

## **Open call for SAL residency program**

Sound Art Lab (SAL) is a new centre for artistic development in sound located in the City of Sound, Struer in Denmark. We offer 2 residencies for each 3 months during 2021.

### **Sound Art Lab - background**

SAL is a laboratory for sound art established by Struer Municipality. We are located in former B&O facility that is presently being renovated and designed to support artistic projects in sound across disciplines and formats.

Struer is the City of Sound, and sound is on the agenda all over the municipality. The town council in 2020 ratified a strategy for sound art “Art with Effect” that established the framework for a long-term engagement with sound art: in permanent public art works, in the sound art biennale Struer Tracks, in Sound Art Lab etc. At SAL we are interested in the various intersections between sound and art, and our goal is to sustain and develop the cross-disciplinary field of sound art on a national and international scale – while feeding artistic work and experience into local communities.

Our partners are Bang & Olufsen, Harman Lifestyle and Sound Hub Denmark, a sound technology and innovation growth hub. We also partner with Kunsthall Regelbau 411 and the sound art biennale Struer Tracks. All are based locally and offer network and expertise when relevant. Building on these partnerships Sound Art Lab is forming a profile as centre for artistic development in close proximity with technical expertise, design, innovation and business development.

### **SAL Residency 2021**

The purpose of the SAL Residency Program is to facilitate artistic projects on a high level and to foster exchanges between local, national and international networks. For this particular call we are interested in projects that will contribute significantly to our professional environment in Sound Art Lab. We hope to welcome artists who can inspire us and help us develop SAL as a house in dialogue with local as well as international communities and building on local histories and mentalities. We are particularly interested in projects investigating the histories and developing the potentials of the SAL building, established in 1945 as HQ for Bang and Olufsen and its immediate surroundings.

## Facilities

Residing artists will have their own atelier and access to sound studios and workshops as well as to our network of skilled people at partner institutions. Some facilities are under development during 2021, so make sure to specify your needs in the application.

We offer access to an anechoic chamber, workshops for electronics, wood, metal and 3D print as well as to our general depot of audio gear (recorders, speakers etc.)

## Presentation

The Residency projects should result in a public exhibition/performance/presentation. This will take place within the framework of the SAL Showroom, a flexible conceptual framework that can be set up temporarily in a context relevant for the project: in urban space, in an institution or at a relevant venue.

## Activities

Residing artists should work on one specific project during the stay and give presentations of the development in artist talks, open studio-sessions or as documentations at our webpage.

Options:

- SAL collaborates with Struer Tracks Sound Art Biennale, taking place for the third time 20/8 -5/9 2021. We encourage artists to present their practice at an artist talk during the biennale.
- SAL is dedicated to developing a strong education facility. Our guests are also encouraged to collaborate with our sound art educator and give at least one artist talk for local school pupils during the residency.
- SAL collaborates with Jutland Art Academy and The Royal Academy of Music on developing cross disciplinary student workshops in the field of sound art. The residing artist is encouraged to propose a workshop or an artist talk in this context.

The precise form of activities will be negotiated with the staff at Sound Art Lab before a final residency contract is reached.

## Network

Depending on the nature of the project, SAL will set up a network for our guests: locally amongst companies, experts and authorities, and nationally amongst art professionals.

## Duration

The duration of the residency is 3 months, preferably starting from late August / early September during which time you are expected to reside and work in Struer.

## Accommodation

We offer free accommodation at Sound Art Lab's shared 210 M2 flat in central Struer. You will have your own room and share kitchen, living room, bathroom with other artists and guests (up to 5 simultaneous guests). There is a bicycle available.

## Fees and support

SAL provides a honorarium of 5.000 EUR for the 3-month residency and one return journey to Struer.

## Apply

Submit your application to this e-mail: [residency@soundartlab.org](mailto:residency@soundartlab.org).

The application must include:

- CV (pdf of max. 2 pages)
- Portfolio (pdf of max. 10 pages)
- Samples of sound work if relevant (as links or mp3)
- Project proposal (pdf of max. 2 pages) including: concept, timeline and ideas for presentation.

Maximum file size: 20 MB

## Application process

- Application deadline: **6. June**
- Contract negotiations begin: 21. June
- Final decision: 1. July

Applications will be reviewed by SAL's advisory board:

- Sine Tofte Hannibal, General Manager Danish Composers' Society
- Christian Skovbjerg Jensen, Director of Inter Arts Center
- Anne Marqvardsen, Festival Director and Artistic Director SPOR Festival
- Katja Bjørn, artist, Board member of Kunsthall Regelbau 411 og Jutland Art Academy
- Niels Bjerg composer, part of WEGO and initiator to the artist collective Tændpiben outside Velling
- Frederik Birket-Smith, Director of STRØM Festival, DJ
- Kresten Bjørn Krab-Bjerre, Director of Industrial Design Bang & Olufsen

**References:**

Sound Art Lab: [www.soundartlab.org](http://www.soundartlab.org)

Struer Tracks Sound Art Biennale: [www.struertracks.dk](http://www.struertracks.dk)

Kunsthall Regelbau 411: [www.regelbau411.dk](http://www.regelbau411.dk)

The City of Sound: [www.cityofsound.dk](http://www.cityofsound.dk)

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