

Call for Applications  
PQ 36Q°+H40

## Spatial Encounters II

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### Workshop Leaders

Pablo Dornhege  
Franziska Ritter

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### Date

10–16 June 2023

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### Location

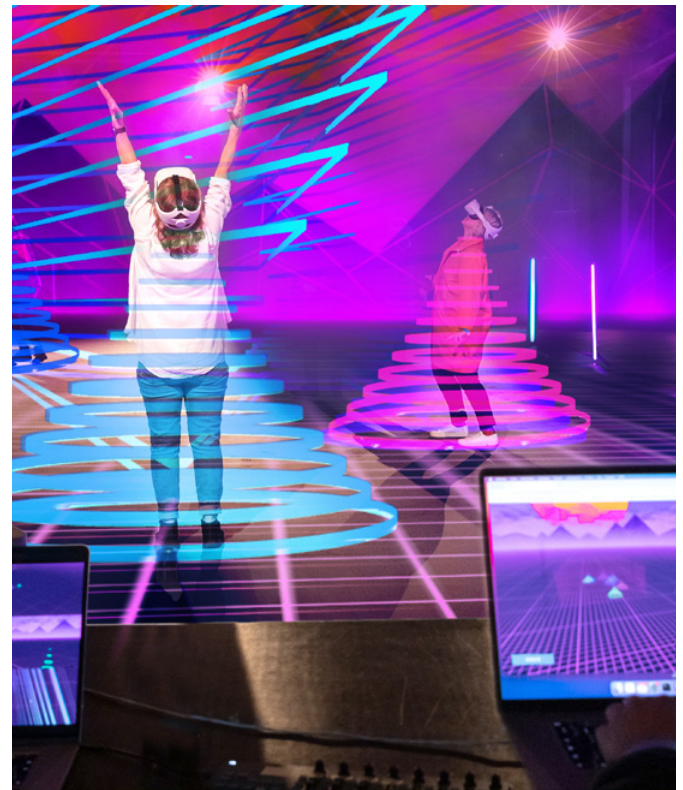
H40, Bubenské nábřeží 306/13, 170 00 Praha 7

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### Target Participants

Professionals and students from the field of drama-turgy, scenography, digital art, media art, and design with an interest in immersive technologies.

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### Workshop Description

“Virtual reality has the potential to create a shared spatial experience that transcends physical boundaries and connects people in new and meaningful ways.” (Chris Milk)

The workshop is dedicated to the question of how virtual reality can enable hybrid real experiences in which physical and digital spaces resonate with their human occupants: How can we – as designers, scenographers, and artists – let the “space” inter(re)act with the individuals or the group, other spaces, through movements, materials, objects, sounds...? How can these new interrelations lead to a new quality of spatial experience?

The participants will first learn to understand the requirements of performative hybrid spaces and the basics of setting up and using multi-user VR systems. Together we will try out and discuss existing artworks in shared physical spaces. After this introduction, 3 to 4 interdisciplinary teams will create concepts for a “spatial encounter”. In the main part of the workshop, the teams will prototype their ideas and create their own resonating hybrid-space-experience. In this phase, participants are supported in terms of content and technical implementation in the Unity3D development environment. On the last workshop day, we will present the results in an open lab situation and evaluate the potential of hybrid realities for our future performative installations practice.

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# About the Workshop Leaders

Franziska Ritter is a scenographer, musician, and educator. Her interdisciplinary research deals with the field of culture, theatre, and digitality. After studying architecture at TU Berlin and film and photography in London, she co-founded the master's program Bühnenbild\_SzenischerRaum for TU Berlin and works as an assistant professor. She teaches and researches scenography, theatre architecture, and immersive technologies at various international universities. She was in charge of the DFG-project "Digitalisation of the Collection of Theatre Architecture" in the Architekturmuseum of TU Berlin. At the moment, she is doing her PhD in the Visual Image of Theatre Architecture at the Department of Art History. Besides that, Franziska is the initiator and Artistic Director of 1:1 CONCERTS and leads a chamber music festival in Thuringia.

Pablo Dornhege researches, develops, and designs real and virtual narrative spaces. He is a Professor of Transmedia Design at the Berlin University of Applied Sciences, where he heads the Future Realities Lab. He has been a visiting professor at the Berlin University of the Arts and has taught and conducted research at other international universities. These include Central Saint Martin College London, New York University Abu Dhabi, and the Institute for Advanced Architecture Barcelona. In addition to his teaching and research activities, he is an editor for the knowledge platform Nachtkritik.plus.

In 2019, together they founded digital.DTHG – the digital competence centre of the DTHG (German OISTAT centre). In their research project "Im/material Theatre Spaces," they investigated the potential of Immersive Technologies like VR and AR for theatre.

## Participation in this workshop requires

Knowledge of 3D Software (Blender, Cinema4D...) and Unity3D is helpful. Participants should bring their sketchbooks, their own computer, mouse, and headphones.



## Workshop Fee

2 000 CZK / 80 € (approx.)

A limited number of 36Q°+H40 workshop places will be made available free of charge to selected Czech applicants, thanks to the support of the EU Czech Economic Recovery Plan.

Application

