

# VIDEO MAPPING



## FESTIVAL #8

### IBSIC - IMAGE BEYOND THE SCREEN INTERNATIONAL CONFERENCE VIDEO MAPPING CONFERENCE

**Thursday 3<sup>rd</sup> to Saturday 5<sup>th</sup> of April 2025**

Arenberg Creative Mine, Wallers-Arenberg  
L'hybride and Le Flow, Lille

As part of the Video Mapping Festival #8, Rencontres Audiovisuelles present IBSIC, the annual international reference event dedicated to the video mapping industry, in the presence of the greatest names in the field.

About 40 speakers present case studies, artist talks, keynote speeches, participate in panel discussions and working groups to share their experiences and discuss the latest innovations in the sector.

This year, IBSIC focuses on **immersive mapping** and **mapping in museums**.

The IBSIC attendees are also able to participate in Talents Connection (professional meetings) and enjoy the Video Mapping Awards, a video mapping competition rewarding the best productions of the year 2024 around the world.

Alongside the conferences, participants are invited to discover around 20 original artworks through a video mapping tour in Lille, for the opening of the Video Mapping Festival.

*Organised by Rencontres Audiovisuelles as part of the Video Mapping European Center.*

*With the support of the European Union (Europe is committed to the Hauts-de-France Region through the European Regional Development Fund), the Hauts-de-France Region, the Communauté d'Agglomération de La Porte du Hainaut, Arenberg Creative Mine and the Centre National du cinéma et de l'image animée (CNC).*

NB: Some adjustments could be made to this programme.

**IBSIC changes its format this year, offering you even more content, even more guests and even more opportunities to meet other professionals:**

- Continuous conferences and presentations on Thursday and Friday.
  - 3 Talents Connection sessions throughout the day on Thursday.
  - 3 Working Group sessions throughout the day on Friday.
- 2 choices of parallel activities... Make up your own programme!



**Thursday 3<sup>rd</sup> of April**

**Arenberg Creative Mine, Wallers-Arenberg**

**THEME: IMMERSIVE MAPPING**

A programme presented in collaboration with {CORRESPONDANCES DIGITALES}

**8:45 am / Departure by bus from Lille to Arenberg Creative Mine**

Meeting point: rue des Canonniers, at place Saint-Hubert (near the train stations).

**10 am / Welcome**

Welcome speech by Antoine Manier, director of Rencontres Audiovisuelles.

Introduction of the moderators, who will ensure the guiding thread of the presentations:

- Lorenz Potthast - co-founder, Xenorama (Germany)
- Martina Stella - artist and researcher (Italy, France)

**Duration: approx. 30 min**

**10:30 am / Artist Talk: Julius Horsthuis**

When creating fractals, Julius Horsthuis feels more like an explorer than a painter. The exploration of the vast landscapes that exist in mathematics can evoke wonderful emotions. To translate some of that feeling to the audience, the artist will present this talk as a tour guide and take the audience through some of the fractal landscapes. We will look at some of the characteristic features of fractals as if we are watching architectural facets. What creates those features? What is it about fractal maths that makes it so engaging? What else is there to explore?

*Topic: Fractal Architecture*

- Julius Horsthuis - artist (The Netherlands)

**Duration: approx. 45 min**

**11:15 am / Panel discussion: What are the challenges for renewing the content of immersive spaces?**

As immersive experiences evolve, creators face key challenges in renewing content to keep audiences engaged. This panel will explore innovation in interactivity, storytelling, sound design and AI with experts discussing strategies to push creative and technological boundaries in immersive environments.

