

# AI-TO-AUDIENCE

## Spatial Design Technical Intern

**Application Deadline:** July 14, 2024, 11:59pm EST

**Application Link:** <https://form.feathery.io/to/yMel88>

**Start Date:** August 19, 2024

We are seeking a technically skilled Spatial Design Technical Intern to support the exhibition's design and operational elements, including motion capture, animation, projection set-ups, mixed reality design, and live event coordination. This is a part-time, honorarium position with opportunities for hands-on experience with cutting-edge technologies.

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

### RESPONSIBILITIES

- Assist with exhibition design, logistics and technical support for a November 2024 exhibition
- Collaborate with the team to determine projection specifications, installation requirements, and on-site operation support.
- Research and identify potential venues and locations suitable for hosting the exhibition, considering factors such as technical capabilities, user experience, wayfinding, instructions, accessibility, and logistics.
- Support the design and assembly of exhibition elements with consideration of how it can be packed and transported across international venues.
- Support 3D animation in Blender and Unreal Engine
- Support BTS and live event documentation.
- Support the live event coordination efforts, including technical preparations and on-site troubleshooting.

### EXPERIENCE

- Understanding of projection mapping, audio-visual setups, and mixed reality environments
- Familiarity with 3D animation in Blender and Unreal Engine
- Strong problem-solving and technical troubleshooting skills.
- Ability to work collaboratively within a team environment.
- Excellent attention to detail and organizational skills.
- Passion for emerging technologies and a willingness to learn new skills.

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## TO APPLY

- Portfolio with at least two (2) relevant work samples with a brief explanation of your process and their relevance to this position. (PDF Format)
- A resume or cv highlighting your spatial design and technical experience. Three (3) pages maximum.

## SUBMISSION DEADLINE

July 14, 2024, 11:59pm EST

## COMPENSATION

\$500 Honorarium

## START DATE

August 19, 2024

This is a unique opportunity to contribute to an innovative artist-research project funded by the Canada Council for the Arts Digital Greenhouse grant. The successful candidate will gain valuable experience in emerging technologies and work closely with a team of artists and researchers.

## 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)