CSC IMMERSIVE ARTS LABS

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IMMERSIVE FILMMAKING

CSC Immersive Arts Labs
IMMERSIVE FILMMAKING
15th to 19th of July 2024
Island of San Servolo, Venice

WHAT

Immersive Labs is a workshop program designed to enhance and update technical and creative skills in the field of immersive arts. The **Immersive Filmmaking** workshop offers a hands-on experience, teaching students the fundamentals of creating a 360-degree short film in Virtual Reality. Participants will have the opportunity to follow the technical and creative processes step by step, from the initial concept to the production stage, covering both visual and audio aspects.

WHEN & WHERE

The workshop will take place from **July 15th to 19th** at CSC Immersive Arts Center on the Island of San Servolo in Venice. Participants are expected to attend the whole programme. Venice non-residents are warmly advised to book an accommodation at the San Servolo Island through the application process. The course lasts 5 days, running from **9:30 AM to 6:30 PM**, including lunch and coffee breaks.

TO WHOM

The course is designed for students, audiovisual professionals, and anyone interested in gaining essential technical and creative skills while experimenting with immersive storytelling techniques and aesthetics. Each participant will have access to dedicated VR equipment and will create a 360° VR video. The workshop is limited to 10 adult participants, knowledge of the English language is required.

THE PROGRAMME

The course will start with an introduction to the history of VR, followed by an overview of immersive audio and video technologies, covering everything from 360° stereoscopic video to spatial video, and from binaural to ambisonic audio. After getting familiar with the equipment and techniques for 360° audio and video capture, participants will develop concepts for a short cinematic VR film with spatial audio. Using the knowledge acquired, they will then experiment in the field, producing and finalizing a short immersive experience. Finally, the focus will shift to video and audio post-production and the distribution of the created content.

The workshop includes an introduction to the landscape of XR audiovisual productions and access to a curated selection of VR experiences through an Immersive Library with 4 VR stations.

THE EXPERTS

Antonio Giacomin
Antonio Giacomin, also known as fluido, was born in Trieste in 1974, where he currently lives and works. As a creative technologist and video designer, he began experimenting with immersive video in 2015, creating various immersive communication projects for different companies. Since 2016, he has been the curator of the VR section of the Trieste Film Festival, and in 2018, he was a guest curator at the FeKK festival in Ljubljana. He served as a creative producer and creative technologist for the project "In the Cave," developed under the Biennale College VR program and presented in the Venice VR section at the 75th Venice International Film Festival. Since 2017, he has been running the blog 360.fluido.tv and the podcast Linea di stitching, where he shares his experiences in the world of VR.

Massimiliano Borghesi
Massimiliano Borghesi was born in Trieste, Italy. He works as a Sound Designer and Sound Recordist, specialising in Spatial Audio. After earning a degree in Psychology with a cognitive-pyschobiological curriculum, he graduated from Trieste Theatre Academy and worked for 10 years in the- atres. Pursuing his interest in Sound, he earned a Sound Design Master of Arts with distinction at Leeds Beckett University - Northern Film School, with a thesis on spatial audio production for immersive cinema. He then obtained a diploma in Game Audio at CPM institute in Milan. His works for films, games and VR have been awarded at international festivals.