**Participants:**

- Mathieu Le Sourd - digital artist, Studio Maotik (France)
- Allison Moore - new media artist, educator (Canada)
- Ruby-Maude Rioux - immersive and interactive experience director (Canada)
- Takeshi Yamada - director of Community Engagement, teamLab (Japan)

**Moderator:**

- Michael Couzigou - co-founder, TADAMM ! Féerie Immersive (France)

**Duration: approx. 1h**

**12:30 pm / Lunch**

**2 pm / Immersive venue interview: d'strict**

This interview will explore how d'strict, a digital design and art company based in South Korea, leverages the synergy between technology and art alongside innovative business models to achieve sustainable growth amidst dynamic changes of the times. By delving into iconic projects such as *WAVE*, *Waterfall-NYC* (public media art), and *ARTE MUSEUM* (immersive exhibition), Jae Kim will demonstrate how immersive media and reality blend to create new spatial experiences.

*Topic: Riding the Wave of Change to New Possibilities*

- Jae Kim - marketing and communications manager, d'strict (Republic of Korea)
- Interviewer: Antoine Roland - CEO, {CORRESPONDANCES DIGITALES} (France)

*With the support of the French Embassy in the Republic of Korea.*

**Duration: approx. 30 min**



## TALENTS CONNECTION

**This year, IBSIC offers 3 sessions of Talents Connection on Thursday!**

Enjoy a time of professional meetings during short interviews, in a speed meeting format. An opportunity for artists, promoters and producers to meet and discuss.

*Limited capacity - registration required.*

**10:30 am / Talents Connection - professional meetings (session 1)**

**2 pm / Talents Connection - professional meetings (session 2)**

**4:30 pm / Talents Connection - professional meetings (session 3)**

**Duration: approx. 2h**



Julius Horsthuis: *Algebra of Awe*, 2023



d'strict: *GARDEN*, *ARTE MUSEUM X MUSÉE D'ORSAY*, *ARTE MUSEUM*, 2024

## 2:30 pm / Immersive venue interview: Lighthouse Immersive Studios

Lighthouse Immersive Studios opened 21 North American venues for *Immersive Van Gogh* in 2021 and in 2023 closed 19 of them, converting its model to a touring/temporary pop-up model for Immersive Disney Animation. Now it is focused on opening a limited set of venues in key locations and otherwise distributing its shows through temporary venues. How does venue management enhance the art? What are the limitations? How should you focus your business?

*Topic: To venue or not to venue... That is the question!*

- Corey Ross - president, Lighthouse Immersive Studios (Canada)
- Interviewer: Antoine Roland - CEO, {CORRESPONDANCES DIGITALES} (France)

*With the support of the French Institute of Canada.*

**Duration: approx. 30 min**

## 3 pm / Keynote: Studio McGuire

In a world where immersive art often aims to dazzle, how can artists create experiences that resonate beyond a fleeting Instagram moment? This keynote explores how art can evoke introspection and empathy by tapping into emotions like melancholy, nostalgia, and fragility. Through their work, Davy and Kristin McGuire discuss how they strive to craft immersive experiences that linger a little longer.

*Topic: Using immersive art to transcend mere spectacle*

- Davy & Kristin McGuire - artists, Studio McGuire (United Kingdom)

**Duration: approx. 1h**

## 4 pm / Break

## 4:45 pm / Presentation: CNC - Immersive Creation Fund

Since its creation in 2022, the CNC's Immersive Creation Fund has been supporting innovative audiovisual works based on an immersive creation approach, with the aim of fostering the emergence of creative, ambitious and internationally-oriented works. This presentation will introduce the different schemes available to authors and producers, as well as their eligibility requirements, assessment criteria and intervention procedures.

- Lila Gleizes - Immersive Creation Manager, CNC (France)

**Duration: approx. 30 min**

## 5:15 pm / Panel discussion: Is sound the poor cousin of immersive content?

What is immersive? What does "immersive" specifically mean in audio? This discussion will uncover the reality of the current role and perception of audio's immersive applications and the value placed on them. It will explore what those applications are achieving right now, why creatives are working with them and what considerations could be critical to the further development of audio in this genre.

