



## Artist programme

Launch of call:	16 May 2023
Deadline for applications:	12 June 2023 [9:00 BST – 10:00 UTC]
Recipients announced:	w/b 26 June 2023
Programme begins:	11 September 2023
Duration:	6 months
Outcome:	Physical/Digital Hybrid Exhibition, London. Launching 8 March 2024.

### The call:

Applications are warmly invited from women, non-binary, and trans artists to join the GLoW3 artist programme from September 2023 and to produce and present a new artwork that uses Web 3.0 technologies\* in either its creation and/or in its exhibition/distribution. These can include digital artworks for physical environments, as well as the distribution of artworks via Web 3.0 ecosystems as Non-Fungible Tokens (NFTs). The artwork could be a newly conceived piece that responds to this call or one already underway which artists are seeking to complete, but that is yet to be exhibited. The completed artworks will feature in a physical/digital exhibition which opens in central London in March 2024. Successful applicants will be awarded a £3000 fee and up to £5000 to support travel, subsistence, and accommodation costs to attend workshops, development activities and to gain access to specialist equipment, facilities, and technical support throughout the programme - all detailed below.

\* We use the term 'Web 3.0' in its broadest sense to encompass the blockchain and NFTs, but also the metaverse; the Semantic Web and the Internet of Things (IoT); Artificial Intelligence, immersive realities (including AR, VR, MR and XR); as well as ideals such as decentralisation and the democratisation of the internet.

**GLoW3** is an AHRC-funded fellowship project led by [Professor Sarah Atkinson](#) at King's College London supported by [National Gallery X](#) and in partnership with [King's Digital Lab \(KDL\)](#), [King's Culture](#), [Electric South](#), [GAZELL.iO](#), Real-time and Virtual Production studio, [Mod](#), [EveryRealm](#), and [Numbers Protocol](#). GLoW3 seeks to foreground contributions of women, non-binary and trans individuals to the conceptualisation, commercialisation and creative potential of Web 3.0 screen-based media and art. GLoW3 responds to the promise and potential of Web 3.0 which has yet to be realised during a critical moment of transition where the future is being shaped by the public media which is dominated by a narrow representation of voices and perspectives. GLoW3 seeks to intervene in and shape the future of Web 3.0 through research and engagement with artists by providing access to bleeding-edge technologies and digital expertise to enable experimentation,

discovery, and development of new artworks that respond to (but are not limited by) the following questions:

- How can artworks and experiences transcend geographic borders, connect communities across the global north and south and address the fundamental global issues of our time?
- How can global perspectives of women, non-binary and trans people's experiences and realities be shared, communicated, and experienced using emerging media and hybrid-digital artworks?
- What does the fusion of physical and digital technologies - where the interface between physical environments and persistent digital worlds is invisible - mean for accessibility, inclusion, and exclusion?
- What global themes and issues are emerging in metaverse(s) and virtual world creation?
- What does the creation of the metaverse(s) and virtual worlds mean for extractive and non-extractive worldbuilding approaches, and climate change?
- What are the impacts of blockchain technologies upon artistic communities?
- What are the labour practices, environmental impacts and creative opportunities wrought by Web 3.0 formats and technologies?
- What are the aesthetics, practices and ethical frameworks of women, non-binary and trans created virtual worlds?
- What do physical/hybrid modes of exhibition mean for audience access, interaction, and presence across disparate geographic locations?

We warmly invite proposals that go beyond these questions and encourage artists to cast a critical lens across Web 3.0 phenomenon. In an era where technology is moving faster than our ability to fully understand and comprehend its implications, GLoW3 invites us to take a pause to question, interrogate, critique, and counter the hype that occurs around the advent of these and other emerging technologies.

#### **Supporters:**

In addition to our supporters and partners listed above, the GLoW3 artists programme is also being delivered with specialist support from the Virtual Immersive Production (VIP) Studio at University of Nottingham, and Epic Games Innovation Lab (London).

#### **Facilities and Technologies:**

Throughout the six-month programme, artists will be able to arrange access to some of the following:

**King's Digital Lab:** 3D scanning, via photogrammetry, to produce assets for reuse in digital experiences, 3D modelling, via Blender, for original digital assets - using parametric and procedural methods, real-time engines such as Unreal and Unity.

