LABA
VALENCIA

SCHOOL OF ART
DESIGN
& NEW MEDIA

International
Master in
Multimedia Creation
for Live Shows
3rd edition
October 2025

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 a history of more than 20 years and an annual enrolment of 2,500 students.

LABA Valencia opened its doors in Spain in the 2021/2022 academic year with the BA (Hons) **in Graphic Design & Digital Media** and in **Photography & Video**, two of the areas with the greatest employment prospects in the creative industries, as well as the **International Master's in Multimedia Creation for Live Shows,** which in December 2022 premiered the play "Amor" at the Teatre el Musical in Valencia. The current 2nd edition will culminate with an exhibition of interactive installations in June 2024.

In January 2024 we started the **MA of Arts in Photography [Fashion & Editorial]**.

LABA Valencia is committed to the sectors where art and technology converge; the professional future and personal expression together with first class faculty. It hosts numerous exhibitions and annual events and collaborates with national and international projects and festivals: *Designers of the Universe, Augmented Worlds*, the annual exhibitions with a selection of the best student pieces, *Photo LABA Firenze, SMTH ART* 2023 and 2024, the *Festival 10 Sentidos* 2023 and 2024, and the **BlablaNights cycle** on design, technology and new media, now in its 17th edition.

Laba Valencia is collaborating with professionals, artists, museums and galleries such as the National Museum of Contemporary Art in Athens, the Museum of the Image in Portugal, the National Museum of History in Slovenia, the Labyrint Gallery in Poland and many others.

International Master in Multimedia Creation for Live Shows

+ Edition 2024 / 2025
+ Start date: October 2024
+ End date: 30 June 2025
+ 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 2024-25 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, 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.
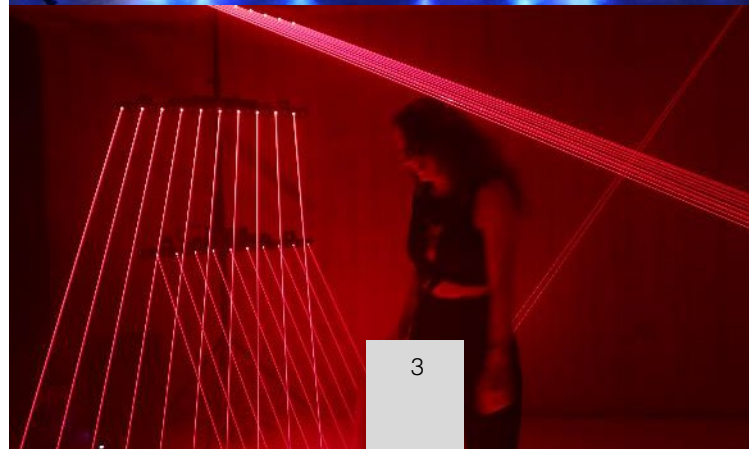
Videomapping scene

