

LABA
VALENCIA

SCHOOL OF ART
DESIGN
& NEW MEDIA

Registration !

**International
Master in
Multimedia
Creation for
Performing Arts
and Live Shows
2024**





LABA Valencia.

School of Art Design and New Media

is the first international campus of the prestigious Italian University of Art and Design **LABA - Libera Accademia di Belle Arti**, with more than 20 years of history and 2,500 students enrolled each year.

It opened its doors in Spain in the 2021/2022 academic year, with the **Bachelors of Arts (Hons) in Digital and Multimedia Design** and in **Photography and Video**, two of the fields with the greatest employment prospects in the creative industries, together with the **International Master in Multimedia Creation for Performing Arts and Live Shows**, which culminated in December 2022 with the premiere of the play "**Amor**" in the **Teatre El Musical**, one of the most important theatres in Valencia.

LABA Valencia is committed with the sectors where art and technology merge, and artists and creatives can find a powerful combination between the best opportunities for their professional future and self-expression, with first class teachers and opportunities: LABA's own exhibitions and events such as **Designers of the Universe**, **Augmented Worlds**, the annual exhibition of the best student artworks, **Photo LABA Firenze**, the **BlablaNights** cycle on design, technology and new media, collaborations with professionals, artists, museums and international galleries such as the **National Museum of Contemporary Art in Athens**, the **Casa da Imagem in Portugal**, the **National Museum of History in Slovenia**, the **Labyrinth Gallery in Poland**, and many others.

International Master in Multimedia Creation for Performing Arts and Live Shows

- + Edition 2023 / 2024
- + Start date: October 2023
- + End date: 30 June 2024
- + 100% face-to-face
- + Schedule: afternoons, from Monday to Thursday.
- + Language: Spanish

Description and objectives

The MA offers students an immersion in current technologies and trends in the contemporary scene. Students will acquire the knowledge necessary for the creation of multimedia shows and installations, and will learn to design, build and interact with their main elements: video scene and video mapping, interactivity, sound art, light art...

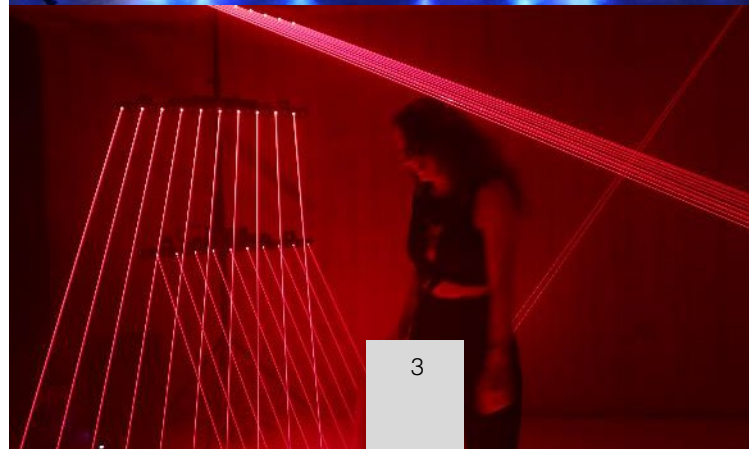
Through a series of modules, a solid training in the main professional software will be developed: Madmapper for video mapping and the video scene, Ableton software for sound design and live composition, Touchdesigner language for lighting and interaction, etc.

All this will converge, in this 2023-24 edition, in the preparation and realization of proposals for live installations, according to the interests and aspirations of the students, which include light, technology, interaction, image, performance...

Cristina Casanova, director of the MA, Manuel Conde, assistant director of the MA and founder of Radiante, Pablo Álvarez, director of Vitamin, Siddharth Gautam, creator and multimedia artist, and Luis Triviño (Voltika), musician, along with the rest of the faculty, will guide and accompany the students throughout this creation.

The MA is aimed at

Students and professionals interested in multimedia for creation, video mapping, software and technologies applied to the arts in their different aspects: installations, performing arts, music. It is necessary for students to have a working knowledge of video, photography and/or sound editing software.





Videomapping scene

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As a production of the 1st edition of the International Master in Multimedia Creation for Performing Arts and Live shows, in December 2022 we premiered the play "AMOR" co-directed by Pep Gatell (action hall) and Cristina Casanova (interior scenes), together with the teachers and students of the MA, in the TEATRE EL MUSICAL, one of the most important in the Valencian Community.



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Phases of the MA

PHASE 1.