### Participants:

- Guillaume Le Dain - composer, sound engineer, mixing engineer, Delacroix Studio (France)
- Élodie Parmentier - president, Nuits Noires (France)
- William Russell - co-founder and director, MONOM Studios (Germany)

### Moderator:

- Karen Monid - sound artist and projection specialist (United Kingdom)

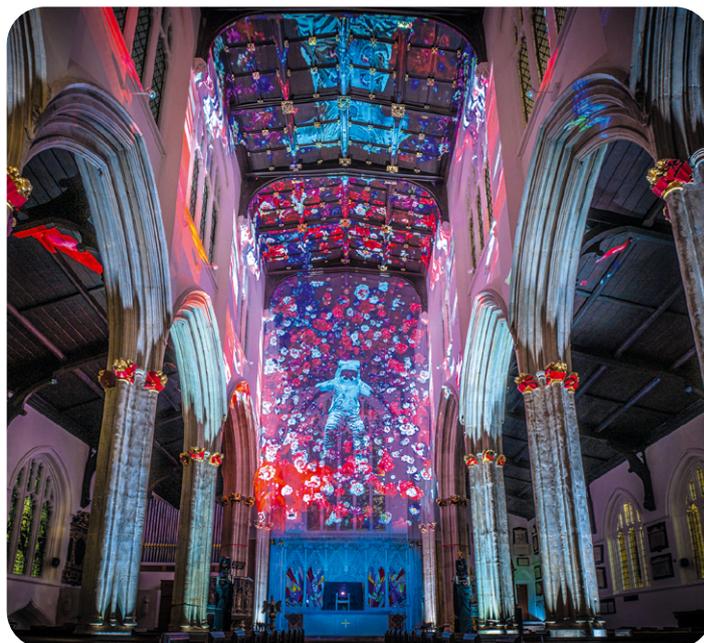
**Duration: approx. 1h**

## 6:30 pm / Dinner

## 8 pm / Bus to Lille



Lighthouse Immersive Studios: *Immersive Van Gogh - Sunflower*



Studio McGuire: *Ascendance*, St. Stephen's Church, Bristol Light Festival, 2024 © Andre Pattender



[Panel discussion Immersive Sound] MONOM Studios, Berlin © Becca Crawford

## 9 pm / Networking Christie Drink

### L'hybride, Lille

Christie, partner of the Video Mapping Festival, invites you to a convivial networking time in the evening at L'hybride and offers a drink to all participants.

Friday 4<sup>th</sup> of April

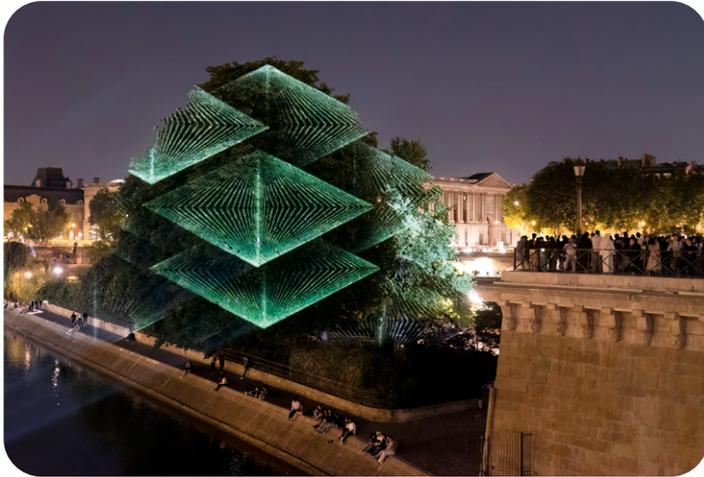
Arenberg Creative Mine, Wallers-Arenberg

## THEME: MAPPING AND MUSEUMS

A programme presented in collaboration with Club Innovation & Culture CLIC France

8:45 am / Departure by bus from Lille to Arenberg Creative Mine

Meeting point: rue des Canonniers, at place Saint-Hubert (near the train stations).



