Call for Participants: openAR

Deadline: → **Wednesday, May 19th, 2021** ←

Project introduction:

openAR brings together digital culture experts with beginners who are interested in learning to work with augmented reality and experimenting with it in an artistic context. In the course of the project there will be workshops educating participants on the technological background, culture and history of digital art, particularly AR, as well as teaching them to create AR works themselves. At the same time, experts and participants will jointly discuss possible formats for a platform to present, collect and archive AR works.

The objective of the project is to collectively create an exhibition both at panke.gallery and on the collectively conceptualized online platform.

When?

	Kick off (via Zoom)	5. June, 5 - 7 PM
1	*Introduction to AR & practice* w/ Tamás Páll	12. + 13. June, 9.30 AM - 6 PM
2	*Fragmented storytelling & locationbased AR* w/ Sarah Buser	17. + 18. July, 9.30 AM - 6 PM
3	*AR interaction / game design & open source approaches* w/ Tamás Páll	7. + 8. August, 9.30 AM - 6 PM
4	*Exhibiting and contextualizing AR* w/ Jeremy Bailey	21. + 22. August, 9.30 AM - 6 PM 23. - 25. August, 6 - 9 PM
	Exhibition (panke.gallery)	29. August - 14. September

Who can participate?

We are looking for participants who are eager to expand their knowledge into the realm of digital technologies and the arts. We are going to work with Unity - the real time development platform and C#.

You do not need any artistic background or previous knowledge in programming or working with AR technology, but should be interested in learning about technical development. We value diversity and we encourage applications from women, inter, trans and non-binary individuals as well as people with a migration history and / or experience of discrimination. In order for everyone to feel safe, we ask everybody to adhere to the panke.gallery code of conduct.

Experts:

The workshops will be supervised by *Jeremy Bailey* (https://www.jeremybailey.net), *Sarah Buser* (https://sarahbuser.com) and *Tamás Páll* (https://tamaspall.com). Each expert will teach participants in creating AR works, give insights into their respective domains of expertise and discuss the ethical implications of our networked society.

The workshops will be accompanied by keynote speeches from other experts complementing the respective workshop's thematic focus:

Robert Sakrowski - curator and founder of panke.gallery (https://www.panke.gallery/).

Ela Kagel - co-founder of SUPERMARKT (https://supermarkt-berlin.net/) and expert in digital culture, social innovation and collaborative economy in Berlin.

Vincent Van Uffelen (https://vincentvanuffelen.com) - developer, cultural scientist and expert in crowd commissioning, crypto currency and NFTs.

Other facts:

Workshops are planned to take place in-person in Berlin. If Covid-regulations do not allow for in-person events, they will be held online instead.

Workshops & talks will be given in English.

Participation is free of charge. You should be available on all dates.

If you are interested in participating or want more information, please email Noemi (she/her):
noemi.garay@panke.gallery

Minimum requirements for Unity development

In case no device with the listed requirements is available to you, we will do our best to provide you with a loaner.

Minimum requirements	Windows	macOS	Linux (Support in Preview)
Operating system version	Windows 7 (SP1+) and Windows 10, 64-bit versions only.	High Sierra 10.13+	Ubuntu 20.4, Ubuntu 18.04, and CentOS 7
CPU	X64 architecture with SSE2 instruction set support	X64 architecture with SSE2 instruction set support	X64 architecture with SSE2 instruction set support
Graphics API	DX10, DX11, and DX12-capable GPUs	Metal-capable Intel and AMD GPUs	OpenGL 3.2+ or Vulkan-capable, Nvidia and AMD GPUs.
Additional requirements	Hardware vendor officially supported drivers	Apple officially supported drivers	Gnome desktop environment running on top of X11 windowing system, Nvidia official proprietary graphics driver or AMD Mesa graphics driver. Other configuration and user environment as provided stock with the supported distribution (Kernel, Compositor, etc.)

Recommended hardware for Unity development

In case no device with the listed requirements is available to you, we will do our best to provide you with a loaner.

	Windows	**macOS**	**Linux (Support in Preview)**
Operating system version	Windows 7 (SP1+) and Windows 10, 64-bit versions only.	High Sierra 10.13+	Ubuntu 20.4, Ubuntu 18.04, and CentOS 7
CPU	**Intel Core i5 and above (or AMD equivalent)**	X64 architecture with SSE2 instruction set support	X64 architecture with SSE2 instruction set support
Graphics API	DX10, DX11, and DX12-capable **dedicated** GPUs	Metal-capable Intel and AMD GPUs	OpenGL 3.2+ or Vulkan-capable, Nvidia and AMD GPUs.
Additional requirements	Hardware vendor officially supported drivers	Apple officially supported drivers	Gnome desktop environment running on top of X11 windowing system, Nvidia official proprietary graphics driver or AMD Mesa graphics driver. Other configuration and user environment as provided stock with the supported distribution (Kernel, Compositor, etc.)