Period: from October to March.

Development of the academic corpus. Through the following core modules, we will explore the concepts, criteria, technologies and software for multimedia creation applied to the performing and installation arts, by means of theoretical and practical classes.

- + Module: Context. Multimedia and performance
- + Module: Artistic orientation
- + Module: Visual culture
- + Module: Video-scene / Videomapping
- + Module: Interactivity. Immersive experiences.
- + Module: Sound and live composition
- + Module: Light Art.

The knowledge acquired in this first phase will be further developed, deepened and applied in the following phases of the master's degree.

PHASE 2.

Period: first weeks of April.

Conception of the Final Master's Project

A few weeks of inspiration in which students focus on the conception of their Final Master's Project, shaping the installations that will be exhibited at the end of the master's degree, according to the requirements of the Call that will be published at the beginning of this phase. For the elaboration of their proposals, students will have the personalized advice of all the faculty.

Talks and masterclasses will also be given by relevant personalities from different fields of culture and art.

PHASE 3

Period: from April to June

Development of the Final Master's Project

In this third part, students will focus on the development of their Final Project, the pieces they will present at the end of the Master. Working under the guidance and support of the direction and faculty, continuing with the previous modules, now in tutorial format, each student develops an installation project. This phase will end with an exhibition in June.



↑
"Water installations", by the students of the MA. Light art + touchdesigner + sound art

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LABA Valencia's Master students inaugurate Hall 3 of Valencia's Parc Central with 3 interactive installations around water, to celebrate World Environment Day, promoted by the Valencia City Council. • June 5, 2022

MA modules

Module: Context. Multimedia and Spectacle

From 3 to 12 October 2023

No. of teaching hours 8.5

A special module in which the management and teaching staff of the MA will share with students the most experimental works and formats they have worked on over time, both in their commercial and artistic projects, in order to learn about the possibilities offered by the combination of audiovisual and technological media in the scenic and installation spheres.

Module: Visual Culture

From 12 October 2023 to 29 February 2024 + weekly tutorials during the months of April, May and June 2024

No. of teaching hours 60

A module with the aim of providing students the knowledge, sensitivity and criteria for the planning of an artistic project.

Module: Artistic orientation. Personalised tutorials

From 1 December 2023 to 22 March 2024 + weekly tutorials in April, May and June 2024

No. of teaching hours 40

Module in which the master's director accompanies students in the development of their projects through personalized tutorials.

Module: Video Scene / Video Mapping

From 3 October to 21 December 2023 + weekly tutorials in April, May and June 2024

No. of teaching hours 70

Main softwares studied: Madmapper

In this module we will explore and work on videoscene and videomapping as the art of using video and lighting projections on any surface, to transform ordinary objects into dynamic three-dimensional scenarios, and immersive effects for the audience. This study of the possibilities and limitations of projection technology will be carried out in its two complementary aspects, videoscene and videomapping.

Module: Interactivity. Immersive experiences and Touchdesigner language

From 10 October to 19 March + weekly tutorials during the months of April, May and June 2024

No. of teaching hours 80

Main software studied: Touchdesigner and Processing programming languages.

The symbiosis between performing and installation arts and technology applied to interactivity is becoming increasingly evident. In this module the students will learn to design and create interactive elements fusing design, art, technology and craftsmanship. They will be introduced to the use of sensors for installations, the world of "real time" and the programming language Touchdesigner to produce immersive experiences.

Sub-module Interaction with the public

No. of teaching hours 24

Main software studied: Kalliope app

Guided by Pep Gatell, director of the Epic Foundation La Fura dels Baus, Nadala Fernández, head of production and Pedro Lorente, the students will work on interaction with the public through the use of the Kalliope software, designed by La Fura for the communication of content to their audiences, programming interactions with the public in their shows.

Module: Sound and live composition

From 11 October 2023 to 20 February 2024 + weekly tutorials during the months of April, May and June 2024

No. of teaching hours 80

Main software studied: Ableton Live

This module proposes an approach to sound design and music from the perspective of experimental sound art. Students will learn and use Ableton Live, the most versatile music software program on the market and a powerful tool for creative composition.

Within the sub-module "Sound installations", the students will practice the development of a sound art installation under the guidance of Edu Comelles.