Javier Riera: *Résonance Géométrique*, Square du vert Galant, Nuit Blanche Paris 2023

10 am / Keynote: Javier Riera

Javier Riera's work is based on projections of light and geometry made directly on the vegetation with a Land Art concept of intervention on the landscape. The relationship between geometry and nature here takes on a meditative character. His installations aspire to expand the viewer's perception towards latent dimensions in the spaces in which he works, generating an experience of visibility and openness of perception. Javier Riera understands geometry as a natural language prior to matter, capable of establishing with it a type of subtle and revealing resonance.

Topic: *Light, geometry and landscape*

- Javier Riera - artist (Spain)

Duration: approx. 1h

11 am / Break

11:30 am / Panel discussion: Video mapping in museums - A new way to allow exploration of Art?

During the panel, representatives from 3 museums will discuss the integration of video mapping technology in their respective cultural venues. They will provide examples of video mapping experiences in their galleries, as a mediation tool or as a stand-alone exhibition. They will explain how they work with studios and artists to imagine new art exploration. They will also speak about their strategy and their future projects.

Participants:

- Jane Alexander - chief digital information officer, Cleveland Museum of Art (USA)
- Régis Cotentin - exhibition curator, designer and producer of digital content, Palais des Beaux-Arts de Lille (France)
- Beth Harrison - digital experiences director, The Dalí Museum (USA)

Moderator:

- Pierre-Yves Lochon - director, Sinapses Conseils, Club Innovation & Culture CLIC (France)

Duration: approx. 1h

12:30 pm / Lunch



## WORKING GROUPS

This year, IBSIC offers 3 sessions of working groups on Friday (10 am, 2 pm and 4:30 pm)!

If video mapping has been able to assert itself as an art form in its own right, with its own issues and challenges, it remains nonetheless on the edge of many other disciplines. Mixing artistic, event-related or technical questions, the boundaries of mapping are porous and their outlines are subject to important evolutions. The influence of its related fields pushes video mapping to innovate constantly.

If the factors of change are varied, the possibilities for video mapping in the future are huge. Participants are split into thematic groups, led by professionals from the fields of video mapping, light art, event management and tourism, and have to tackle the 2 main themes of this year's event: immersive mapping and mapping in museums. Broader themed groups are also on offer.

Participants can join the group of their choice. Each group is composed of about 10 people. *Limited capacity - registration required.*

Duration: approx. 2h

10 am / Groups 1 to 6

Group 1 - [IMMERSIVE] Economic model of immersive experiences

- Antoine Roland - CEO, {CORRESPONDANCES DIGITALES} (France)

Group 2 - [IMMERSIVE] Interaction for immersive spaces

- Carole Purnelle - CEO, OCUBO (Portugal)

Group 3 - [IMMERSIVE] Using AI and real-time to drive the evolution of immersive production models

- Nina Włodarczyk - Schlosslichtspiele curatorial project leader, ZKM (Germany)

Group 4 - Alternative video mapping techniques

- Stoyan Stoyanov - co-founder, studio lead, Elektrick.me (Bulgaria)

Group 5 - Heritage valorization through video mapping

- Meriç Özgen - marketing director, DEM Museums (Turkey)

Group 6 - Networks: roles, gateways and cooperation

- Jasmine van der Pol - programme manager, LUCI Association (France)

2 pm / Groups 7 to 12

Group 7 - [IMMERSIVE] News models: touring immersive experiences

- Michael Couzigou - co-founder, TADAMM ! Féérie Immersive (France)

Group 8 - [IMMERSIVE] How can we develop high-level immersive sound creation in immersive spaces?

- Guillaume Le Dain - composer, sound engineer, mixing engineer, Delacroix Studio (France)

Group 9 - [MUSEUMS] Best practices for collaboration between museum and mapping producer

- Isabel Boucher - manager of services to the community, Musée d'art de Joliette (Canada)

Group 10 - [MUSEUMS] Museums in the digital age: enhancement, disruption, or transformation?

- Julian Hölscher - digital artist, studio julian hölscher (Germany)

Group 11 - Focus on South America

- Sofia Mellino - video postproduction specialist and immersive media innovator, Future Campus Ruhr and SyncPhonia (Germany, Argentina)

Group 12 - How to support the career and skills of curators?

