



UNDERBELLY
ARTS
ARTIST
APPLICATION
2011

WE ARE CALLING FOR APPLICATIONS!

Underbelly Arts is dedicated to supporting emerging and experimental artists to collaborate, develop and present innovative new works to a broad public. We are planning an event on Cockatoo Island, Sydney Harbour, from 27th June to 16th July 2011 and are currently seeking artist applications.

DEADLINE FOR APPLICATIONS IS MONDAY 4TH APRIL 2011

This three week event includes a period of development ('the Lab') where up to 150 artists will build, rehearse and create their works onsite. During the Lab the public are invited to take a tour, meet the artists and learn about their projects. The event culminates in a ticketed Festival showcasing the work achieved at the Lab, featuring performances, installations and works in progress. This year Underbelly Arts will also feature a mentor program in the last few days of the Lab where artists can spend time with artistic and industry professionals to receive advice and guidance about the future pathways for their projects and careers.

SELECTION OF PROJECTS

Projects are selected by a Programming Committee made up of practising artists, industry professionals and curators. We like to choose projects which demonstrate the potential to engage audiences and push boundaries. We like works which are interdisciplinary where artists collaborate across art forms including visual arts, theatre, music, digital media, filmmaking, design and sound art. We also like to support applicants who show a clear understanding of what the Lab means for their project and how it will contribute towards the work presented at the Festival.

We like to support new work at any stage of development. You may apply with a project which has already been performed or exhibited to an audience, however you **MUST** explain in your application how your time spent at Underbelly Arts will be pushing it in new and daring directions. We want to see fresh ideas and perspectives.

Underbelly Arts is not limited to any 'type' of artist, however we certainly like to support:

- Artists in their first five years of practice
- More established artists pushing themselves in new directions
- More established artists working with emerging artists
- Collectives of artists working together
- Artists collaborating across disciplines
- Artists wanting to take risks and challenge themselves in a supportive environment

THE LAB AND YOUR OUTCOMES

Underbelly Arts is as much a residency for development as it is a Festival. Think carefully about how you plan to spend your time during the Lab and what you hope to achieve. Examples of how you might be a part of Underbelly Arts include:

- You might be developing a performance or a building an installation to showcase at Underbelly Arts, and gaining the skills and planning tools to rebuild or reconfigure or perform it in the future;
- You might work site specifically, if so your time at Underbelly Arts might be spent not only developing and presenting your work but also learning the skills and tools to approach other sites in the future;
- You might be a collective working on a project together for the first time, experimenting and gaining skills to collaborate into the future;
- You might create the first scenes of a show or the first steps in a collaboration and showcase them as a work in progress at the Festival;
 - You might come to Underbelly Arts at the final stages of your developing project ready to be shown in its finished form at the Festival. Your time spent at the Lab might include final rehearsals and planning for the future of your project (things like marketing, publicity, touring).

PREVIOUS PROJECT EXAMPLES:

In 2008, Sketch The Rhyme brought musicians, artists and MCs together to develop a multi-media / visual arts performance blending freestyle rapping and speed drawing. During the Lab they created improvised games influenced by Pictionary, Mr Squiggle, graffiti art and animation. Artists would draw on paper projected onto a large screen and the rappers would freestyle about what was being drawn. They rehearsed the music and choruses, experimenting with ideas and sometimes trying out games on visiting audiences during tours. On Festival day they presented an hour long performance which has continued to develop and has toured to Festivals and events including Melbourne Fringe and Woodford Folk Festival.

In 2010 angryPixel developed their first interactive installation called 'Dusk', where tiny creatures of light reacted organically to the movement of the audience. The aim of their project was to design, develop and build an installation for audiences to participate with on Festival day. They spent their Lab time creating the software, testing the technology, buying materials and building the structures needed to create the installation. They wanted to be a part of Underbelly Arts for the exposure to the public during development and presentation, and also to work amongst a community of artists. Using their documentation and experience, they now have an important platform with which to pitch their ideas in the future.

