

# Call for participants

## OTTOsonics: Residency program

### About OTTOsonics

OTTOsonics is a collective of sounds-artists, developers, and sound engineers with an initiative to make immersive audio formats accessible to sounds and performance artists, as well as cultural and educational institutions, and to facilitate their use in the arts and culture. OTTOsonics is an open platform for artists to address barriers to incorporating immersive sounds in all disciplines of arts and performances, to exchange technical and creative methods from production to implementation, and to share artistic and technological know-how across the field of acoustic and electronic music.

### Prospectus

OTTOsonics residency is a one-week program, where participants experiment with ways of realizing musical ideas in a multichannel environment utilizing open source software and custom-made devices.

OTTOsonics is pleased to invite all musicians and sound artists, national and international, to apply for an open call for an immersive sound residency for the Summer and Fall of 2022 in Ottensheim, Austria.

In the framework of this residency program, we are looking for musicians and sound artists with innovative ideas and audio technical know-how who contemplate a multichannel environment in their musical practices.

We hope you join us in reflecting on what it means to work with immersive sound formats, and how you will approach such a system within your artistic creation. We want to know which missing audio interfaces will assist you in implementing immersive sound formats in your practices, and what kinds of haptic instruments or sensors can make the live mixing easier and more accessible.

The spirit of these experiments is to delve deeper into the possibilities of incorporating immersive sounds in electronic music and performing arts and to connect audio software/hardware developers with the artists.

OTTOsonics offers two residency programs with different focuses, and participants can decide which program they would like to attend.

### **First Program:**

Music projects that are developed particularly for multichannel systems e.g.: sound installation, music performance, psychoacoustic experiment, etc.

Participants in this program are interested in the technical aspect of the OTTOsonics project and have already worked with an immersive sound system. Previous knowledge and experience in this field is required.

### **Second Program:**

Artistic collaborations that utilize immersive sounds in their practices. This residency is intended for both music duos (2 electronic musicians or 1 acoustic musician and 1 sound-artist) and/or interdisciplinary duos, consisting of one musician and one artist from another discipline.

The second program expands on the possibilities of integrating immersive sound in the reproduction method for music venues, as well as the embodiment of immersive audio with acoustic and electronic instruments or with other art disciplines.

### **Schedule:**

#### **First program**

- 1. Residency: 9-15 May 2022
- 2. Residency: 6-12 June 2022

#### **Second program**

- 3. Residency: 12-17 September 2022
- 4. Residency: 24-30 October 2022

#### **Festival**

- OTTOsonics Festival: 17-18 September 2022

Each residency begins on a Monday and ends with a showcasing event on the following Saturday. Additionally, Participants are invited to present their creations at the OTTOsonics Festival in September.

Upon artist's choice, OTTOsonics provides opportunities for participants to teach a workshop on their artistic approach at Tangible music lab, University of Art and Design Linz.

For archival purposes, participants are asked to provide written or visual documentation of their process, such as a short paper, article, or photos and videos.

Artists have full copyright privileges over their creation. In agreement with the artist, OTTOsonics will pursue an open access policy, and with the consent of the artist, OTTOsonics will include the creations from residency programs for future marketing and fundraising purposes.

### **Location**

The residency takes place at Alter Bauhof Ottensheim in Upper Austria ([www.alterbauhof.at](http://www.alterbauhof.at)). This space has been used as a cultural space and a concert venue in the past years and will be the playground for your musical ideas. The main space is 10m x 12.6m and is 4.3m high. There will be a sound system consisting of 48 channels and custom made (3D- printed) speakers. You will have access to a mixing console and various input interfaces (USB and AVB).

### **Deadlines**

- Application Deadline: 15 March 2022
- Jury selection announced: 25 March 2022

### **Participant and application information**

#### **OTTOsonics provides chosen candidates with:**

- Access to a multichannel studio space at Alter Bauhof Ottensheim
- Production assistance in the implementation of projects
- A 1000 EUR stipend
- An additional 500 EUR stipend for teaching a workshop at Tangible Music Lab [www.tamlab.ufg.at](http://www.tamlab.ufg.at) (optional)
- Travel costs reimbursement
- Housing accommodation within walking distance to Alter Bauhof (double bedroom, bathroom, kitchen)

**Requested information:**

- A 2-page (max.) bio or CV. Artists may also submit supporting documentation, but it is not required (i.e. press reviews or videos of artist talks).
- Current portfolio and/or other samples of work
- A project proposal that includes a short description of your intended research and practice for the residency, its connection to your wider discipline, and what you hope to achieve during the residency (practical outcomes). What is important to us is to learn how you will work with immersive sound.

To send large data files, please use [WeTransfer.com](https://www.wetransfer.com)

Please send all the materials to Rojin Sharafi at [ottosonics@alterbauhof.at](mailto:ottosonics@alterbauhof.at) with the subject line "Ottores 2022."

Important: We require that all participants have proof of vaccination/recovery (2G rule).

**Applications will be reviewed by:**

- Rojin Sharafi - OTTOsonics - Artistic direction
- Manu Mitterhuber - OTTOsonics - Director, hardware developer
- Enrique Tomás - Tangible Music Lab/ OTTOsonics - Software developer
- Martin Kaltenbrunner - Tangible Music Lab/ OTTOsonics - Software developer