Module: Light Art

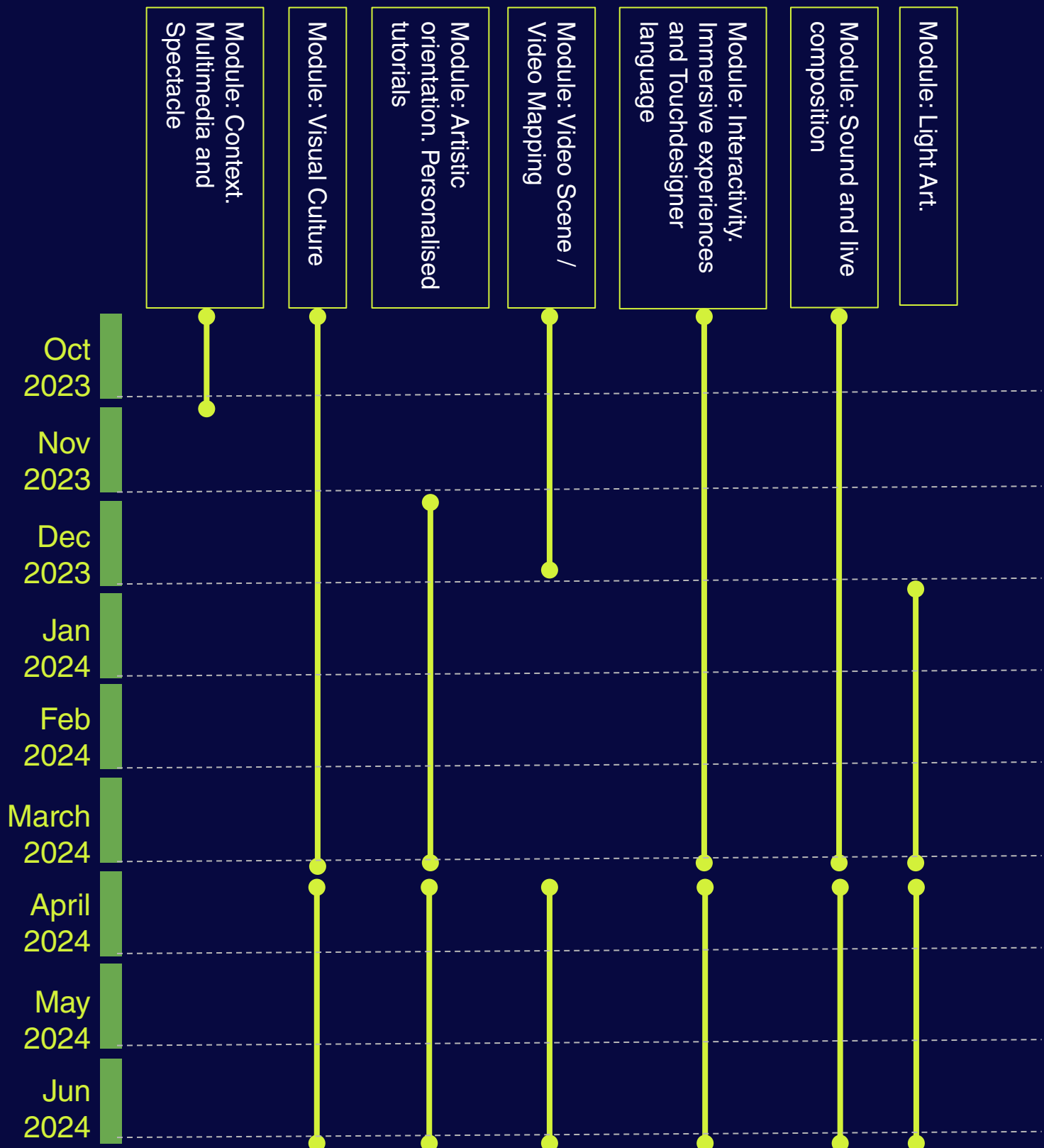
From January 8 to March 18 + tutorials during the months of April, May and June 2024