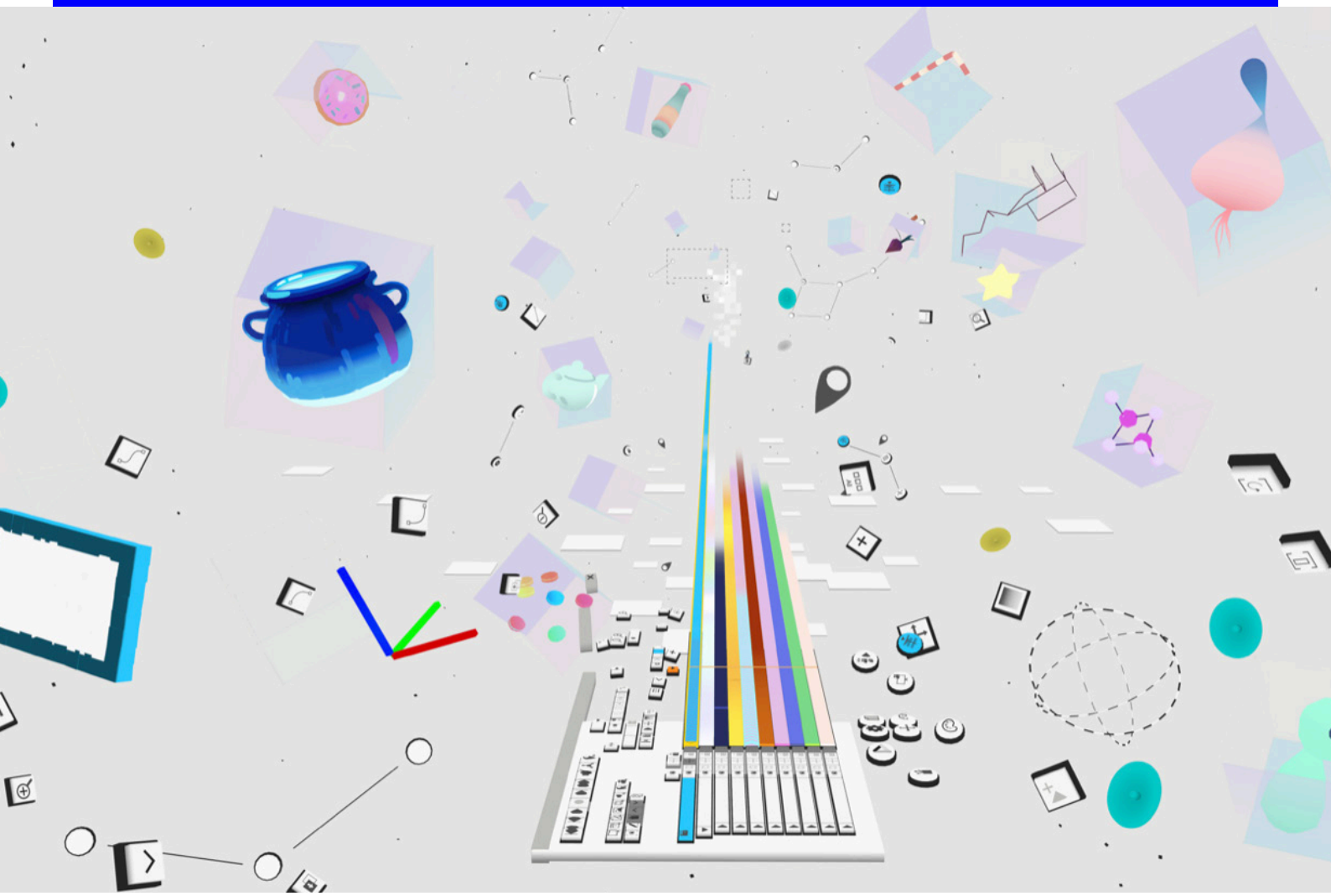
HOW TO APPLY

To apply, please send the documentation listed below in a single PDF file via email to immersivearts@fondazionecsc.it, referencing **"CSC Immersive Filmmaking"** by the final deadline of **July 8th at 11:59 PM**.

Please attach the following documentation:

- Identification Document
- A brief Curriculum Vitae
- A motivational letter

VR ANIMATION



CSC Immersive Arts Labs
VR ANIMATION
22th to 26th of July 2024
Island of San Servolo, Venice

WHAT

Immersive Labs is a workshop program designed to enhance and update technical and creative skills in the field of immersive arts. **VR Animation. Quill a tool for creative storytelling** is an intensive hands-on workshop designed to provide the participants with the base knowledge to create an animated short in Virtual Reality.

Quill is a software that helps create immersive contents in a virtual environment and obtain an immediate feedback on the process. For this reason, Quill has also proved to be an essential tool in the prototyping process of narrative contents in Extended Reality, allowing creators and creative technologists to experiment with narrative techniques in real time. Participants have the opportunity to follow technical-creative methodologies step by step, from inception to production.

WHEN & WHERE

The workshop will take place from **July 22th to 26th** at CSC Immersive Arts Center on the Island of San Servolo in Venice. Participants are expected to attend the whole programme. Venice non-residents are warmly advised to book an accommodation at the San Servolo Island through the application process. The course lasts 5 days, running from **9:30 AM to 6:30 PM**, including lunch and coffee breaks.

TO WHOM

The course is designed for students, audiovisual professionals, and anyone interested in gaining essential technical and creative skills while experimenting with immersive storytelling techniques and aesthetics. Each participant will have access to dedicated VR equipment and will create a Virtual Reality project.The workshop is limited to 10 adult participants, knowledge of the English language is required.

THE PROGRAMME

The workshop will cover all stages of creating a Virtual Reality animation: from ideation and style identification, to design, content creation, and finally, publishing of the finished project.