- Mia Kivinen - curator, lighting designer, educator (Finland)

4:30 pm / Groups 13 to 17

Group 13 - [IMMERSIVE] Optimization of technical set-ups for immersive spaces

- Jean-Jacques Leprestre - sales manager, EPSON (France)

Group 14 - Business development in video mapping

- Dong Wang - founder and CEO, ALIGHT (China)

Group 15 - Sound: from creation to distribution

- Karen Monid - sound artist and projection specialist (United Kingdom)

Group 16 - Focus on women in video mapping

- Bettina Pelz - curator, Studio Bettina Pelz (Germany)

Group 17 - Video mapping: towards sustainability

- Andreas Böttcher - project manager, ReBeam GmbH (Germany)

## 2 pm / Artist Talk: Drôle de Trame

Through 3 different projects, Corinne Planchais examines 3 aspects of the artist's relationship to the constraints of the museum commission. *Effervescence* explores the link between creation and scientific images. With *Léonard de Vinci, peintre*, Corinne Planchais focuses on the relationship with the private sponsor, and finally, with *Les quatre saisons de l'Osans*, the use of images by a living artist.

Topic: *Video mapping in a museum environment*

- Corinne Planchais - artistic director and mapping director, Drôle de Trame (France)

Duration: approx. 45 min

## 2:45 pm / Case study: Animalis Machina, Cococh Industry

*Animalis Machina, Cococh Industry* is a video mapping exhibition on bas-reliefs created by Franck Dion, animator, video mapping director and sculptor. This immersive exhibition of a new kind was shown for the first time at the Tripostal in Lille at the beginning of 2025, in partnership with the Museum of Natural History. To enhance the experience, the Museum offered a programme of scientific and artistic workshops, as well as a conference on the exhibition. A look back at a successful collaboration.

Topic: *When artworks engage in dialogue with the audience*

- Franck Dion - artist (France)

Duration: approx. 30 min

## 3:15 pm / Break

## 4 pm / Artist Talk: Fearless

With over 40 video creations and immersive exhibitions since 2011 for museums in France and Italy, Dominik Barbier and Anne Van den Steen see themselves as infiltrating artists, in complicity (or not) with curators and scenographers. How do you reconcile the challenges of demanding artistic creation with scientific scrutiny, attendance objectives, institutional constraints, the formatting of scenography and corporate profitability concerns? It remains a struggle.

Topic: *Undercover - Artists in museums*

- Dominik Barbier and Anne Van den Steen - artists, Fearless (France)

Duration: approx. 45 min

## 4:45 pm / Case study: DEM Museums

Eda Bildiricioğlu, CEO of DEM, presents groundbreaking innovations in experiential design. With 34+ years of expertise, DEM creates award-winning projects that bring history to life, including *Ephesus*, *Hagia Sophia* and *Hierapolis*. This session will show how imagination and engineering are blended to inspire, preserve, and transform storytelling, and unlock the secret to creating immersive spaces.

Topic: *Experts of experience - Where imagination and engineering redefine human experiences*

- Eda Bildiricioğlu - CEO, DEM Museums (Turkey)

Duration: approx. 30 min

## 5:15 pm / Focus on Research: Art and immersion as a mediation artefact

Immersive exhibitions that display the work of well-known artists have proliferated in the last decades and have been very well received. But how does the audience perceive them? To answer these questions, we have interviewed visitors from 2 immersive exhibitions: *Dalí Cibernético* in Barcelona and *Sorolla a través de la Luz* in Valencia (Spain). We used the REMIND method to understand which communicative mechanisms present in these environments make them a potential artistic mediation artefact.