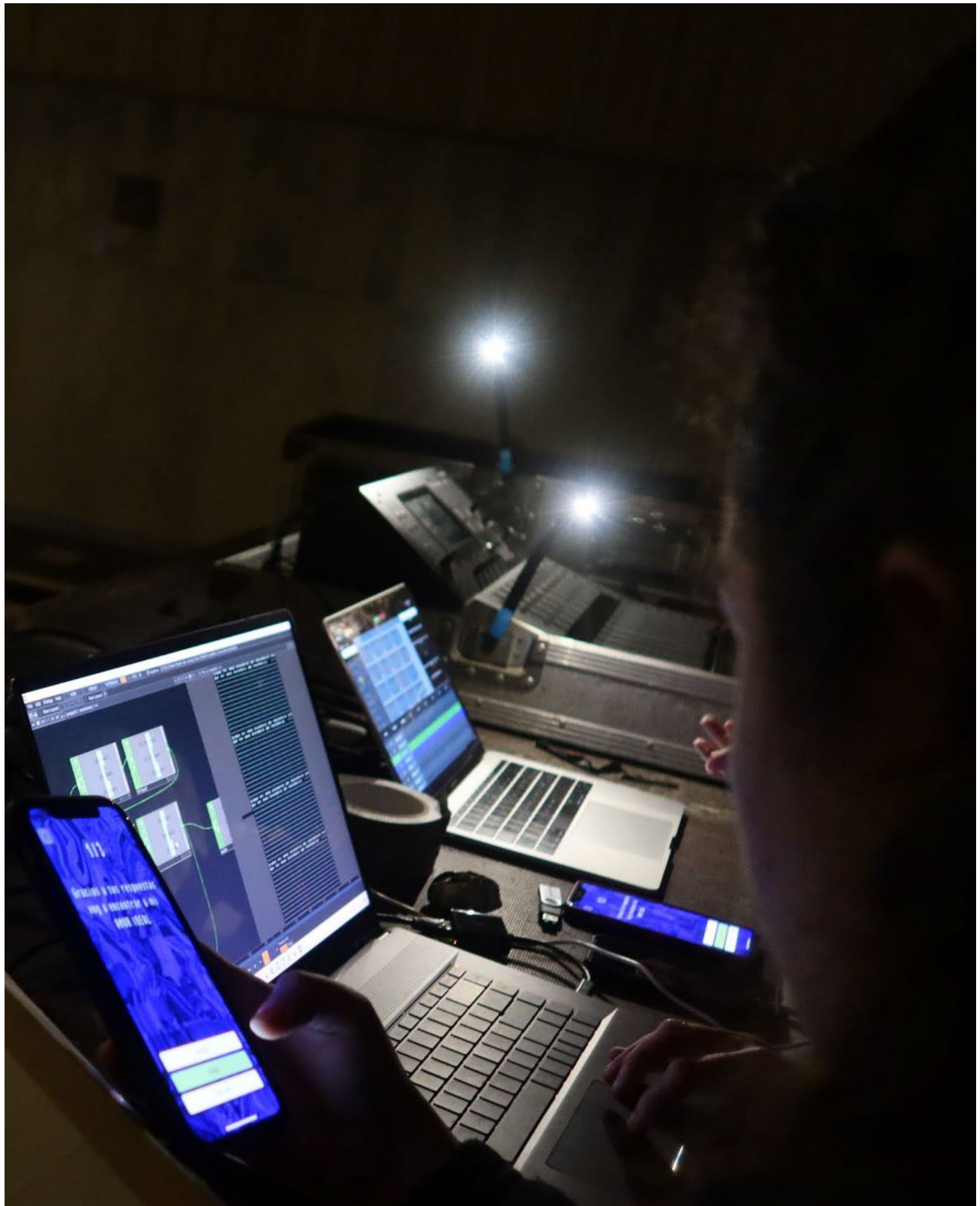
No. of teaching hours 70

Main softwares studied: Madmapper, Beyond, Onyx Lighting Control.

Through this module students will explore the light art, the theoretical and technical concepts required to work in creative lighting. The student will be given tools to create and control lighting from a visual language, through experimentation with the luminaire and the use of Madmapper software.