Participants will be introduced to the landscape of XR productions and will have access to viewing Virtual Reality experiences through an Immersive Library featuring 4 VR stations.

- Developing concepts and Visual Style
- Sculpting / Illustrating in Quill / Character design
- VR Animation / Timeline / Optimisation
- Spatial Audio, Editing, Debug and Mix

THE EXPERTS

Simone Fougnier
Simone 'funilab' Fougnier is a 38 years old visual artist based in Italy. Funi has almost 20 years of experience in the music industry as illustrator and motion designer, working with artists like Anderson Paak, Deadmau5, Mr.Bill, Droeloe and record labels like Monstercat, Trap Nation, Critical, Vision and many others. In 2019 he co-founded Studio Syro, an independent VR animation studio with the goal to create compelling art with a new unexplored medium. He wrote and directed the VR series 'Tales from Soda Island' that was selected in the BEST OF Immersive at the 80th Venice Biennale film festival

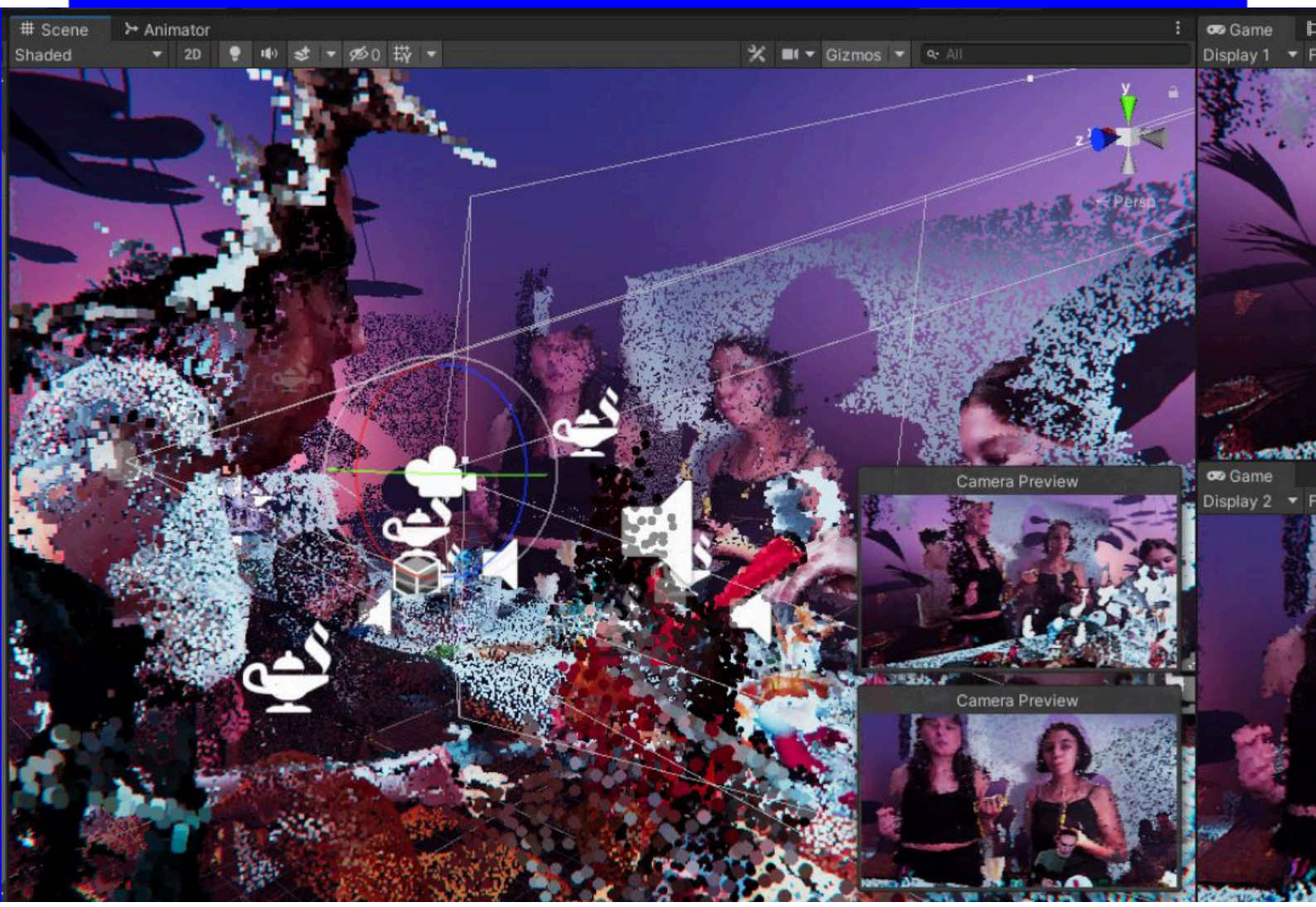
HOW TO APPLY

To apply, please send the documentation listed below in a single PDF file via email to immersivearts@fondazionecsc.it, referencing **"CSC Immersive VR Animation"** by the final deadline of **July 15th at 11:59 PM**.