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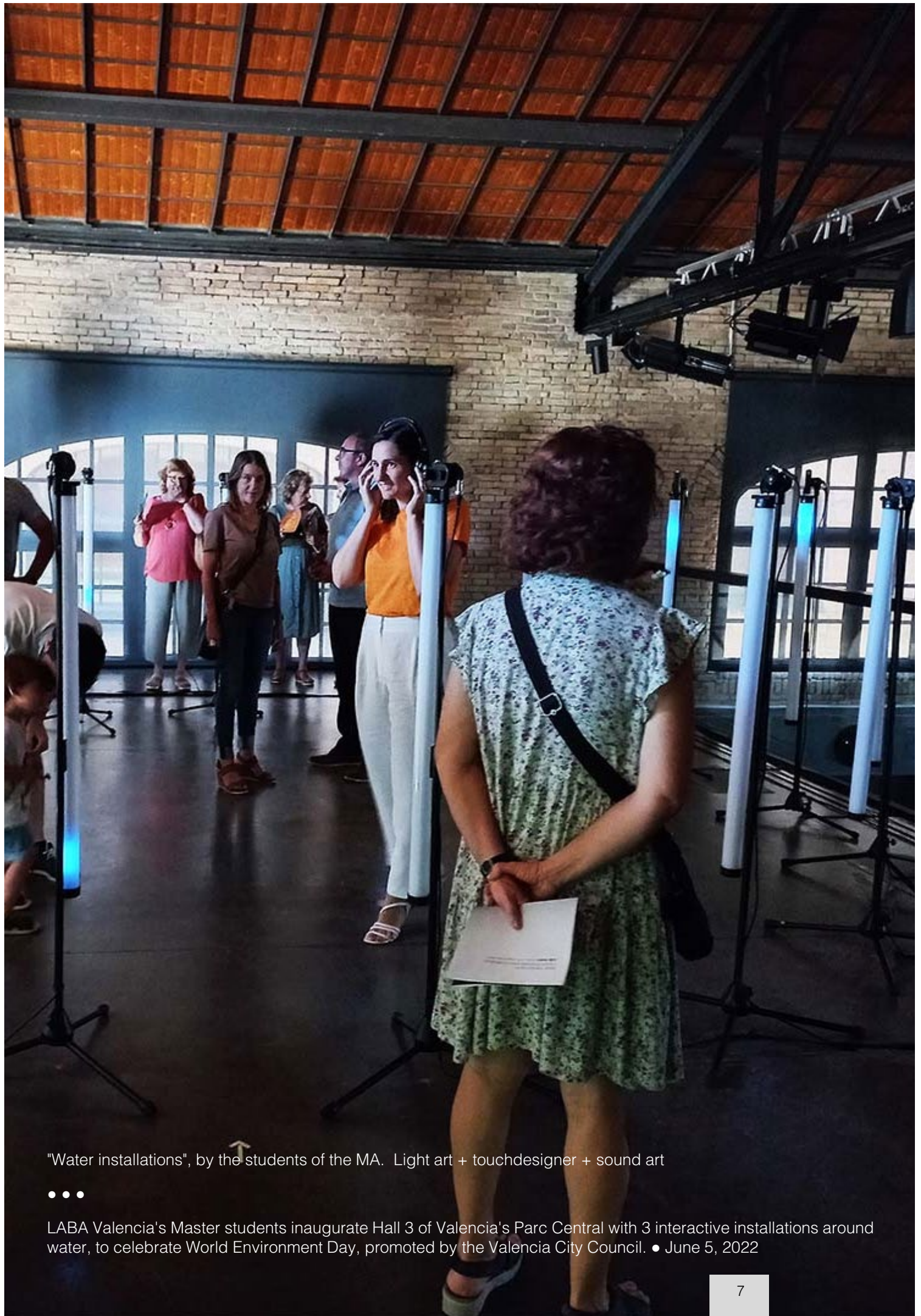
"Water installations", by the students of the MA. Light art + touchdesigner + sound art

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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

