



**Sheffield Doc/Fest Alternate Realities Commission,  
supported by Arts Council England, Site Gallery, British Council & MUTEK  
Guidelines and Terms 2019**

**Welcome**

We are delighted to welcome commission applications for new digital projects to receive completion funding and a place in Sheffield Doc/Fest's Alternate Realities exhibition. Now in its 26th year, Sheffield Doc/Fest is open to all sectors in new forms of innovative storytelling. We encourage submissions from established, emerging or debut-talent, multi-platform and digital artists, cooperatives, distributors, media institutions and educational institutions.

**About Alternate Realities Commission:**

This is the sixth Alternate Realities Commission at Sheffield Doc/Fest. Previous commissioned artists include, [Heather Phillipson](#), [Oscar Raby](#), [Alex Pearson/Marshmallow Laser Feast](#), [Darren Emerson](#) & [Michaela Holland/Michelle Gabel](#). The commission is an opportunity to truly innovate in the field of digital storytelling focused on non-fiction.

**Production Fees and Support:**

With thanks to support from Arts Council England, Site Gallery and British Council, we are offering £20,000 for an artist(s) based anywhere in the world to create an imaginative digital project in documentary to be installed and exhibited in the Alternate Realities exhibition programme as part of Sheffield Doc/Fest's 26<sup>th</sup> edition later this year: 6th – 11th June 2019. Additionally MUTEK will be inviting the successful commission winner to their 20th edition in Montreal (20-25 August, 2019) to speak about the work and then tour their project to MUTEK Montreal in 2020.

The selected proposal will be awarded £20,000 GBP to cover artist fees and all production costs and expenses. Travel (including international flights) and accommodation for between 1-2 artists to install their work and participate in Alternate Realities at Sheffield Doc/Fest will be covered in addition to the funding (subject to travel requirements). The venue and AV equipment needed to exhibit the work will be provided (subject to technical requirements), as will technical help with install for the Festival. Sheffield Doc/Fest will offer additional support in the development, production, delivery, marketing, and touring of the commission as appropriate.

**Alternate Realities Programme**

Sheffield Doc/Fest's Alternate Realities is a digital art programme exploring the changing forms of storytelling through experimenting with narrative and technology.

The Alternate Realities programme comprises a number of elements at the Festival including:

**Alternate Realities Exhibition**

The prime platform to discover the most challenging, powerful and potent digital artworks focused on non fiction from around the world.

**Alternate Realities Summit**

A one-day symposium bringing together artistic practice and academia to share insight into the most compelling areas of narrative, design, production and strategy.

### **Alternate Realities Exhibition Tour**

Since summer 2017, Sheffield Doc/Fest's Alternate Realities programme has toured its exhibition successfully nationally to:

- [Barbican](#) (London)
- [Lighthouse](#) (Brighton)
- [Bradford National Science & Media Museum](#)

In addition the programme has toured internationally to:

- [DocMontevideo](#) (Montevideo)
- [DocSP](#) (São Paulo)
- [Phi Centre](#) (Montreal)
- [Noviembre Electrónico](#) (Buenos Aires).

In Autumn 2019 Sheffield Doc/Fest will tour its exhibition nationally to 3 venues in which the commissioned project may be a part of site specific exhibitions (subject to selection).

### **Site Gallery**

Site Gallery is Sheffield's international contemporary art space, specialising in moving image, new media and performance. Pioneering emerging art practices and ideas, Site works in partnership with local, regional and international collaborators to nurture artistic talent and support the development – and appreciation – of contemporary art.

Site connects people to artists and to art, inspiring new thinking and debate through exhibitions, talks, events and other public activity. Site works with early career to established artists to commission new work, produce solo and group shows, deliver residencies, performances, events and community programme. Through diverse programming, the gallery reveals the process of making art and invites our audiences to engage, explore and connect. In 2018 Site Gallery re-opened after a building programme which trebled the scale of its public area. It now has a large scale gallery, a dedicated projects space, café (Kollective Coffee and Kitchen) and shop as well as a beautiful new façade and main entrance. In 2019 Site will celebrate its 40th year.

### **British Council**

British Council's Creative Economy team works with the next generation of artists and creative entrepreneurs around the world to tackle today's challenges. Working in more than 30 countries a year, they provide the research, tools, space, opportunities and connections that creative communities need to experiment, learn and flourish. They connect ideas and experience from the UK with emerging global cultural leadership; building networks and supporting collaboration, for long-term impact, mutual benefit, and greater international understanding.

### **MUTEK**

MUTEK is a Montréal-based not-for-profit organization dedicated to the dissemination and development of emerging forms of digital creativity in sound and audio-visual practice. Its main activity is its annual namesake festival, which will hold its 20th edition from August 20-25, 2019. The MUTEK festival is conceived as an environment of discovery and encounters, where artists and audiences are encouraged to meet and exchange. Firmly rooted in the Montréal community, it supports local talent while also presenting exclusive international content, combining music and audio-visual performances, installations, film and video presentations with professionally oriented conferences and workshops.

In addition to the festival, MUTEK organizes a diverse range of local events such as MUTEK\_IMG and its Virtual Reality Salon, and maintains activities around the world, including yearly festival offshoots in Mexico City, Barcelona, Tokyo, Buenos Aires, Dubai, and San Francisco.

## 1. ELIGIBILITY

- Applications from artists worldwide are welcome;
- Applicants must be able to demonstrate a strong commitment to innovation in digital storytelling in the realm of non-fiction;
- Evidence a body of work and strong track record through new work, exhibitions, projects, publishing, and/or commissions is desirable;
- The panel is open to projects that may have already been started or developed or are in production, providing they respond to the brief and we are made aware of any other partners or funding bodies involved in the project;
- It is the sole responsibility of the applicant to secure clearance from the copyright holders of any copyrighted materials included within the submitted projects. Sheffield Doc/Fest will not be held responsible for the unauthorised inclusion of any copyrighted materials within or related to the submitted application.