2023-24 Academic Calendar

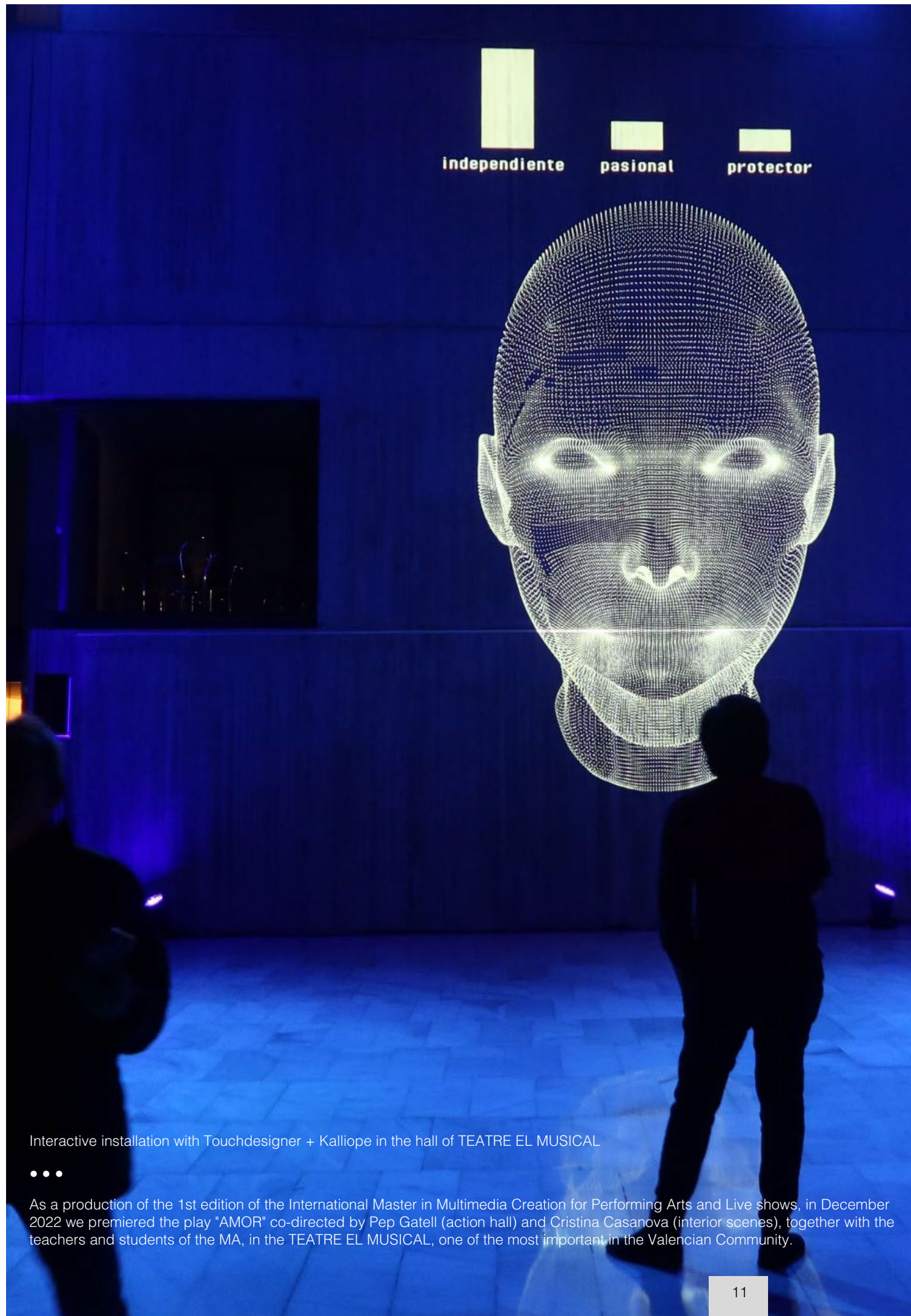




Interactive installation with Touchdesigner + Kalliope in the hall of TEATRE EL MUSICAL

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Management and teaching staff

Cristina Casanova

MA director.

Head of the Artistic Orientation module, Director of LABA Valencia. School of Art, Design & New Media. Digital and sound artist, director of plays, and creator of creative online tools for the artistic, cultural and educational fields, with international exhibitions and awards in Barcelona, Madrid, Sydney, Maracaibo, London, Paris, Lisbon, Lima, York, Calgary, Beijing, Johannesburg, Brussels, Chicago, Mexico, etc.

<http://cristinacasanova.com>

<https://www.linkedin.com/in/cristinacasanovaseuma>

<https://labavalencia.net>

Manuel Conde

Deputy director of the master's degree.

Responsible for the Video Scene and Light Art modules.

Director of Radiante, creative studio for stage design and audiovisual installations of light art, video mapping and video-scene.

<https://www.radiantelab.com/>

<https://www.linkedin.com/in/manuel-conde/>

Pablo Álvarez

Head of the Interactivity module. Immersive experiences and Touchdesigner language.

Interactive designer. Co-founder and Technical Director of the studio Vitamin-arte: Eventos Interactivos.

<https://vitamin-arte.com/>

https://www.instagram.com/pablo_alp

Luis Triviño

Responsible for the Live Sound and Composition module. Ableton Live.

