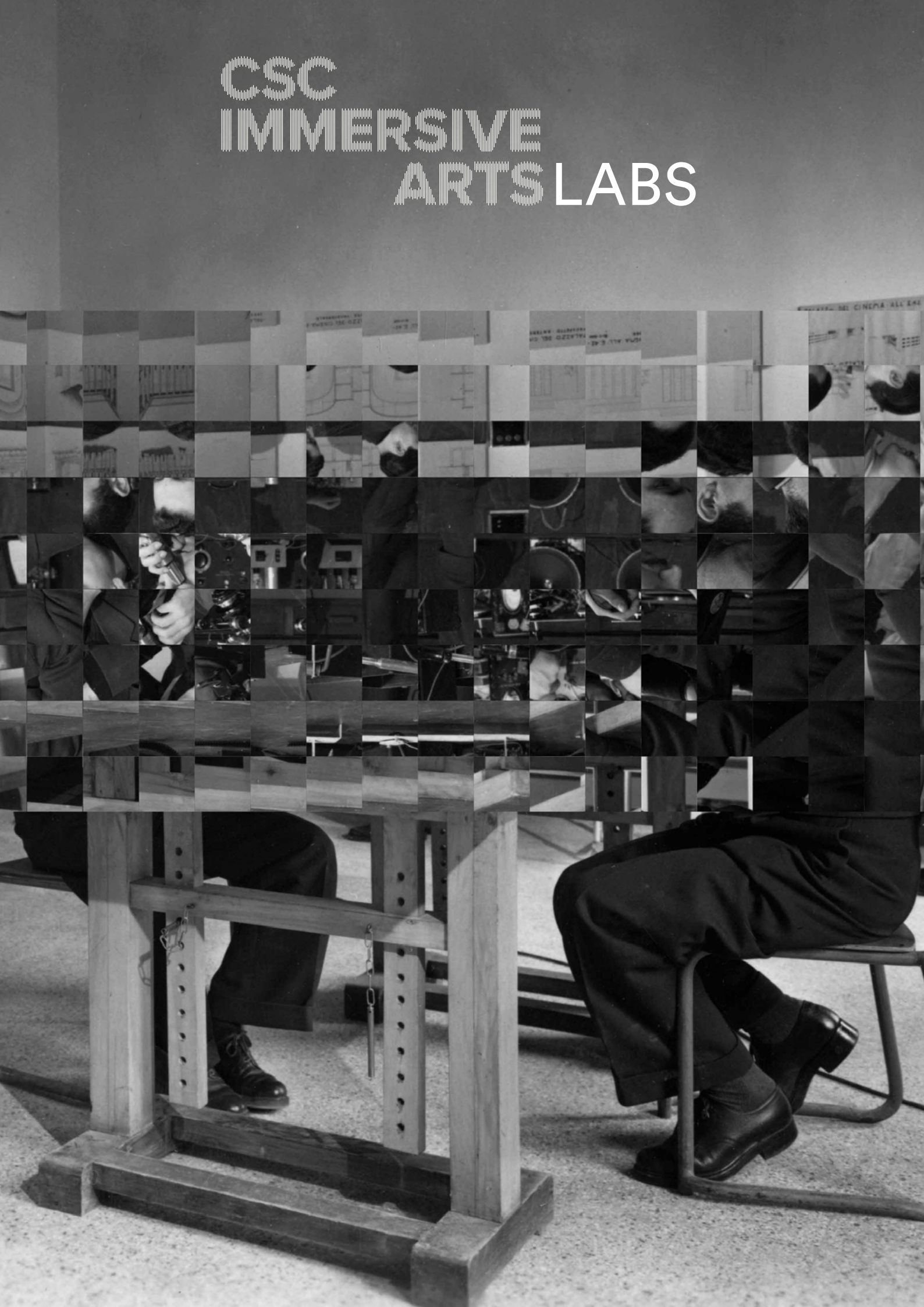
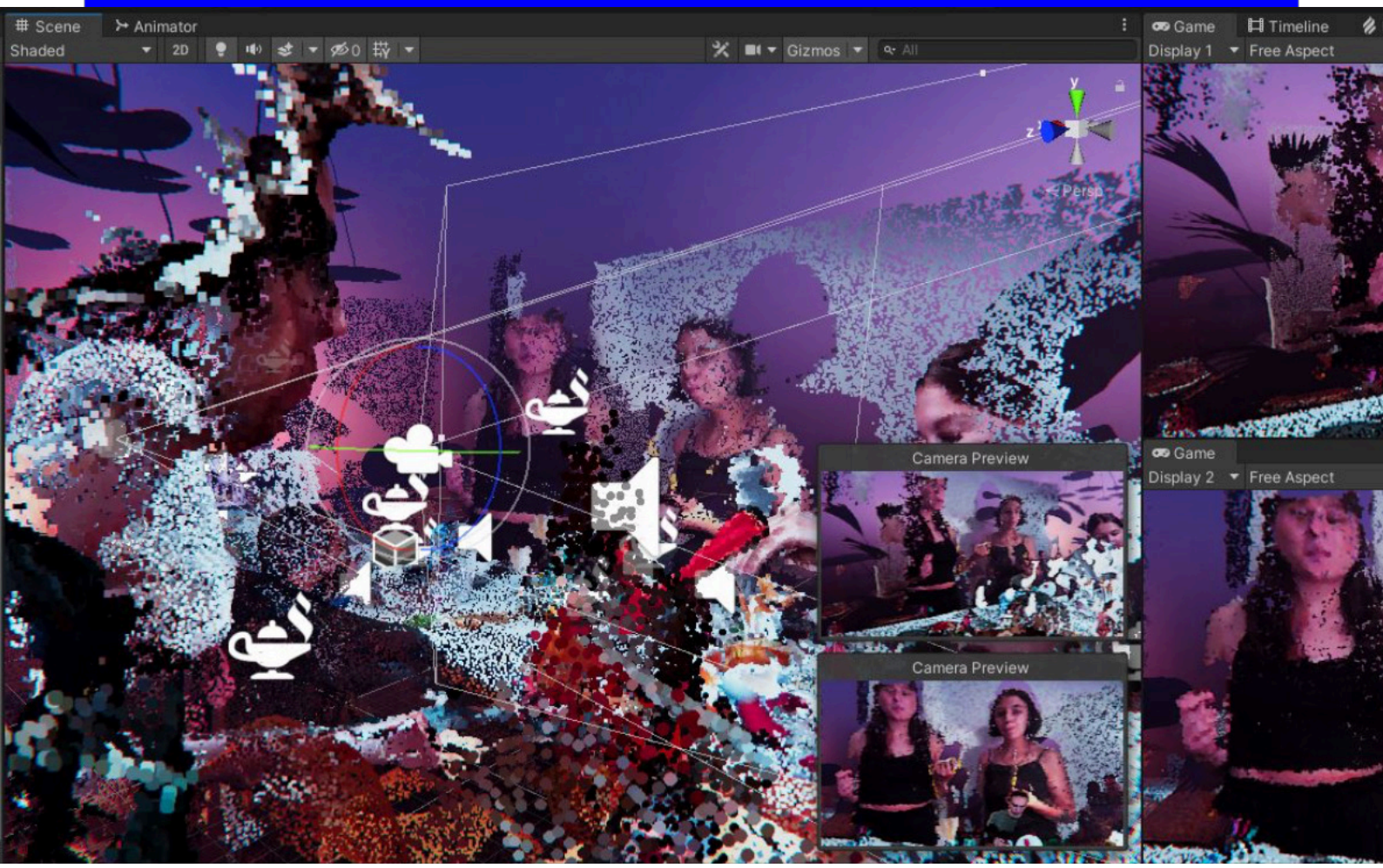
CSC IMMERSIVE ARTS LABS



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 bring their own laptop and 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 media artists, architects, filmmakers, and anyone interested in immersive and spatial 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 PROGRAM

How can we develop new methodologies for crafting social digital worlds that are grounded in the unique cultural and spatial characteristics of a city, thereby opening up fresh avenues for storytelling that weave in the cultural nuances and lived experiences of Venice?

In the first part of the workshop, participants will engage in site visits throughout Venice, capturing the city's spaces and narratives as spatial and live point clouds. In the second part, we will learn how to process this data and montage them spatially to create an immersive narrative space accessible through short films and virtual reality.

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

PRE-WORKSHOP

Pre-workshop
On the 6th of September we will organize a online video conference to provide you with:
• Downloading and Installing Master Unity Project and other Software
• Getting to know the interface and the tools we are going to use during the workshop

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 we@meandother.me, 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 any questions or issues regarding the application process, please contact:
immersivearts@fondazionecsc.it

CREDITS

Head of Studies Sara Tirelli
Project Manager Filippo Lanza

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

Scuola Nazionale di Cinema

MINISTERO DELLA CULTURA

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NextGenerationEU