

Illustrators wanted for research into VR

The AOI, in partnership with UAL (Camberwell College of Arts) is looking to work with 5 illustrators for a one day workshop exploring VR technology and illustration on Tuesday 23 November 2021 at the UAL Camberwell campus.

What is the project exploring?

The rapid development and (affordable) accessibility of VR technology, through products such as Oculus Quest, opens up new potential for illustrators and illustration.

We want to explore this potential, in particular looking at questions relating to the visual/spatial conventions of illustrative practice as well as notions of authorship, image 'reading' or *visuality* and the potential that Illustration experienced through *time and space* might afford to practitioners and consumers.

There will be two stages of the project; the first is a workshop for illustrators to explore VR technology, and what it means for their artform. The findings will contribute to a symposium on 3 and 4 February 2022.

This symposium is the second part of the project and will bring together an audience of industry professionals, students and academics to explore the potential of VR in illustration.

There is the potential for this work to be extended through further research funding grants.

What will happen?

Workshop day: Tuesday 23 November 2021

Illustrators will work with UAL academic staff and technicians to explore a relatively simple workflow that uses pre-prepared templates and converts an original 2D drawn image into a virtual environment. You can see the brief for this original template [here](#).

Participants will then build objects that can be changed in scale and location inside of that virtual environment.

UAL staff and technicians will introduce illustrators to VR and Immersive tech. All the kit will be provided.

Requirements for illustrators

- Experience with VR is not required, but an interest in this area is vital.
- Illustrators can work in any area – we are looking for a range of styles and experience.
- Illustrators will be asked to draw an environment in advance so that it can pre-loaded and they will be available for people to 'inhabit' and work in during the workshop. (The details of this can be found [here](#). This is for information only. **You do not need to submit anything in response to this brief unless selected for the project.** At this point drafts will be required by 12 November.)

- Illustrators must commit to creating this work in advance, and attending both the workshop date and symposium date which will be in person at Camberwell, London.
- Illustrators must contribute to a filmed interview for use as part of academic teaching. This will be filmed on the workshop day in November.
- Illustrators will be required to reflect on the experience, from a few perspectives including the potential for their illustration practise and application within the industry. Each illustrator will prepare a short presentation in response to a prompt for the symposium.
- Illustrators must attend and contribute to the symposium in a manner to be agreed – this may be taking part in a panel discussion, presenting work or contributing to discussion.
- All work generated in connection with session will be licensed for non-exclusive use by UAL for research and documentation, for use digitally and in print in perpetuity. Copyright remains with the illustrator. A portion of the fee is intended for this cost.

Fee

A fee of £900 will be paid to each illustrator.

Timeline

Call for expressions of interest	Wednesday 29 Sept - Friday 15 October 2021
Illustrators selected	Friday 29 October 2021
2D work submitted	Friday 12 November 2021
Technical Set Up Session (<i>This will explain how to set up a VR account and import backgrounds</i>)	Tuesday 16 November (TBC)
Workshop day	Tuesday 23 November 2021
Symposium	3 and 4 February 2022

How to apply

Please provide a short summary (no more than 1 page) outlining your interest and suitability for this project and a link to your work

You do not need to respond to the brief at application stage.

Email ren@theaoi.com by end of day **Friday 15 October 2021**.

We believe in diversity and equality. We especially welcome applicants who are under-represented within the illustration industry and want to build a team with a diverse range of perspectives, backgrounds and skills. We know that in diversity is strength and we look forward to hearing from all interested applicants.