TERREMOTO AND UBISOFT ARTIST IN RESIDENCE PROGRAM

OPEN CALL TO LATIN AMERICAN AND LATINX ARTISTS
FOR A RESIDENCE OF 3 MONTHS DURING THE SPRING OF 2020
AT RED STORM ENTERTAINMENT, CARY, NORTH CAROLINA, USA

CONTEXT AND GOALS

Ubisoft, a global video games company founded in France in 1986 and present in more than 45 countries, is currently developing an international program of artistic residencies with the help of several cultural partners. The aim of this program is to encourage Ubisoft's different game development studios and business subsidiaries to reflect upon the missions, values and creative processes that compose their daily operations, as well as contributing to culture at large.

Within this context, Ubisoft and Terremoto are happy to announce the launch of an artistic residency at Red Storm Entertainment, located in Cary, North Carolina, to take place in the spring of 2020. Red Storm Entertainment (RSE), creator of the acclaimed Tom Clancy’s video game series was founded in 1996 and joined Ubisoft’s network in 2000.

The partnership with Ubisoft offers unprecedented access to vanguard technologies that are seldom available to emerging artists in Latin America. The immersion of an artist foreign to the cultural context of RSE’s team members is presented here as a way to foster a discussion around Ubisoft’s creative processes and role as a mass culture producer, through a multidisciplinary and intercultural collaboration that will culminate in the production of an artwork that will be presented in a partner institution.

In order to select an artist for this inaugural program, we are looking for applications from Latin American and Caribbean artists, as well as U.S. born artists identifying as Latinx. Minimum age to apply is 21 and by preference it will be given to emerging and mid-career practitioners demonstrating a trajectory that confirms the viability of the project proposed for the residency.

TERMS OF THE RESIDENCY

The selected artist must be available during the spring of 2020 (anytime between March and July) to spend 3 months in Cary within RSE facilities. Assistance will be provided by Ubisoft legal team for a temporary working visa to artists not actually benefiting from a visa allowing them to enter the U.S. for the time being of the residency.

The artist will have Carte Blanche, and free access to all the company’s know-how, imagery and technologies, and will be granted the right to incorporate these in their work subject to very few legal limitations.
A project coordinator in RSE will be assigned to the artist in order to facilitate their integration within the games’ production environment.

The Round-Trip to RSE from the place of residence of the artist will be covered by Ubisoft.

A stipend of 8,000 USD will be provided to the artist in order to cover for housing and life-expenses during 3 months in Cary, honoraries and production (other than the resources put at their disposal at RSE).

The theme of the work proposed by the artist is open, but some themes have been beforehand identified as resonating within the larger landscape of the whole Video Game industry such as: Reality, Realism & Representation, the Figure of the Hero, To lose & To Win, Rules & Freedom, Frontiers, Recreation of Worlds/People, Ideology, Artificial Intelligence & Automation, Violence, Relationship between IRL/URL.

The aim of the residency is as much reflection and research as effective production. Following the residency, a presentation of the work is expected late 2020/early 2021 in a partnering art institution.

**HOW TO APPLY?**

The artist must speak english.

Please go to the following link in order to fill the application form (in english), and attach the required documents before December 9th, 2019, midnight Mexico City time:

[link](#)

Please download here [application guidelines](#) in order to prepare the info to be filled in the final online form.

On December 20th, 10 shortlisted applicants will be contacted in order to prepare a more detailed proposal to be submitted by January 6th, 2020.

A jury composed of Terremoto, Ubisoft, Red Storm Entertainment as well as two qualified independent members will be in charge of selecting the artist late January at Red Storm’s headquarters in North Carolina.

The selected artist will be announced early February 2020.

For more information, contact us at terremotoubisoft@gmail.com