Topic: *Art and immersion as a mediation artefact - A study on the audience experience using REMIND method*

- Rocio Lara Osuna - assistant professor, Faculty of Education and Sport Sciences of Melilla, University of Granada (Spain)

Duration: approx. 30 min

## 6:30 pm / Dinner

## 8 pm / Bus to Lille



## VIDEO MAPPING TOUR

Friday 4<sup>th</sup> and Saturday 5<sup>th</sup> of April / 9 pm > 1 am  
Lille

Around 20 creations to discover:

### > Notre-Dame de la Treille Cathedral

Inook (France)

### > Lille Opera House (Great Hall)

Flone art (Belgium), Nicolas Tourte (France) ; Music: Virgile Guiost Flore (creation), Anthéa Guiost (piano) and the Lille Conservatoire percussion class (France)

### > La Voix du Nord

5 creations:

- Stéphanie de La Chauvinière, Laetitia Le Gall, Clémentine Thiriot - UNDA (France)
- Pablo Gracias and the Visual Sciences and Cultures Research Federation (France)
- Patrick Grandi (France) ; Aerial dance: Compagnie LaterraterAL (Belgium)
- Prapavee Vaidyanond (Thailand)
- Krzysztof Wodiczko (Poland, USA)

### > Sculpture - Rue de Béthune

Rémi Soyez (France), on a sculpture by Fred Martin (France)

### > Palais des Beaux-Arts

Video Mapping Contest - 7 contestants:

- Metanoia Creatives (Czech Republic)
- SNAPLIGHT (China)
- Vio + Demsky (China, Canada)
- Hans Bolz (Germany)
- Vali Chincişan (Romania)
- Anna Meldrāja (Latvia)
- Rita Reis (Portugal)

### > Préfecture du Nord (Charles de Gaulle Hall)

Svitlana Reinish (Ukraine)

### > Lycée Fénelon (Courtyard)

Participative workshop - Students from Lycée Fénelon

### > Crédit Mutuel Nord Europe, Regional headquarters rue Gombert

Creative challenge - International students

### > Sculpture - Nouveau Siècle forecourt

Panagiotis Tomaras (Greece), on a sculpture by Thomas Voillaume (France)



DEM Museums: Hagia Sophia History & Experience Museum, Istanbul

## Saturday 5<sup>th</sup> of April

### Le Flow, Lille

#### 10:30 am / Video Mapping Awards

The Video Mapping Festival offers a video mapping competition to reward the best productions of the year 2024 around the world. The video mapping works selected during the pre-selection are presented in the form of video recordings.

Duration: approx. 2h



#### In competition:

- **Antaless Visual Design** (Italy) - *Mind Fields* (monumental mapping)
- **Azure Hole** (China) - *Visions-REM* (mapping on object)
- **Elektrick.me** (Bulgaria) - *ECHO* (monumental mapping)
- **F3 Studio** (Mexico) - *U221E* (immersive mapping)
- **Glitch Prod** (Belgium) - *Reverie* (monumental mapping)
- **HAASKR** (France) - *Baggers of clouds* (monumental mapping)
- **Laia Cabrera & Co.** (USA, France, Spain) - *Perennial Land - The Data Forest* (immersive mapping)
- **Laetitia Le Gall** (France) - *Brumes D'Images* (monumental mapping)
- **mammasONica** (Italy) - *Ghostpoets* (monumental mapping)
- **Morgane Philippe** (France) - *Déclit* (monumental mapping)
- **Filip Roca** (Montenegro, Spain) - *Radiant* (monumental mapping)
- **ruestungsschmie.de** (Germany) - *BRUTE<sup>3</sup>* (monumental mapping)
- **SENSSORIAL** (Guatemala) - *RITUAL* (monumental mapping)
- **Liudmila Siewerski** (Germany) - *Futura. Fortuna. Libertas.* (monumental mapping)
- **Simon Lazarus 84** (France) - *DIYAUTO ORCHESTRA* (mapping live)
- **SKG+** (China) - *Ode of light* (mapping on object)
- **Somniolab** (Spain) - *Xtone Origins: A Multisensory Journey* (immersive mapping)
- **The Fox, The Folks** (Indonesia) - *KALA* (monumental mapping)

#### 12:30 pm / Lunch

#### 2 pm / Artist Talk: 1024 Architecture

1024 Architecture is a creative studio founded in 2007 by Pier Schneider and François Wunschel, both architects by training and artists. 1024 Architecture brings concrete objects and spaces into dialogue with abstract images made of light and pixels. Their projects stand on the border between the worlds of Art, Design and Architecture. Light structures, installations, scenography, visual arts and performances are all ways of awakening the senses and touching bodies and memories. Whether ephemeral projects or permanent installations, 1024 Architecture creates unique works that interact with their environment.