## 2. HOW TO ENTER

Please complete an online submission form in order to be considered for the Sheffield Doc/Fest Alternate Realities commission. Your project will not be viewed if your application form is incomplete and in 'draft' stage. Please read the submission guidelines thoroughly before completing the online form. If you submit your project online, you are not required to print out and post your submission form. Please note that we are only able to accept supporting media via links in your application form. Please refer to the Technical Guidelines section below for instructions. You are permitted to make multiple entries. Each require a separate application form and fee. There is no limit to the number of applications that can be submitted by any one individual or organisation, though one form must be completed per entry.

## 3. DEADLINES & COMMISSION APPLICATION FEES

Open: 28 January 2019, 12noon GMT

Deadline: 25 February 2019, 12midnight GMT

Application Fee - £15+VAT

## 4. PAYMENT

By submitting your project to a UK-based organisation, you agree to the following:

- UK VAT is due on all submissions made by individuals or businesses based in the UK, and on all international submissions made by individuals;
- If you are a business based in an EU country, this is a reverse charge supply and you do not need to pay UK VAT;
- If you are a business based outside the EU, you do not need to pay UK VAT; however you may be required to account for local VAT in your own country.

The entry fee is non-refundable. All prices are in pounds sterling. All payments are accepted in pounds sterling only. We reserve the right to change the commission application rates. Please refer to payment methods via the submission form. We do not accept payments outside of the formal process such as cheques or bank transfers.

## 5. SELECTION PROCESS

This years panel will be comprised of [Sheffield Doc/Fest](#), [Site Gallery](#), [British Council](#) and [MUTEK](#).

Selection will be made on the basis of the application submitted, and the chosen proposal will be selected on the basis of artistic merit and concept, how well they relate to our mission to support makers in the emerging field of non-fiction storytelling, as well as benefit to applicant's practice and feasibility of production. The commission will be selected by mid March, for delivery by 24th May 2019, ready to be exhibited at this year's Sheffield Doc/Fest (6-11 June).

Shortlisted artists will be invited for an informal Skype chat to discuss project details Thursday 14th - Friday 15th March. The primary contact listed in your proposal form will be contacted about the status of your entry by 20th March 2019. Due to the volume of entries received, Sheffield Doc/Fest cannot offer feedback or individual comments for proposals not selected for the commission.

## **7. PROJECT FORMATS**

Sheffield Doc/Fest welcomes proposals in the following medium:

### **Your Installation**

We accept three-dimensional works that have a digital component and are site-specific, designed to transform the perception of a space. For an example of installations we have shown previously please click on the link [here](#)

### **Your Augmented Reality Project**

We accept projects that present a live direct or indirect view of a physical, real-world environment whose elements are augmented (or supplemented) by computer-generated sensory input such as sound, video, graphics or GPS data.

### **Your Interactive project**

We accept cross-media and web/tablet-based experiences that use mouse, finger interactions or other sensory interfaces to interact with the story.

### **Your 360° video project**

We accept 360 video experiences that can be viewed in 3DoF through mobile VR or standalone virtual reality headsets.

### **Your Immersive Virtual Reality project**

We accept computer-generated simulations of immersive environments that can be interacted with in a seemingly real or physical way by a person using VR equipment, such as a head mounted display, controllers and sensors.

### **Your Room Scale Experience**

We accept experiences which allow users to freely walk around a 'play area', with their real-life motion reflected in an immersive environment.

### **Your Game**

We accept choice-driven games, or interactive narratives that use game mechanics.

### **Your Live Performance**

We accept performances presented to an audience that are interdisciplinary and utilise digital technologies.

### **Your Motion Comic**

We accept interactive comics or graphic novels, that combine elements of the print comic medium with animation. Typically combining interaction with individual panels with via scrolling, clicking or swiping, while sound effects, voice acting, and animation augment the original artwork

## **8. TECHNICAL GUIDELINES**

Please note that we are only able to accept commission applications via Eventival, however if you have accompanying materials please do include links within the form for us to access via an online platform or download.

Please ensure that any supporting material (via the links in your application) is accessible to Sheffield Doc/Fest until 1 April 2019. You must have completed your online application form in order for Sheffield Doc/Fest to consider your entry.

### Key Supporting Material Information

- If your project is virtual reality using a PC tethered device like the HTC Vive or Oculus Rift, please include a link in your form to access an executable file and associated content folders along with a read-me document giving information on installation and computer requirements. If possible please also include a link to a video of the experience from a first-person viewpoint.
- If your project is a 360° video virtual reality experience, please include a link to access a high quality video file or link to the film on an online 360 platform alongside a readme document giving any additional information about playback requirements.
- If your project is a virtual reality experience that requires installation to a mobile device, for example an app for a Samsung Gear Device or Google Daydream, then please include the link to an APK giving access to the mobile devices below. The viewing devices Sheffield Doc/Fest use will be Samsung S6 & S8 mobile phones.

1. Samsung S6 - a477dd4b5648dfdf
2. Samsung S6 - 3250A25C5F6E5B6B
3. Samsung S6 - 4FOBD51FCA022772D
4. Samsung S6 - 704C86BAE24922B4
5. Samsung S6 - D26AF2A388EC9476
6. Samsung S6 - COAFO2119D04AOBD
7. Samsung S6 - BEBAADAAB3A8B498
8. Samsung S6 - 1515870BF3E224D8
9. Samsung S8 - 3B684F5292A3BE76