FUNDACIÓN ÉPICA
LA FURA DELS BAUS

INTERACTIVE COMPUTATIONAL NATURE

Open Call Guidelines

1. Introduction

Interactive Computational Nature is an artistic experimentation and creation programme launched by Fundación Épica La Fura dels Baus as part of The Gate Digital 2026, with the support of the Department of Culture of the Government of Catalonia.

The programme combines an experimental laboratory in digital culture and new technologies, an intensive creation and production residency, and a public presentation of the results. It will bring together ten participants from different disciplines to research, develop and collectively build an interactive digital art installation through co-creation, shared learning, and artistic and technical guidance.

The initiative will bring together ten participants from different disciplines to imagine, develop and collectively build an interactive digital art installation through practical research, shared learning and technological experimentation.

Unlike other training formats, the laboratory does not start with a predefined artwork or a fixed set of tools or technologies. The artistic proposal will emerge from the encounter between participants, their interests and knowledge, and the creative possibilities discovered throughout the process.

The aim is to provide a space for learning and creation where ideas can be turned into real experiences, combining artistic exploration with the technical and material challenges involved in developing an interactive installation.

The activity will culminate in a public presentation on 15 December 2026, where the outcome of the collective work will be shared.

2. Digital art creation laboratory

Fundación Épica is offering 10 free places to take part in Interactive Computational Nature, a creative laboratory taking place from 30 November to 15 December 2026.

Throughout the laboratory, participants will explore the creative possibilities of artificial intelligence and other digital technologies applied to interactive art. Depending on the group's interests and the needs of the artistic proposal, they may investigate resources such as computer vision, audiovisual content generation and transformation, sensors or real-time interaction systems. Experimentation, testing and review of the tools will accompany the conceptualisation, development and installation process, taking into account their technical feasibility, expressive possibilities and responsible use.

Artistic direction and guidance

The laboratory will involve:

- Pep Gatell, president and artistic director of Fundación Épica.
- José Vaaliña, visual artist and director of Eyerberg.
- Eloi Costilludo, visual artist, responsible for visuals at Sala Razzmatazz and driving force behind SYNCRA.
- Gerard Valls, digital and interactive art creative.
- The Fundación Épica team, which will provide ongoing guidance throughout the laboratory and the production of the installation.

The invited professionals will contribute at different stages of the process, while the Fundación Épica team will ensure day-to-day support for the work.

Methodology and laboratory phases

PHASE 1 — Conceptualisation and artistic experimentation (30 November – 4 December)

The laboratory will begin with a collective conceptualisation process in which participants will explore ideas, references, concepts and creative possibilities in the field of interactive digital art.

This phase will encourage the exchange of knowledge across disciplines, the development of proposals and initial experimentation with different tools and technologies.

The aim will be to progressively define a shared artistic proposal and begin identifying the resources needed to carry it out.

REFLECTION PERIOD — 5 to 8 December

No scheduled in-person activities will take place during these days.

PHASE 2 — Development, production and installation (9–14 December)

Building on the ideas and concepts explored during the first phase, participants will focus on developing and realising the artistic installation.

This stage will focus on practical work: software testing, system configuration, technology integration, device construction, equipment installation and collective resolution of technical and creative problems. It will also involve the use of artificial intelligence, computer vision, audiovisual generation, interaction systems or other applications.

Participants will work collaboratively, sharing knowledge and taking on different tasks according to the needs of the project.

FINAL PHASE — Public presentation (15 December)

The final day will be devoted to the public presentation. This will provide an opportunity to share the outcome of the creative process and demonstrate the possibilities of interdisciplinary collaboration in digital art.

3. Who is the open call for?

Interactive Computational Nature is aimed at artists, creators and professionals in the cultural and creative sector who are interested in incorporating digital and interactive technologies into their practice. People from the performing arts, visual arts, audiovisual creation, music, design and other creative disciplines may apply, as may technology professionals interested in artistic creation.

The call is open to both established professionals and emerging creators who are developing an artistic or creative practice. The aim is to form a multidisciplinary team with complementary experiences, knowledge and perspectives.

No previous experience in digital art or proficiency in specific software or technologies is required. A connection with cultural or creative practice, basic digital skills and a willingness to experiment, share knowledge and work within a collective creative process will be valued.

Participant profile

We are looking for people who:

- Are curious about digital art, interactive installations and the creative possibilities of technology.
- Are eager to learn and experiment with unfamiliar tools and software.
- Are not afraid to assemble, dismantle, connect devices, configure equipment or try different solutions.
- Are willing to work as a team and engage in a co-creation process.
- Want to share their knowledge and learn from people from other disciplines.
- Are willing to make mistakes, rethink ideas and learn from experience.

Applicants must be at least 18 years old.

4. How to take part in the initiative

Would you like to be part of this collective creative experience?

The main conditions for participation are set out below.

Workshop dates:

- First phase: 30 November to 4 December 2026.
- Reflection and independent exploration phase: 5 to 8 December 2026.
- Second phase: 9 to 14 December 2026.
- Public presentation: 15 December 2026.

Schedule: 10:00 to 18:00 on activity days.

