OPEN CALL BORN DIGITAL ART

FlussLab Karne Kunst

The aim of the Open Call is to create a digital solo art exhibition that shows the fluidity between virtual platforms, and **arts born digital**.

It is an opportunity for artists working in digital media and everyone interested in STEAM (science, technology, engineering, art and mathematics), including:

- Fractals art
- Algorithmic art
- Pixel art
- Computer-generated
- Visual media
- Robot painting
- Glitch art
- NIME
- Artificial intelligence art
- Net art
- Cyberperformance
- ASCII art
- Generative art.

it's a platform where selected artists take control of one Solo exhibit, either presenting single artworks, a series or works designing their own capsule.



Application Info

Open call by FlussLab and Karne Kunst

1- Capsule Design

The capsule is a cube. Five of the six inner walls of the cube can be intervened. One side is left open so that the content can be viewed from the outside. The capsule's walls can have a degree of transparency or be solid.

- Each wall can have a color determined by the artist (r, g, b).
- The artist must choose a color that represents him (r.g.b)

2- Artwork

The works to include within the capsule:

- Up to 10 images in png or jpg format.
 Size relative to a cube wall in percent.
- From 0 to 5 videos. (youtube links)
- 3D piece in Blender
- Audio in mp3 format
- Pictures and videos can be on every wall, and they can also be suspended in the air at any angle.

3- Animations inside the capsule.

The artist can specify that the works have movements and changes in size.

For example, they rotate from wall to wall.

Deadline: 18.01.2021, midnight

Application fee: none

Virtual exhibition: 03.2021



We strongly encourage submissions from artists who experience multiple forms of oppression from Black, Indigenous, and people of color communities as well as artists with disabilities, queer, trans and non-binary/gender-nonconforming people.

About

Open call by FlussLab and Karne Kunst

FlussLab

FlussLab ist an interdisciplinary Residency created with the intention to build bridges between Argentina and Germany. The residency currently follows the summer: once a year in the southern hemisphere at the suburbs of Buenos Aires (Island in Delta de Tigre), and then in the northern hemisphere summer just outside of Berlin (Naturpark Märkische Schweiz). FlussLab intends to generate an extraordinary space that is interdisciplinary and self-regulated by the participants through the experiences in situ.

The target groups are artists and everyone interested in STEAM (science, technology, engineering, art, and mathematics) who seek to share a personal creative process and to be open to receive what the other participants offer in a collaborative and transformative way. In this context, the experience itself is contrasted with the technical and cultural resources that the individual participants share with the community in residency.

https://www.flusslab.com/

Karne Kunst

Karne Kunst works mainly with women artists with migration background. Since our foundation we have presented more than 100 women artists from more than 15 countries, allowing the mobility, visualization, and exhibition of both their artistic works and the issues concerning migrant women living in Europe.

We understand that the communication and sharing of ideas that contribute to the discussion on gender equality is a fundamental part of achieving this equality.

We create art exhibitions, where women are the central theme and where artists, curators, and producers are women. And we also provided workshops and informal training in relation to art and culture.

We encourage collective work, the generation of networking among women, horizontal decisions, and the active participation of women artists and safe spaces.

https://www.karnekunst.com/about/