October 2024
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 October 2024 to February 2025 + weekly tutorials during the months of April, May and June 2025
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 December 2024 to March 2025 + weekly tutorials in April, May and June 2025
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 October to December 2024 + weekly tutorials in April, May and June 2025
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 October to March + weekly tutorials during the months of April, May and June 2025
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 Kalliópê 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 October 2024 to February 2025 + weekly tutorials during the months of April, May and June 2025
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 to March + tutorials during the months of April, May and June 2025
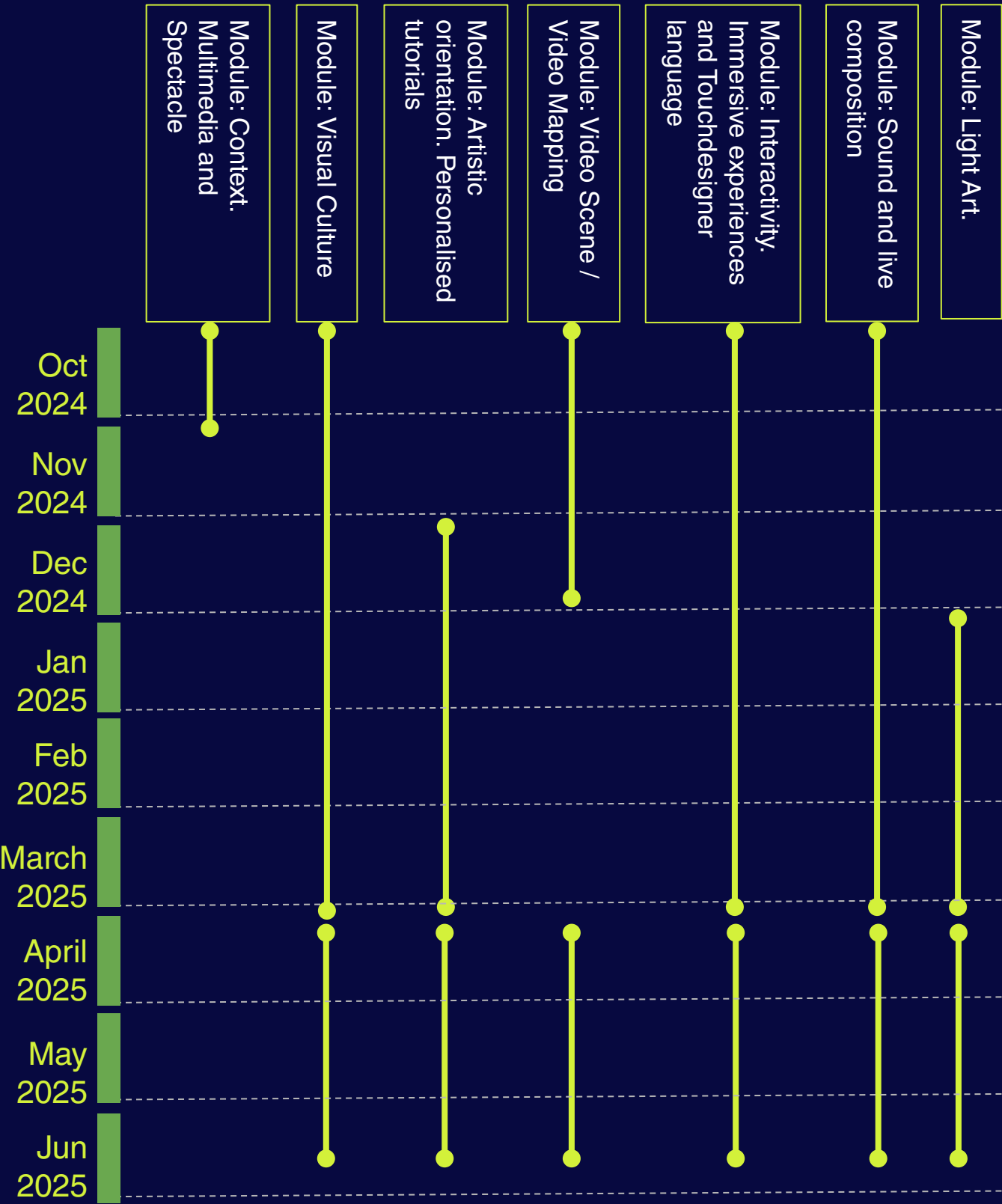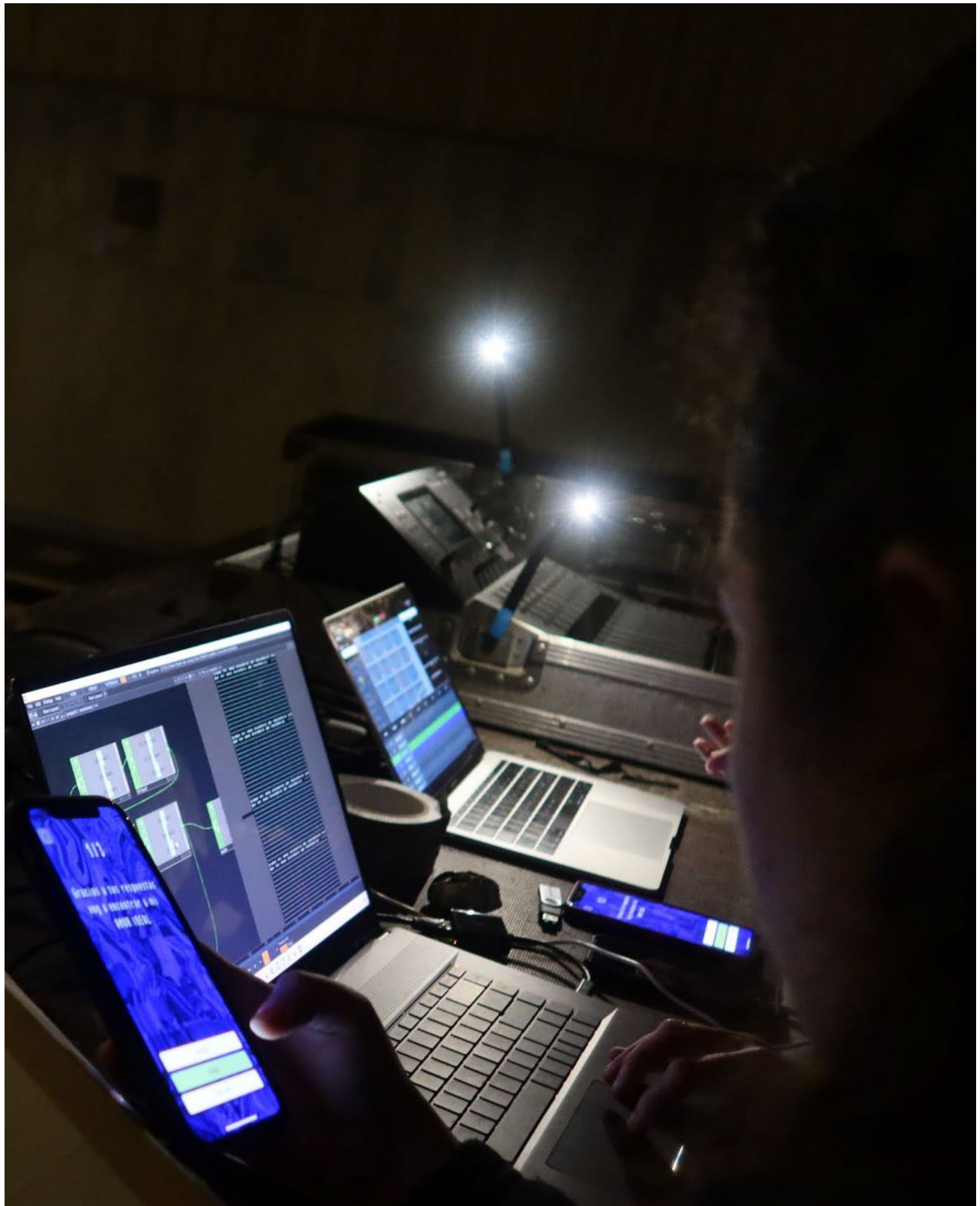No. of teaching hours 70
Main softwares studied: Madmapper, Beyond, Onyx Lighting Control.

