

# AI-TO-AUDIENCE

## CALL FOR PERFORMING ARTISTS

**Application Deadline:** June 16, 2024, 11:59pm EST

**Application Link:** <https://form.feathery.io/to/wE6hKM#application>

**Start Date:** June 27, 2024 7:00pm EST (Virtual)

Calling all performing artists in Tkaronto! Apply now to participate in a series of reciprocal teaching workshops from June 24 to July 31, 2024. These workshops will explore the embodiment of an AI-enabled personality through voice, gesture, dance, and body language.

The project is an artist-research project funded by the Canada Council for the Arts Digital Greenhouse grant.

### PROGRAM DETAILS

#### ABOUT AI-TO-AUDIENCE

This multi-stage project is a reciprocal creation and training process involving media artists, software engineers, performing artists, and audiences. Together, we will shape Leo—a naïve, audience-aware AI avatar—refining its conversational abilities through engineering, design, and reciprocal training workshops. The project culminates in a public exhibition for November 2024 where Leo, an 8ft interactive character, engages visitors in reality-blurring conversations.

AI-TO-AUDIENCE actively explores the ethical nuances of responsive AI personalities, with artists playing a crucial role in developing conversational technology. By blending gaming, software engineering, and storytelling, we aim to push beyond scripted formalities and explore the nuances of improvised interactions between computers and humans.

### WORKSHOP INFORMATION

The workshop series will feature six (6) artists from diverse performing arts practices. During these daylong workshops (5-7 hours), participants will receive training on building an AI personality, motion capture techniques, and conceptual workflows. In exchange, artists will engage in collaborative discussions and share their expertise in using voice, movement, and physicality to bring an AI personality to life.

Participation in all workshops and information sessions is mandatory. Absences or failure to fully participate may result in removal from the project. Additional meetings and recording sessions may be requested.

Artists will receive:

- Hands-on training in AI personality development and motion capture processes.
- Access to cutting-edge tools and technologies for embodied AI experiences.
- Collaborative dialogues with artists, technologists, and researchers.
- Opportunities to shape the evolution of an innovative AI personality project.
- Credit in the final exhibition in November 2024 and publicity materials.

Virtual Introductions

June 27, 2024, 7:00pm EST: Virtual

Workshop 1

Sunday July 7, 2024, 10:00am - 6:00pm EST: The Bridge, 379 Adelaide Avenue W

Workshop 2

Sunday July 14, 2024, 10:00am - 6:00pm EST: The Bridge, 379 Adelaide Avenue W

Workshop 3

Monday July 22, 2024, 10:00am - 4:00pm EST: Humber College, North Campus

Workshop 4

Tuesday July 23, 2024, 10:00am - 4:00pm EST: Humber College, North Campus

## **ELGIBILITY**

We welcome applications from performers of all disciplines, including actors, dancers, movement artists, physical theater practitioners, spoken word artists, voice actors, and additional relevant categories. In our commitment to promoting equity, inclusion, and reconciliation efforts in Toronto, partial workshop participant seats will be reserved specifically for Indigenous artists. Up to six (6) artists will be selected for the opportunity.

## **ACCESSIBILITY**

This opportunity involves physical engagement, including wearing motion capture suits and performing various movements. We understand that these requirements may present challenges for individuals with certain mobility or physical limitations. As an independent research project, we may not have the resources to accommodate all limitations fully. However, we remain committed to working with participants to find suitable solutions and adaptations wherever possible within our means. If you have any concerns about your ability to participate or require accommodations, please don't hesitate to reach out to us. We will do our best to create an accessible and inclusive experience for all participants.

## APPLICATION PROCESS

### TO APPLY

*Please review the Program Details, Workshop Information and Eligibility sections in this document before applying.*

- Submit a video in the form of a single work, reel, or compilation, with a total duration of no more than 10 minutes. Please include timestamps if applicable. Video of Previous Work (Maximum of 10 Minutes)
- Please submit an artist CV or resume that highlights your relevant experience. If your practice is not listed among the eligible disciplines, be sure to explain how your work is relevant to performing arts and this specific project. (Maximum 3 pages)
- In a 500-word Artist Statement, discuss your perspective of Artificial Intelligence and related technologies' impact on the arts and your practice. You are welcome to also self-disclose in this space any considerations we ought to know. (Maximum 500 words)

### SUBMISSION DEADLINE

June 16, 2024, 11:59pm EST

### SUBMISSION PROCESS

Please submit all materials via our online application:

<https://form.feathery.io/to/wE6hKM#application>

### COMPENSATION

\$1000 Honorarium + TTC Travel Reimbursement

### START DATE

June 27, 2024

### APPLICATION REVIEW

Applications will be reviewed by project team members. Selected artists will be notified by June 20, 2024.

### ABOUT THE TEAM

The AI-TO-AUDIENCE project brings together a multidisciplinary team with expertise across media arts, architecture, conceptual design, and software engineering. Bria Cole brings her multidisciplinary background as a media storyteller, architectural designer, and educator, merging narrative, design, and cultural spaces. David Mattiacci contributes his extensive expertise in concept art, digital media, gaming environments, and visual storytelling. Evan Simpson is a software engineer specializing in machine learning applications, with a background in medical imaging, cybernetics, and robotics scholarly research. Together, these artists bring diverse creative and technical perspectives to explore the making of Leo at the intersection of AI, performing arts, and immersive experiences.

### READ MORE

[www.ai-to-audience.com](http://www.ai-to-audience.com)