**NGX studio:** key immersive technologies, including large screen video, digital projection, audio, motion capture and virtual reality.

**VIP studio:** Volumetric Capture, Motion Capture, Facial Performance Capture, Video Capture, Virtual Reality, Haptics, Pepper's Ghosts (Holograms) and Binaural Audio.

**Epic Games Innovation Lab, London:** LED volume / virtual production, facial capture via metahuman animator and Unreal Editor Fortnite (UEFN).

Access arrangements to the facilities and technologies listed above will be discussed on a case-by-case basis with the artists, supporters and partners, and an agreement will be put in place with each artist before the start of the programme.

**The programme:**

The programme is due to commence in September 2023 and will run for 6-months. It comprises 6 workshops scheduled for:

- 11+12 September 2023 [London, including workshop at Epic Games Innovation Lab]
- 17 + 18 October 2023 [Virtual & Immersive Production Studio, Nottingham]
- 15 November 2023 [London/Online]
- 6 December 2023 [London/Online]
- 17 January 2024 [London/Online]

The workshops will be a blend of online and in-person activities. Exact timings will be confirmed before the start of the programme and online activities will be driven by the geographic location and the accessibility needs of our artists. Artists will need to be available for all of the dates listed above to be eligible for this opportunity.

In addition, each artist will benefit from 6 hours of one-to-one support [either online or in person] from one of our specialist technologists from the King's Digital Lab (KDL) to support them in the development of specialist UX, technical, and design skills.

Artists will also benefit from regular meetings and contact with the project lead, Professor Sarah Atkinson, who will share research insights and findings, provide access to research resources, and facilitate connections to wider networks of support and project partners. Mentorship meetings with project partners may also be facilitated. It is envisaged that we will tailor our support to each artist based on the themes, technologies, and requirements of their project.

**Outcome of programme:**

The completed artworks will be exhibited in March 2024 alongside pre-existing artworks that will be curated to collectively showcase the works, histories and experiences of women, non-binary, and trans digital artists working in the Web 3.0 space.

The physical exhibition will be sited in King's College London's Bush House Arcade on the Strand Aldwych. The Arcade faces the Strand/Aldwych pedestrianised space, a new cultural and learning space in the heart of London. There are 14 million visitors to the Strand every year. Thousands of visitors will have a chance to engage with the physical exhibition in the Arcade and on the Strand and we are estimating c.25,000 visitors to the global online version of the exhibition. You can view photos, illustrations, and dimensions of the internal and external spaces of the exhibition via [this link](#).

**Proposals:**

We are seeking proposals that respond and build on the GLoW3 questions listed above, and that use Web 3.0 technologies in their making and/or exhibition. Artists are invited to consider and respond to the location of the site of the exhibition in the conception of their artwork. The internal and external spaces of the exhibition in Strand/Aldwych, in central London provide a fertile ground for experimentation with hybrid physical and virtual projects. Proposals come in the form of the [completion of a short application form](#) to which applicants are asked to append a two-page CV. The proposals will be assessed by a panel made up of representatives from King's College London, and our partner and supporting organisations.

**Resources provided:**

- A £3000 fee which will be paid in two instalments – the first 50% will be released upon the signing of the contract (June 2023), and the second 50% will be paid when the artwork is complete and ready for the exhibition (March 2024).
- Up to £5000 to support travel, subsistence, and accommodation costs to attend the workshops, development activities, the exhibition launch event, and to gain access to specialist equipment, facilities, and technical support throughout the programme.
- We will cover exhibition costs including equipment hire, installation, invigilation, and technical support costs.

**Eligibility & Accessibility:**

International applications are welcomed. We are committed to ensuring that successful applicants can access all aspects of the programme. 100% remote/virtual participation may be possible for those who can commit to the required dates but who can't physically come to London and/or Nottingham. Please detail any access requirements or support needs in the section provided in the application form.

**Questions?**

If you require any further technical detail or specifications about equipment, technologies, and expertise or would like to discuss any aspect of your application, including access requirements or support needs, please get in touch with Sarah Atkinson, [sarah.atkinson@kcl.ac.uk](mailto:sarah.atkinson@kcl.ac.uk) who would be happy to arrange an online appointment to discuss further.