Topic: *On the border between Art, Design and Architecture*

- Pier Schneider - CEO, 1024 Architecture (France)

Duration: approx. 45 min

#### 2:45 pm / Case study: Focus Sustainability - Co-Vision

Co-Vision is a European Union-funded project that aims to establish a conversation between endangered natural heritage and digital art. Guido Pietro Airoldi, from Videocittà, the project leader, will present the project's main challenges. A co-creation project in one of the partner countries will also be highlighted.

Topic: *Digitalising our natural heritage*

- Guido Pietro Airoldi - manager of international development and partnerships, Videocittà (Italy)

Duration: approx. 30 min

#### 3:15 pm / Case study: Ars Electronica

Art is a powerful catalyst for imagining a better future, opening up new perspectives, arousing curiosity and inspiring creative solutions. In a time of rapid technological change and pressing environmental challenges, Ars Electronica seeks to connect established and emerging fields of knowledge, to build pathways to a sustainable society and to unleash bold, forward-looking ideas for a world in transition.

Topic: *Imagining Tomorrow - Art, Technology, and Innovation for a Better Society*

- Michael Mondria - managing director, Ars Electronica Solutions (Austria)

Duration: approx. 30 min

#### 3:45 pm / Break

#### 4:15 pm / Report on the working groups

For each group, a reporter summarises the group's work in a few minutes.

Duration: approx. 1h30

The report on the working groups will be followed by a synthesis and conclusion of IBSIC by Bettina Pelz.





**7 pm / Closing Ceremony of IBSIC  
and Opening Cocktail of the Video Mapping Festival  
Préfecture du Nord, Lille**

**Opening speeches and Awards Ceremony for the Video Mapping Awards  
and the Video Mapping Contest**

Following the screening of the Video Mapping Awards competition, a Jury composed of video mapping professionals will award the prizes for the best productions of the year 2024. The Jury will award the Grand Prize, the Prize for Best Sound Design, the Innovation Prize, the Prize for Best Immersive Work and the Emerging Artist Prize. The ceremony will continue with the awarding of the prizes for the Video Mapping Contest proposed as part of the Lille video mapping tour: 7 candidates selected in competition to present their work on the facade of the Lille Palais des Beaux-Arts. The Jury will award a Grand Prize, possibly an honourable mention, and will announce the Public Prize determined via an SMS vote.

The pre-selections of artists in competition for the Video Mapping Awards and the Video Mapping Contest were made by juries composed of artists and video mapping professionals.

*The prizes are designed by ruestungsschmie.de and 3D printed by Future Campus Ruhr.*

**Duration: approx. 1h**

**Followed by the opening cocktail of the Video Mapping Festival, and  
a showing of the immersive video mapping by Svittana Reinish (Ukraine).**

**9 pm > 1 am / Video mapping tour  
Lille**

**11 pm / Closing evening of IBSIC  
L'hybride, Lille**

**Video Mapping Awards pre-selection Jury:**

- Bettina Pelz - curator, Studio Bettina Pelz (Germany)
- Lorenz Potthast - co-founder, Xenorama (Germany)
- Carole Purnelle - CEO, OCUBO (Portugal)
- Robert Seidel - artist, Studio Robert Seidel (Germany)

**Video Mapping Awards Jury:**

- Mihaela Păun - director, ARCUB - Cultural Center of Bucharest (Romania)
- Ruby-Maude Rioux - immersive and interactive experience director (Canada)
- Daniel Rossa - new media artist, Studio Rossa (Germany)
- Robert Sochacki - associate professor, The Eugeniusz Geppert Academy of Art and Design in Wrocław (Poland)
- Nina Włodarczyk - Schlosslichtspiele curatorial project leader, ZKM (Germany)