Multi-instrumentalist musician, composer, producer and videographer. Music production director at Enno Club, with more than 25 albums produced and with his eighth album created under the artistic name of Voltika.

<https://www.instagram.com/voltikamusic/>

<https://www.youtube.com/@luisdabit>



Pep Gatell, Nadala Fernández and Pedro Lorente.

Sub-module of Interaction with the audience through the APP KALLIOPE.

Pep Gatell is founder and Artistic Director of the Fundación Épica La Fura dels Baus.

Nadala Fernández is Head of Production of the Fundación Épica La Fura dels Baus.

Pedro Lorente is Chief Technology Officer of the Fundación Épica La Fura dels Baus.

<https://epicalab.com/>

<https://lafura.com>

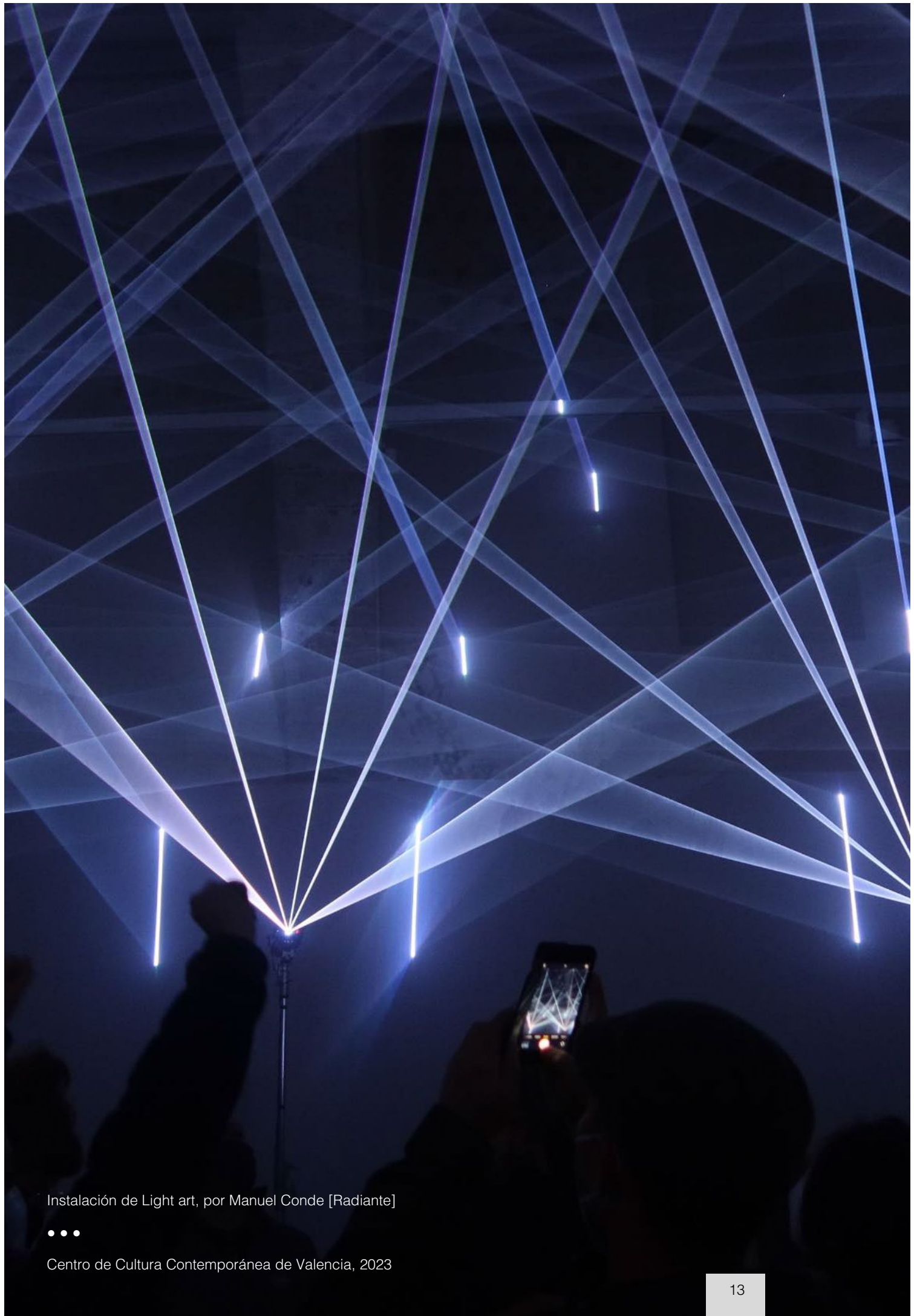
Edu Comelles

Teacher in the Sound and Live Composition module. Ableton Live. Sound installations.

