

## Open call for artistic projects



on-the-fly is a Creative Europe project, led by Hangar in partnership with ZKM | Center for Art and Media Karlsruhe, Ljudmila and Creative Coding Utrecht, committed to support the development of the European Live Coding practices. Live coding is a performing art and a creative technique, centred on writing and modifying algorithms in real-time, often in the presence of a physical or virtual audience in such a way, that the person writing the algorithms becomes part of the algorithm itself. This is, live coding explores real-time writing of algorithms with creative intentions. The process is shown to the public, thus giving insights into the performer's mind. Strongly tied to mathematics and computer science, live coding is a powerful tool for promoting artistic research, digital creation and technology literacy. It is mainly used to create sound, music, and visuals, but there are examples exploring fields such as poetry, robotics or dance. By its characteristics, live coding engages with diverse unexplored and novel areas in the creative sector (e.g human–computer interaction and programming language design) rendering the practice an ideal platform for both artistic and digital experiments. Following the spirit of the live coding community, on-the-fly project engages with the free culture movement and promotes self creativity rather than cultural consumption, as well as inclusion and respect.

### **The call**

The call will award 8 grants to develop artistic productions involving live coding practices. The residencies will be hosted by one of the partner institutions: Hangar, ZKM | Center for Art and Media Karlsruhe, Creative Coding Utrecht, Ljudmila Art and Science Laboratory.

### **Possible topics (but not limited to)**

live coding performance, live coding composition, live coding embodiment, online live coding, live coding collaboration, live coding improvisation, live coding process, perception of live coding, live coding games, esoteric live coding, live coding and artificial intelligence, live coding and machine learning, live coding and body, live coding and dance, live coding and autonomous agents, live coding and tangibility, live coding and digital communities, live coding and domain specific languages, live coding and virtual reality, live coding and electronic diy, live coding and gesture...

## **The residency covers**

- Artist fee
- Subsistence costs
- Roundtrip travel costs
- Production costs
- Access to facilities and equipment, peer to peer mentoring.

## **Who can apply?**

Researchers, artists, developers and members of collectives of all ages (over 18 years old) and nationalities working in the field of live coding.

on-the-fly gives an opportunity to develop artistic projects centered on live coding practices working in Barcelona, Karlsruhe, Ljubljana or Utrecht. The residence has the aim to give the resources, facilities and materials to develop live coding hands-on projects. Residents are expected to present the results in a public presentation at the end of their stay.

Please note that the budget is adjusted to the cost of travel within the European Union. If the amount of your travel is higher than indicated, you should cover the remaining amount or look for other financing possibilities, for example travel grants.

## **Duration**

Each residency will last from 15 days to 1 month. The time-periods will depend on the needs of the project as well as the place where they are carried out:

- Hangar: one-month-long residency (2 grants).
- ZKM | Center for Art and Media Karlsruhe: one-month-long residency (2 grants).
- Creative Coding Utrecht: two-weeks-long residency (2 grants).
- Ljudmila Art and Science Laboratory: one-month-long residency (2 grants).

## **Residency period**

- Hangar - March to May 2021
- ZKM | Center for Art and Media Karlsruhe - May to November 2021
- Ljudmila - April to May 2021 (1) ; Spring 2022 (1)
- Creative Coding Utrecht - August-September 2021

## **Deadline for submission of applications**

Extended to January 20th 2021 at 11:55pm CET.

Results of the selection process: End of January 2021  
The partners will undergo interviews with pre-selected and results of the open call for residency.

*Coronavirus continues to pose a major global risk to travel safety. Because of the pandemic, rapid and unpredictable changes are still possible. On-the-fly consortium will put in place all the measures needed to ensure safety for the residence. Nevertheless, dates might change and formats might be adapted.*

## **How to apply?**

Candidates must submit their proposals through the following form:

<https://cloud.hangar.org/apps/forms/DNryKWjSqjJ6YZNz>

## **Infrastructure available for selected projects**

Each organization offers access to particular resources and opportunities during the resident stay:

### **Hangar**

Topics:

- Open hardware and software and DIY
- Audiovisual Performance
- Live coding and modular synthesizers
- Domain specific languages
- Machine learning and AI

Community:

- A polyglot and active community of live coders: Toplap Barcelona.
- Visuals and Experimental music.
- Domain specific languages: Megra, Bacalao,

Infrastructure and facilities:

- Interaction laboratory
- Digital image laboratory
- Production laboratory
- Audio production studio
- Performance venue

### **Hertz-Lab | ZKM**

Topics:

- Sonic spatialization
- Live Coding and Autonomous Agents

- AI And Live Coding (from symbolic AI to neural AI)
- Live Coding in coop with acoustic or electronic instruments
- New multimodal interfacing strategies
- Cooperative live coding
- Live Coding in Sound and Visuals
- LC & embodiment
- Algorithmic strategies