The schedule may be adjusted to meet production needs, particularly during installation and preparation for the final presentation. Any changes will be communicated to participants.

Format: In person.

Location: Fundación Épica headquarters, Badalona (Barcelona).

Available places: 10 places.

Free participation and resources: Participation in the laboratory is free of charge for selected applicants. Fundación Épica will provide workspaces, artistic and technical guidance, and access to equipment, materials and tools available for the development of the project. The selection of resources will be agreed with the coordination team according to the needs of the proposal and technical and budgetary availability.

Personal transport, accommodation and subsistence expenses will be borne by each participant. Participation does not include fees or individual financial assistance.

Availability: Full availability and a commitment to attend all in-person activity days are required, including preparation for and participation in the public presentation on 15 December.

Application deadline: 23 November 2026.

Application form: https://forms.gle/shhCJmcBUdSaCteWA

5. Required application documents

Applications must be submitted through the application form provided by Fundación Épica.

Personal details: Full name, date of birth, telephone number and email address.

Curriculum vitae: CV with a recent photograph, maximum 2 pages, in PDF format.

Motivation letter: A document of no more than 2 pages, in PDF format, explaining the applicant's interest in taking part in the laboratory.

Introduction video: A video of no more than 3 minutes in which applicants must answer the following questions:

1. Who are you?
2. What do you usually do?
3. What can you contribute to the laboratory based on your experience, knowledge or studies?
4. What would you like to contribute? Think about your interests, curiosities and things you do not yet do but would like to learn or experiment with.
5. What do you imagine you could gain from taking part in this experience?

6. Selection process and criteria

The ten participants will be selected by a joint committee made up of representatives of Fundación Épica and professionals associated with the laboratory.

Particular consideration will be given to the following aspects:

- **Motivation and interest:** curiosity about digital art, interactive creation and technological experimentation.
- **Experimental attitude:** willingness to learn new tools, try solutions, face challenges and work through trial and error.

- **Collaboration skills:** interest in teamwork, communication, knowledge exchange and collective construction.
- **Diversity and complementarity:** each application's contribution to forming a multidisciplinary team with different skills, experiences and perspectives.
- **Commitment and availability:** ability to participate fully throughout the laboratory and its public presentation.

The committee will assess applications jointly, taking into account the above criteria and the complementarity of the group. Applicants will be informed of the decision by email. Selected applicants will have 48 hours from notification to explicitly accept their place and confirm their availability.

A reserve list may be established to fill places vacated or not accepted within the stated period. Selected applicants who ultimately cannot participate must communicate this as soon as possible.

The committee may leave places unfilled if applications do not meet the conditions necessary for the laboratory to take place.

7. Participation commitment

Selected participants undertake to actively participate in the development of the laboratory and contribute to the collective creation of the artistic installation.

Participation entails:

- Attending scheduled sessions and taking part in planned activities.
- Collaborating on conceptualisation, experimentation, development, installation and presentation tasks.
- Maintaining a respectful, constructive and open attitude towards other participants.
- Sharing knowledge and working together to achieve the project's objectives.
- Using available materials, tools, equipment and facilities responsibly.
- Following the instructions of the coordination team and responsible professionals, particularly regarding safety and use of technical equipment.

Safety and use of spaces and equipment

Fundación Épica will provide safety instructions relevant to the activities and resources used. Handling tools, machinery or equipment requiring specific knowledge will be subject to authorisation and, where appropriate, supervision by responsible staff.

Tasks involving specific risks will be carried out exclusively by qualified and authorised personnel. Participants must follow safety instructions and report any incident to the coordination team.

During the reflection and independent exploration phase, access to the Foundation's spaces and equipment will require prior coordination. Availability of a space does not constitute authorisation to use any tool or facility.

8. Artistic outcome and documentation

The outcome of the laboratory will be a digital art installation developed collectively by the participants under the artistic and technical direction and guidance of the professionals associated with the project.

The installation will be presented publicly on 15 December 2026 as part of Fundación Épica's activities.

At the same time, Fundación Épica, with the collaboration of the participants, will document the creation and experimentation process, recording the tools used, the main artistic and technical decisions and the lessons learned, while respecting applicable confidentiality commitments.

Whenever possible, a summary of results, lessons learned and practical recommendations of interest to other professionals in the cultural and creative sector will be prepared and shared. Its content and scope will be adapted to confidentiality conditions, intellectual property rights, material licences and the relevant authorisations. Confidential or restricted content may be excluded from dissemination, while general lessons that do not disclose protected information may be shared where feasible.

9. Acceptance of the guidelines

Submitting an application implies knowledge and acceptance of these participation guidelines.

Fundación Épica may introduce organisational or scheduling adjustments necessary for the laboratory, communicating them as far in advance as possible.

Where changes substantially affect dates, schedules, location or participation conditions, selected applicants will be informed and may confirm their continued participation or withdraw from their place without penalty.

If justified circumstances prevent the activity from taking place under suitable conditions, the Foundation may postpone or cancel it, communicating the reasons and, where possible, the planned alternatives.

The organisers will ensure the proper running of the activity and the maintenance of a collaborative, respectful and safe working environment.