Artist, musician and cultural manager. His work combines sound art, music production and sound design in different areas of culture. His sound installations have been enjoyed at the Reina Sofia in Madrid, LABoral in Gijón, Museo de Arte Abstracto in Cuenca, Tabakalera (Donostia), or the CCCC in Valencia among others.

<http://www.educomelles.com/>

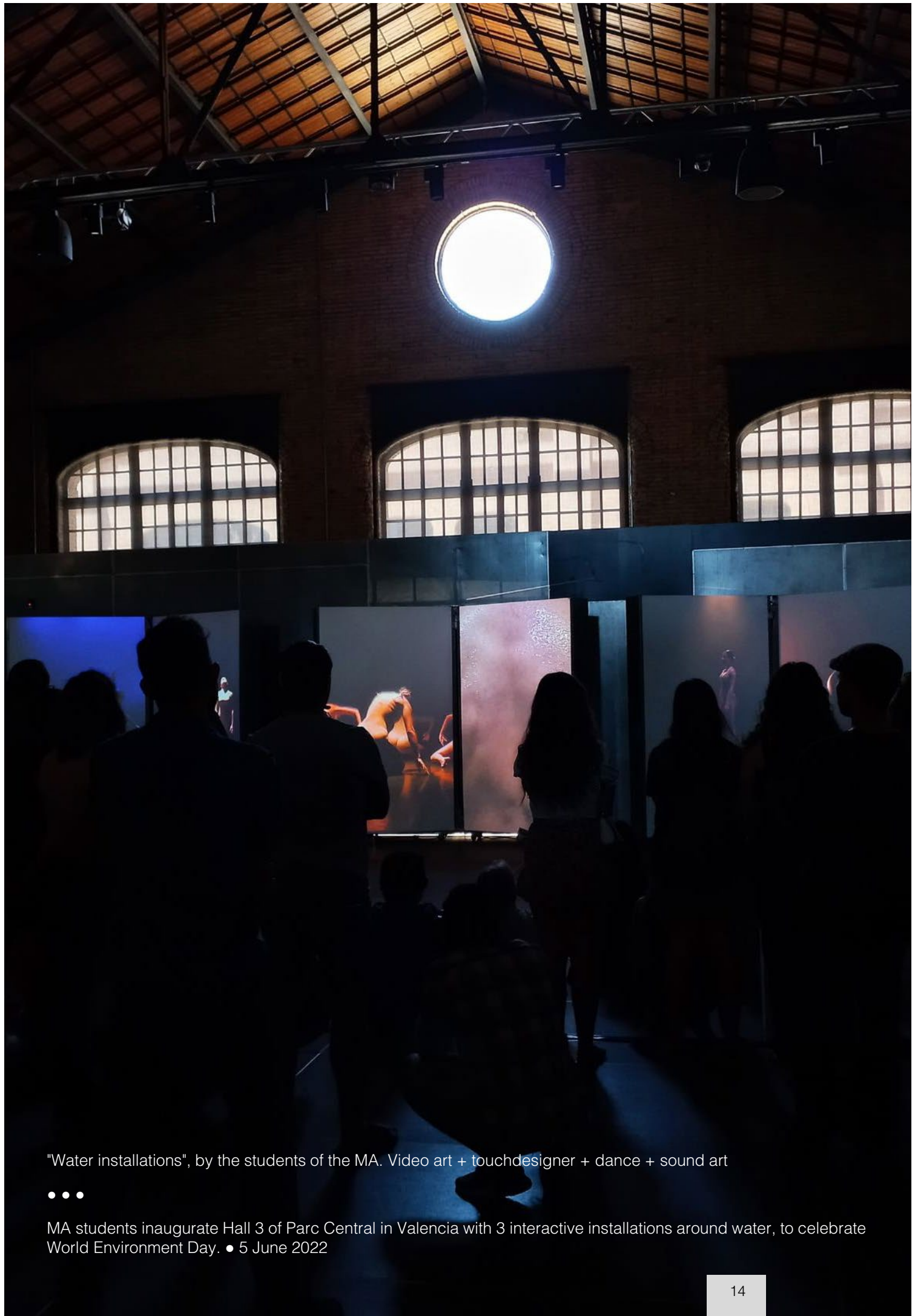
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Instalación de Light art, por Manuel Conde [Radiante]