**Video Mapping Contest pre-selection Jury:**

- Marko Bolković - director, Visualia Festival of Light (Croatia)
- Antoine Manier - director, Rencontres Audiovisuelles (France)
- Filip Roca - artist (Montenegro, Spain)
- Daniel Rossa - new media artist, Studio Rossa (Germany)
- Martina Stella - artist and researcher (Italy, France)

**Video Mapping Contest Jury:**

- Ross Ashton - creative director, The Projection Studio (United Kingdom)
- Moetu Battle - artist, designer, Inook (France)
- Kristin McGuire - artist, Studio McGuire (United Kingdom)
- Julien Pavillard - director of events and animation, general coordinator of the Lyon Festival of Lights, City of Lyon (France)
- Tamás Vaspöri - CEO, Maxin10sity (Hungary)



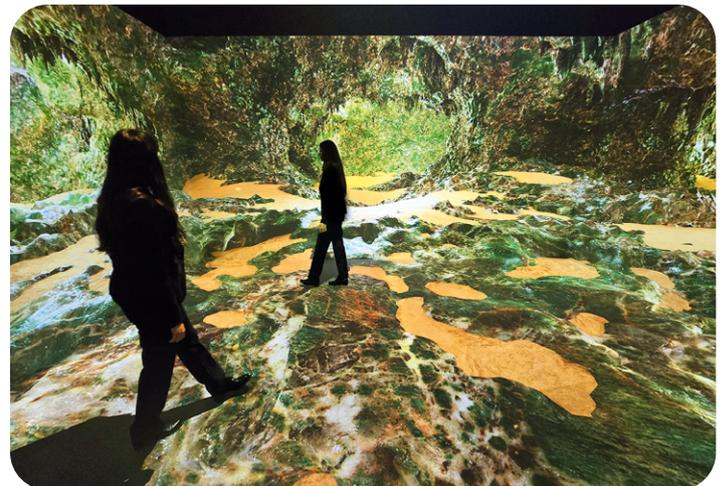
[Video Mapping Awards] Azure Hole: *Visons-REM*, 2024



[Video Mapping Awards] mammasONica: *Ghostpoets*, Buchenwald Memorial, Genius Loci Weimar 2024



[Video Mapping Awards] SENSORIAL: *RITUAL*, San Jose Cathedral, Festival de la Luz de Antigua, 2024



[Video Mapping Awards] Somnialab: *Xtone Origins: A Multisensory Journey*, Bologne, 2024



## PRACTICAL INFORMATION

### • Access

#### Arenberg Creative Mine

Rue Michel Rondet, Wallers-Arenberg  
 Highway A23, Exit 6 (Raismes), then follow the direction  
 to Arenberg Creative Mine / La Porte du Hainaut

#### Le Flow

1 rue de Fontenoy, Lille

#### L'hybride

18 rue Gosselet, Lille

#### Préfecture du Nord

Place de la République, Lille

### • Fares

Access to all conferences and activities

+ meals or cocktail buffets

+ bus shuttles from Lille to the conference venue (Arenberg Creative Mine)

	THURSDAY 03.04	FRIDAY 04.04	SATURDAY 05.04	PASS 3 DAYS
Standard - Early bird (until 16.03 included)	100 €	100 €	75 €	225 €
Standard	130 €	130 €	100 €	300 €
Solidarity - Emerging artist*	70 €	70 €	50 €	150 €
Student*	35 €	35 €	25 €	75 €

\* Upon presentation of supporting documents during the registration or on request by email to [marie@rencontres-audiovisuelles.org](mailto:marie@rencontres-audiovisuelles.org)

Registration before 27<sup>th</sup> of March 2025 via the [online platform](#).

VIDEO MAPPING FESTIVAL #8

April > October 2025

Région Hauts-de-France

[www.videomappingfestival.com](http://www.videomappingfestival.com)