In 2010 Applespiel (a theatre collective from Wollongong) developed an interactive performance work called 'Snail Piece' which began with a simple idea: putting the fate of a snail in the hands of the audience. The work evolved daily as the artists tested ideas for the show on the visiting audience during the tours. They created a half hour long 'choose your own adventure style' performance for the Festival which has continued to develop and recently travelled to Peats Ridge Festival.

NOTE: Underbelly Arts encourages a broad use of the term 'artist'. Over the years participants have included publishers, designers, animators, filmmakers, architects and musicians, many of whom were collaborating on an artistic project for the first time. If you are creative person and have an idea for a project, you should apply!

For more previous examples of projects head to:

2007 <http://www.underbelly.com.au/2007/?q=taxonomy/term/2/alpha>

2008 <http://www.underbelly.com.au/2008/taxonomy/term/2/alpha>

2010 <http://underbellyarts.com.au/2010/category/artists/>

THE AUDIENCE

During the Lab you will be required to introduce and talk about your project to an audience during the tours. With an audience at your disposal this might be the time for you to dig out that idea which needs testing, feedback, content or public participation to develop. Your project doesn't need to have an audience participate during the Lab, but we want to hear how you might benefit from having the public around and what it means for your developing project.

Many projects come to Underbelly Arts whose outcome is a work in progress. You might feel strange to then present this to an audience at the Festival. Don't. We work hard on communicating your project's aims and outcomes to the Lab and Festival audience. The Festival is a celebration of what artists have achieved over the course of the Lab and a promise of what the future holds. Some of the most interesting Festival experiences have been presented as works in progress. As artists you can communicate directly to the Festival audience by holding a Q&A after your performance or artist talks at your installation, or however you would like to showcase and explain your work to them.

LOCATION and SITE VISITS

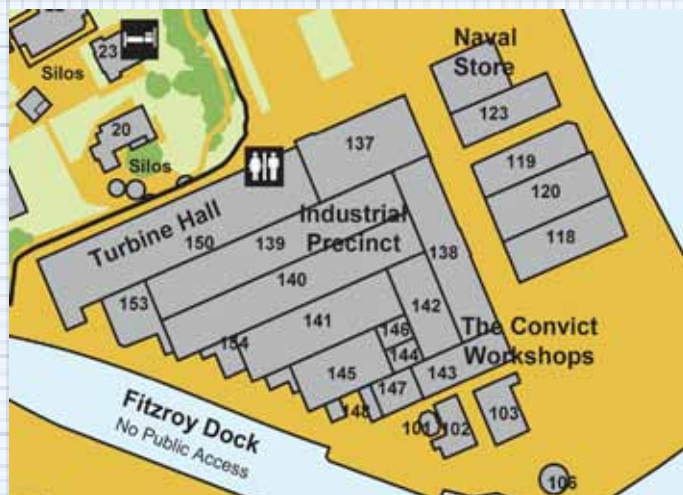
Underbelly Arts will take place on the Lower Eastern side of Cockatoo Island (called the 'Industrial Precinct'). There will be traditional theatre/performance spaces built for the Festival where required. If you are considering a non-traditional performance or interdisciplinary project you may want to visit the Island before submitting your application to propose a particular area or just to get inspired. Some areas are RESTRICTED for visitors. See table on next page for your site viewing options.

Once selected, projects will undertake a formal site visit with the Underbelly Arts team to confirm a suitable location for your project. If you plan to visit the Island and propose a particular area for your project in your application, please note that we cannot guarantee the final location until the overall program is confirmed.

MAP OF COCKATOO ISLAND



**INSET MAP ON RIGHT:
UNDERBELLY ARTS PRECINCT**



SITE VIEWING OPTIONS

BUILDING	PROPOSED USE	ACCESS for VIEWING
Naval Store upstairs	Rehearsal space / theatre	RESTRICTED *
123 ground, 123 upstairs	Multi-use space	RESTRICTED *
120	Multi-use space	RESTRICTED *
137	Bar / Multi-use space	OPEN TO PUBLIC **
106, 138, 139, 140, 142, 143, 144, 146, 150, 153	Multi-use space	OPEN TO PUBLIC **