Please attach the following documentation:

- Identification Document
- A brief Curriculum Vitae
- A motivational letter

CINEMATIC WORLDBUILDING



CSC Immersive Arts Labs
CINEMATIC WORLDBUILDING: A SPATIAL MONTAGE
9th to 13th of September 2024
Island of San Servolo, Venezia

WHAT

This workshop offers a practical introduction to worldmaking and cinematic production via LiDAR scanning and volumetric filming methods within the Unity Game Engine. Utilizing LiDAR, live 3D scanning, and worldmaking, we will delve into and revisit the concept of **Spatial Montage**—a term coined by Manovich—not merely as a cinematic technique, but as a spatial practice that can be applied as a design method to edit and remix spaces within the virtual realm.

WHEN & WHERE

The workshop will take place from **Semptember 9th to 13th** at CSC Immersive Arts Center on the Island of San Servolo in Venice. Participants are expected to attend the whole programme. Venice non-residents are warmly advised to book an accommodation at the San Servolo Island through the application process. The course lasts 5 days, running from **9:30 AM to 6:30 PM**, including lunch and coffee breaks.

TO WHOM

The workshop is ideal for artists, architects, filmmakers, and anyone interested in new media and digital storytelling. Whether you're a professional looking to expand your skills or a student eager to explore the intersection of technology and narrative, this workshop provides a unique opportunity to learn from industry experts. The lab is limited to a maximum of 10 adult participants, knowledge of the English language is required.

THE PROGRAMME

The program includes an introduction to Unity software:
• Assets, scenes, lighting, and environment
• 3D capture of reality:
• Environments and subjects
• Rendering LaserScans into Pointclouds and Volumetric Video
• VFX and real-time recording in the game engine
• Creating environments in VR/MR

• Day 01 (09.09.2024):
Meet&Greet
Introduction to the Workshop and Methods
Examples of Unity Project distribution
City walks and capturing with a FARO Laser Scanner and Record3D App

• Day 02 (10.09.2024):
More city walks and capturing
Assembling and Registering LaserScans to Pointclouds
Asset preparation - Import & Export

• Day 03 (11.09.2024):
Tutorial: Faro Scene & Record3D + Tutorial: Unity (Worldmaking)
Creating Scenes with VFX systems
Lights, Environment settings

• Day 04 (12.09.2024):
Tutorial: Unity (Worldmaking)
Realtime Camera operations for mini trailers
Entering the worlds via VR/MR

• Day 05 (13.09.2024):
Individual works support
Exhibition and Display

THE EXPERTS

Me AndOther Me (Anna Pompermaier & Cenk Güzelis)
Me AndOther Me (Anna Pompermaier & Cenk Güzelis) is a new media-driven artistic and architectural research studio exploring the future of our spatial experiences and communication through practical applications of social mixed reality experiences focused on online culture, post-human critique, and the spatial web. Anna and Cenk are architects, educators, and researchers at ./studio3 , the Institute for Experimental Architecture of Innsbruck University, where they conduct practice-led research at the intersection of experimental architecture, contemporary art, artificial intelligence studies, and new media. Their expertise will guide participants through the complexities of creating digital worlds, providing a rich learning experience.

HOW TO APPLY

To apply, please send the documentation listed below in a single PDF file via email to immersivearts@fondazionecsc.it, referencing **"CSC Immersive Cinematic Worldbuilding"** by the final deadline of **August 30th at 11:59 PM**.

Please attach the following documentation:

• Identification Document
• A brief Curriculum Vitae
• A motivational letter

CONTACTS

CSC Immersive Arts. A Center for Expanded Moving Images
Island of San Servolo, Venice

For more information, download the call for applications from the website www.fondazionecsc.it.
For any questions or issues regarding the application process, please contact: immersivearts@fondazionecsc.it

The Centro Sperimentale di Cinematografia reserves the right to modify, cancel, or terminate the initiative described above. The announcement or selection does not constitute a binding contract.

CSC IMMERSIVE ARTS

CSC Scuola Nazionale di Cinema

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