

VECTOR FESTIVAL

CALL FOR SUBMISSIONS

Vector Festival

Deadline: Tuesday, March 1, 2016 at 5pm.

Canada's pioneering game and new media art festival, Vector Festival is a participatory and community-oriented initiative dedicated to showcasing digital games and creative media practices. Presenting works across a dynamic range of exhibitions, screenings, performances, lectures, and workshops, Vector acts as a critical bridge between emergent digital platforms and new media art practice.

Now entering its fourth year, Vector Festival has developed an active presence in regional and international communities related to contemporary art and critical game cultures. Curators Skot Deeming and Martin Zeilinger invite you to contribute artworks for consideration toward festival programming, which will include a feature exhibition at InterAccess throughout the month of July, along with off-site screenings, performances, workshops, and panels from July 14-17, 2016.

We currently seek works from artists at all stages of their careers that are working within the spectrum of new media art. This call is open to works on any subject.

The curators seek works for the following programs:

- Artworks for Exhibition
- Film/Video/Machinima works for Screening (Curated by Clint Enns)
- Performances, including sound, live coding, chipmusic concerts, as well as performances and interventions in virtual and public spaces.

SUBMISSION REQUIREMENTS

- Project description and artist statement (2 pages maximum)
- Documentation (maximum five images and one video; for large files please provide a URL)
- Detailed description of technical requirements (please outline materials provided by the artist and materials expected from the exhibiting venue)
- Current CV (3 pages maximum)
- Artist biography (100 words)

Send your submissions by Tuesday, March 1, 2016 at 5pm to vector@interaccess.org using the subject line, "Vector 2016 Submission." Attachments should not exceed 15MB. Please indicate which program your submission falls under.

About Vector Festival

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About InterAccess

Founded in 1983, InterAccess is an art gallery, educational facility and production studio dedicated to the creative use of technology, electronic art and new media culture.

Our programs support art forms that integrate new technologies, from conception and development to exhibition and discussion. We provide a public forum for the development of practices involving interactivity, networked and remote connection, and the interface of the physical and the virtual. InterAccess is regarded as a preeminent Canadian arts and technology centre.