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Centro de Cultura Contemporánea de Valencia, 2023



"Water installations", by the students of the MA. Video art + touchdesigner + dance + sound art

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MA students inaugurate Hall 3 of Parc Central in Valencia with 3 interactive installations around water, to celebrate World Environment Day. • 5 June 2022



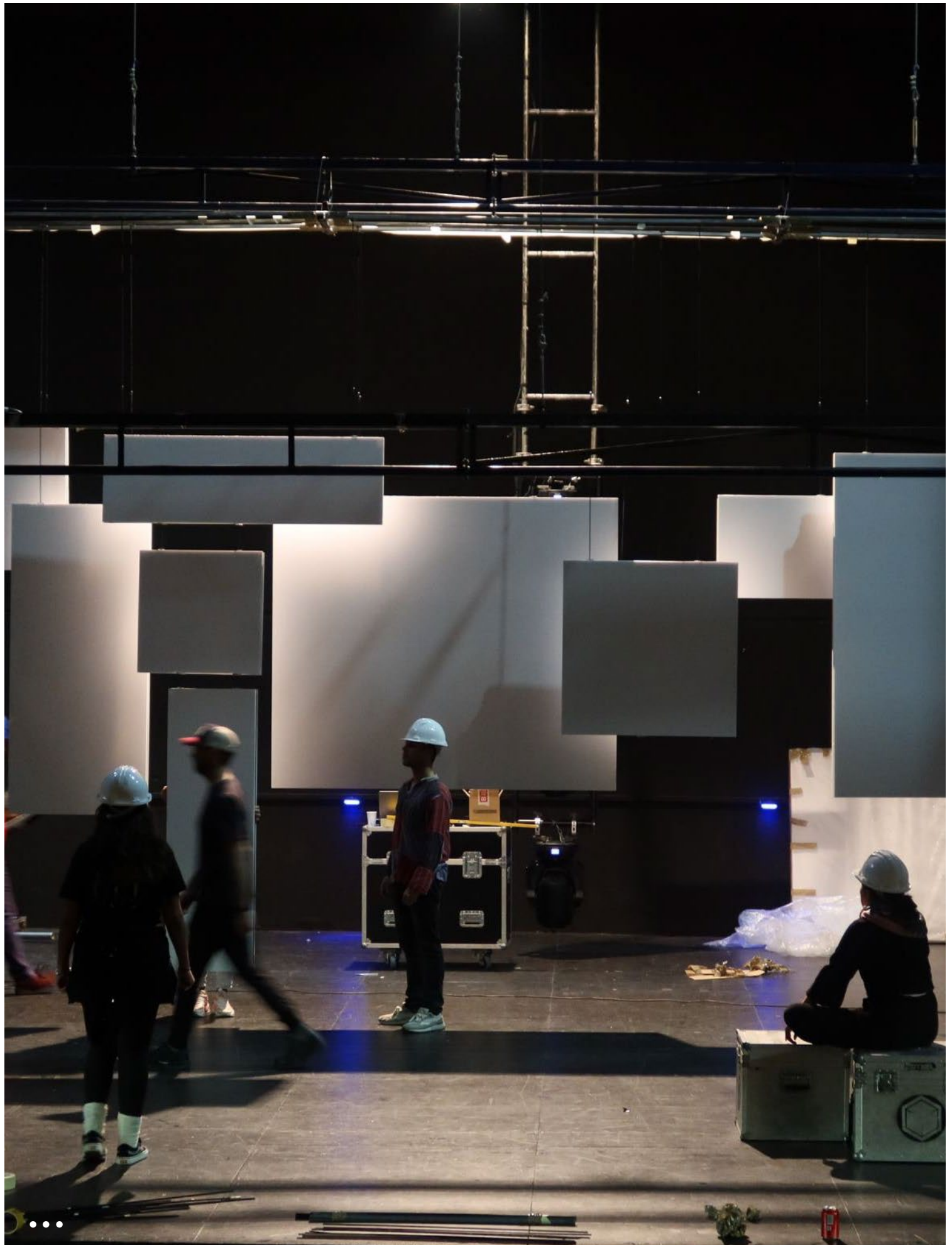
Video recording on the set of LABA Valencia



Light art scene



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For further information contact
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