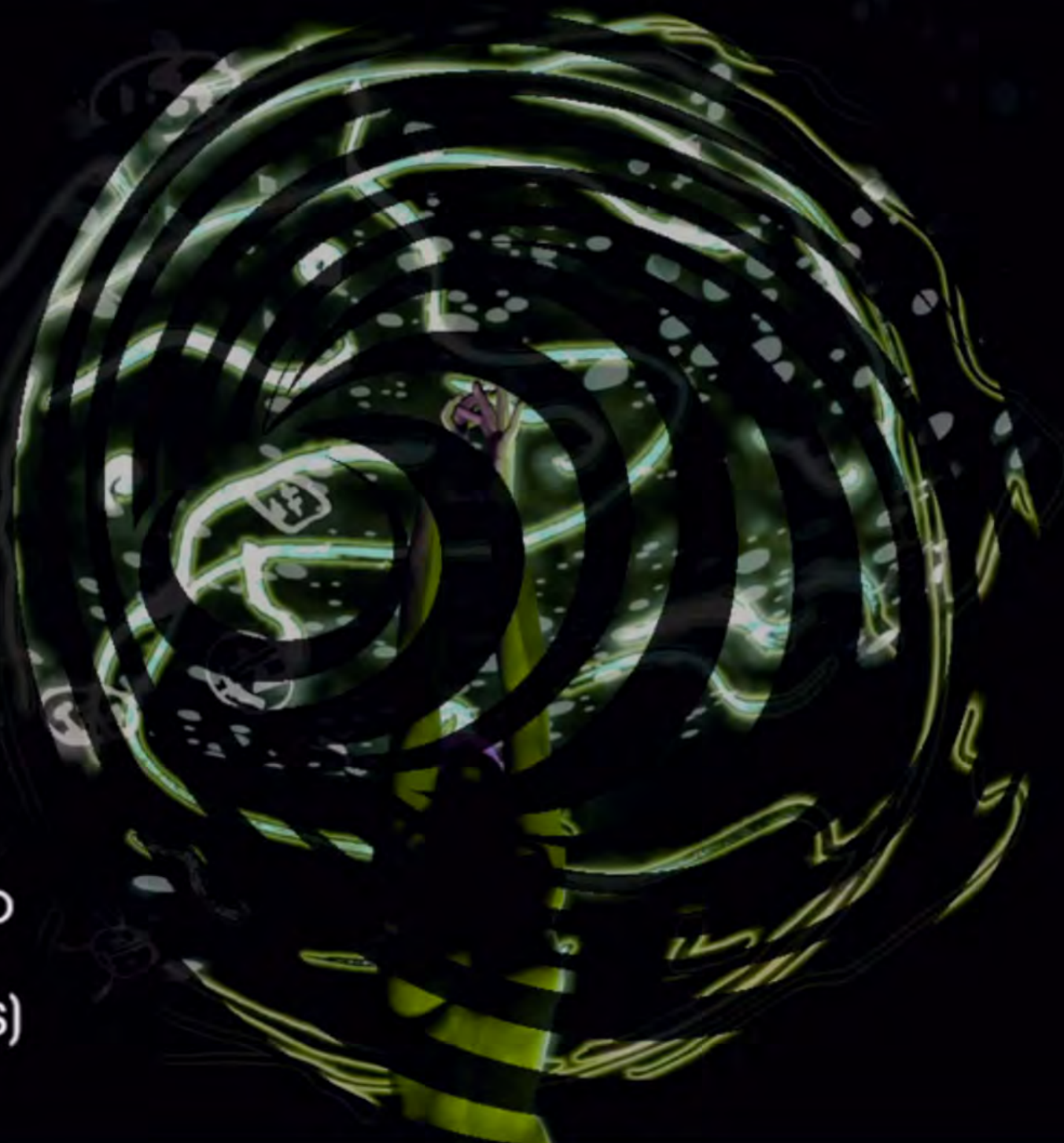
Lights & sounds, voices, story:
Andrea Gentili and Laba students

Poetic fragments from
"Ossi di seppia",
the work of the Nobel prize
Eugenio Montale.

Festival
actors:

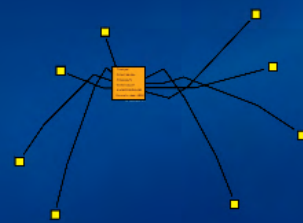
Greta
Cantaluppi

Elisa
Mastromatteo
(LABA students)



A person wearing a dark hoodie is centered in the frame, their face partially obscured by shadows. The background is a complex digital environment with glowing blue and yellow lines, resembling data or code, and several floating banknotes. The overall aesthetic is futuristic and digital.

Enzo Gentile:
generative
and interactive
visual
programming
ambient sounds
video editing



Thank you!

- *for your attention*
- *for hospitality*
- *for your support*
- ***W CREATIVE EUROPE!***

Alessandra Giappi - LABA