#### Infrastructure and facilities:

- ZKM\_Sound Dome (47 loudspeakers in a spherical arrangement + 4 subs)
- Flexible spatial speaker environments in one of the venues using up to 40.4 Meyersound MM1 (mini speakers) or 16.4 chan D&B 1220+E3+B1
- "Mini Dome" (small space dome setup)
- Volumetric Capturing room
- 6 atelier spaces with 2–8 loudspeakers of high quality, with 24 hour access
- Cooperative spaces
- Rapid prototyping lab; workshop for electronics
- Top notch ML-enabled computer system

### **Creative Coding Utrecht**

#### Topics:

- Interface Design
- Live Coding Visuals,
- Audience Perspectives and Heterophenomenologies
- Performance Development

#### Community:

- A diverse community of coders, researchers, performing artists and venues/organizations to be able to perform in various contexts [i.e. classical music, digital art, pop music, urban, dance, theater, etc]
- Live coding acoustic pipe organs with MIDI
- Shaders Showdown
- National performance infrastructure

#### Facilities:

- Meetup / workshop space (CCU HQ, Utrecht)
- Possibility of residency space(s) with diverse partners, for example: iii (Den Haag)
- Possibility of venues for presentations and events, for example: Gaudeamus
- Music Festival (Utrecht), Orgelpark for live coding midi organs (Amsterdam)

## **Ljudmila**

### Topics:

- Open-source culture and free software
- Cooperative live coding
- DIY sound electronics, mechatronics, critical making
- Live Coding in Sound and Visuals, audiovisual and/or multimodal performances
- Interactivity, new interface strategies and networking with hardware devices
- Live coding and modular synthesizers
- Machine learning and AI

### Community:

- A young and small but growing community interested in learning and developing their live coding skills

### Facilities:

- 3D printing equipment
- 2 small residency studios
- Electronics workshop
- programming support
- Performance venue osmo/za with sound equipment and big projection screen during the two-day OTF meeting in May 2021 an additional (club) partner venue.

## **Fees**

Hangar (Barcelona): 1500 euros per resident.

ZKM | Center for Art and Media Karlsruhe (Karlsruhe): 1500 euros per resident.

Ljudmila (Ljubljana): 1400 euros per resident.

CCU (Utrecht): 750 euros per resident (15 days)

## **Subsistence**

Hangar: 400 euros per resident. Accommodation: covered

ZKM | Center for Art and Media Karlsruhe (Karlsruhe): 750 euros per resident.

Ljudmila (Ljubljana): 300 euros per resident. Accommodation: covered

CCU (Utrecht): 450 euros per resident

## **Travel expenses**

Hangar (Bcn): up to 300 euros per resident

ZKM | Center for Art and Media Karlsruhe (Karlsruhe): up to 300 euros per resident

Ljudmila (Ljubljana): up to 350 euros per resident

CCU (Utrecht): up to 300 euros per resident

## **Production budget**

Hangar (Bcn): 250 euros per resident.

ZKM | Center for Art and Media Karlsruhe (Karlsruhe): 500 euros per resident

Ljudmila (Ljubljana): 200 euros per resident

CCU (Utrecht): - 150 euros per resident (CCU is open to look for additional support to realize ambitious ideas)

*Working space included in all locations.*

## **Commitments of the selected project**

*Please note that commitments may vary depending on where the residency is taking place*

- To contribute with a workshop and/or presentation of the project during the period of the residence (the activity could also be held online).
- To submit an evaluation and final report of the residence.
- To mention on-the-fly with the logo and a link to the project website in the communication of the project.
- Following the spirit of the live coding community (and according to the protocol Public Money, Public Code) all the code created in the project should be publicly available.

## **Selection process**

The application must be done by submitting the above mentioned form. Each candidate can submit a single project. The selection committee may contact the shortlisted candidates for an interview.

## **Selection Committee**

The selection process will be formed by researchers, artists, cultural agents specialized in live coding as well as representatives of the partnership.

## **Evaluation criteria**

The selection committee will evaluate the projects according to:

- The alignment of the proposal with the objectives and themes of the call.
- The quality, relevance and interest of the project in relation to the context of the themes proposed in the call.
- The feasibility and potential development of the project in the context of on-the-fly.

- The ability of the project to generate and / or link critical mass along the process.
- The commitment of the applicant with the open documentation of the project and with opening and sharing the process.
- Equal career opportunities for artists and live coders coming from underrepresented countries in the EU cultural scene.
- Gender equality, non binary-discrimination.
- Criteria regarding gender, functional diversity and migrant communities

**Deadline for submission of applications:** extended to January 20th 2021.

**Results of the selection process:** End of January 2021

Please send information/questions to: **info@onthefly.space**