* RESTRICTED: Supervised access to these areas will be available on the following dates: Wednesday 16th March 5.30pm; Wednesday 23rd March 12.30pm & Sunday 27th March 2.30pm. See ferry timetable for access (link is below). Please meet at the entrance to the Island just past the wharf to be guided to the spaces by a staff member. Site visits will take 1 hour. Head to our website for more details closer to the specified dates <http://www.underbellyarts.com.au>

** OPEN TO THE PUBLIC: You can visit the Island at any time to look at these spaces. Check the Cockatoo Island website for details <http://www.cockatooisland.gov.au>

Sydney Ferries Timetable: <http://www.sydneyferries.info/timetables/cockatoo-island.htm>

PERMANENT WORK

It is highly unlikely that any installation work can remain permanent on the Island. If you intend to propose a permanent artwork as part of your project, Underbelly Arts will consider this on a case by case basis in consultation with the Sydney Harbour Federation Trust.

WHAT WE CAN PROVIDE

- Scheduled barge transport of materials and equipment to and from the Island, space, basic staging, audio & lighting, producing & tech support, marketing & publicity, mentoring and advice;
- Limited funds for materials, equipment, fees and other expenses;
- We can also help you to approach a sponsor to secure in-kind services.

RESOURCES: WHAT DOES THE PROJECT NEED?

Think about everything you would need to make your project happen on the Island and what you might need help with. Keep in mind that our own resources are limited. If you can show where your project is self-sufficient this could benefit your application. Think about who you know and what you can access in your own networks.

Keep in mind that it will be very cold on the Island in July and after 5.30pm it will be dark. Due to the temperature and location we plan to run most of the Lab from 12 – 7.30pm daily. Think about your availability on weekdays and weekends during this period, how long it might take you to travel to and from the Island, and how it will fit around your other commitments.

Camping and housing will be available on the Island and once selected artists can organise this directly with the Accommodation office. Projects may want to spend some of their allowance on camping, however IT WILL BE COLD. There will be a number of **transport** options for artists to get to and from the Island each day including a staff boat, ferries and barges. Once accepted we will talk you through your different options.

Each project must nominate one **key contact** to liaise with Underbelly Arts staff about all aspects of your project. This person could be a producer, someone interested in learning how to be a producer or an artist who is interested in taking on an organising role within the group.

PLEASE ANSWER THE FOLLOWING QUESTIONS

Please submit your application as a word doc or PDF.

Answers can be as long or as short as you think you need to convey your idea.

Good Luck!

1. WORKING TITLE
2. NAME OF ARTISTS AND COLLECTIVE (if you have a name)
3. ABOUT THE GROUP
4. KEY CONTACT & DETAILS
5. PROJECT DESCRIPTION
You might want to think about the following...
 - what do you want to do and why do you want to do it?
 - how might the project develop during the Lab?
 - what are your intended outcomes for the Festival and beyond?
6. WHAT ARE PEOPLE'S ROLES WITHIN THE PROJECT?
7. MATERIALS / EQUIPMENT
 - 8a. What materials/equipment might you require?
 - 8b. Can you resource any of this yourselves? If so how?
 - 8c. What might you need help with? (eg equipment, funds for hard costs of materials and expenses, help in securing in-kind materials)
8. WHEN DO YOU THINK YOU MIGHT SPEND MOST OF YOUR TIME AT THE LAB?
(eg weekdays, weekends)
9. WHY DO YOU WANT TO BE A PART OF UNDERBELLY ARTS?
10. TELL US ABOUT YOU
Write a paragraph or two about each participant. If relevant you can attach your CV (but no more than 1 page per person please!)
11. SUPPORT MATERIAL
We need to somehow visualise what it is that you plan to do. Show us photos, videos or other examples of previous work. Also feel free to show images or links to work that is inspiring you or which reference your project. We prefer web links. If you have to attach images please keep the file size small.
12. FOR OUR RECORDS: Please tell us how you found out about applying for Underbelly Arts this year.

If you have any questions regarding your application please email artists@underbellyarts.com.au

Send your Application to: artists@underbellyarts.com.au

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Deadline: midnight Monday 4th April 2011