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.
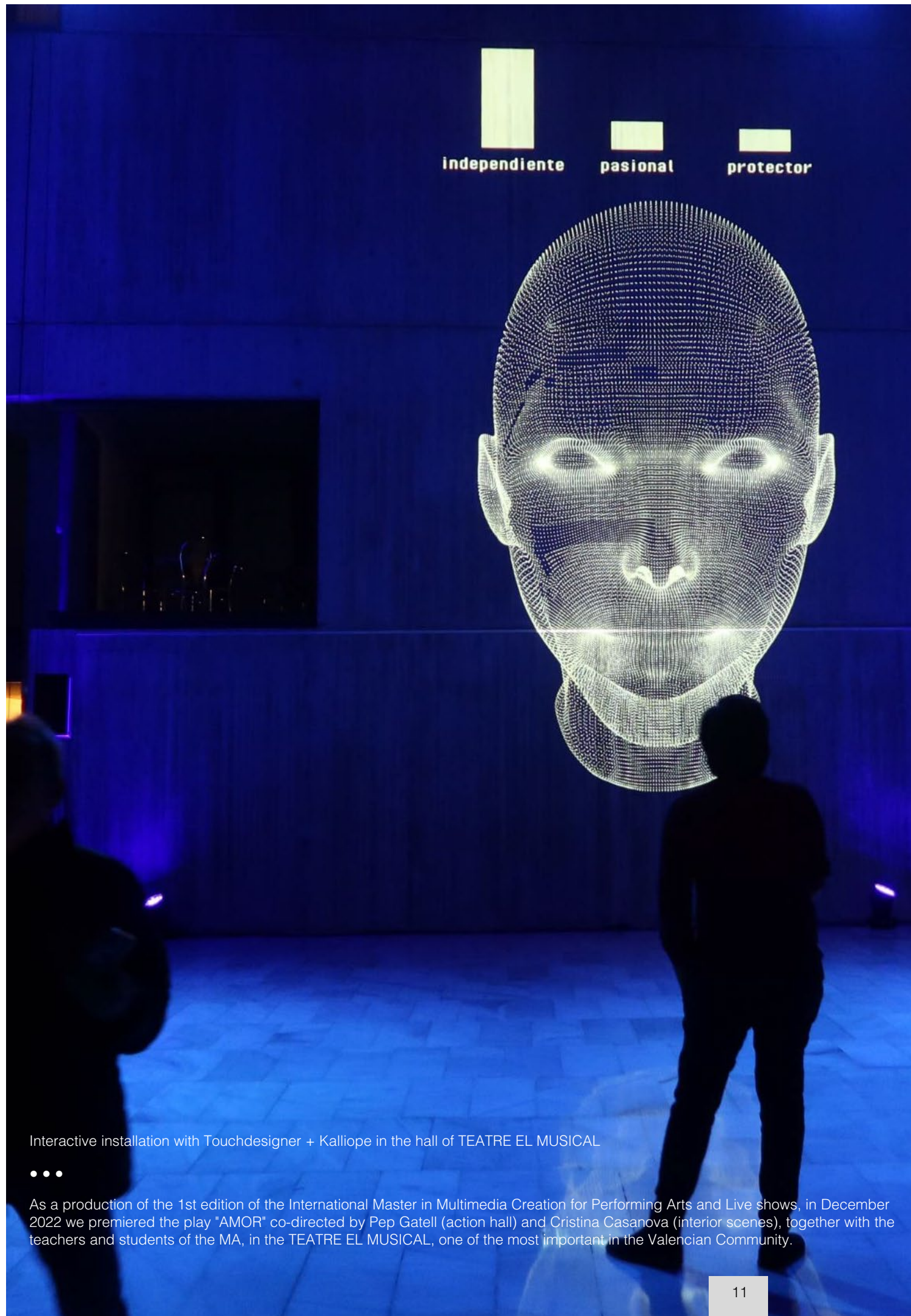
2024-25
Academic Calendar

Module: Context. Multimedia and Spectacle

Module: Visual Culture

Module: Artistic orientation. Personalised tutorials

Module: Video Scene / Video Mapping

Module: Interactivity. Immersive experiences and Touchdesigner language

Module: Sound and live composition

Module: Light Art.

Oct 2024

Nov 2024

Dec 2024

Jan 2025

Feb 2025

March 2025

April 2025

May 2025

Jun 2025

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

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independiente   pasional   protector

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

Nadala Fernández and Pedro Lorente.

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

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/

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.
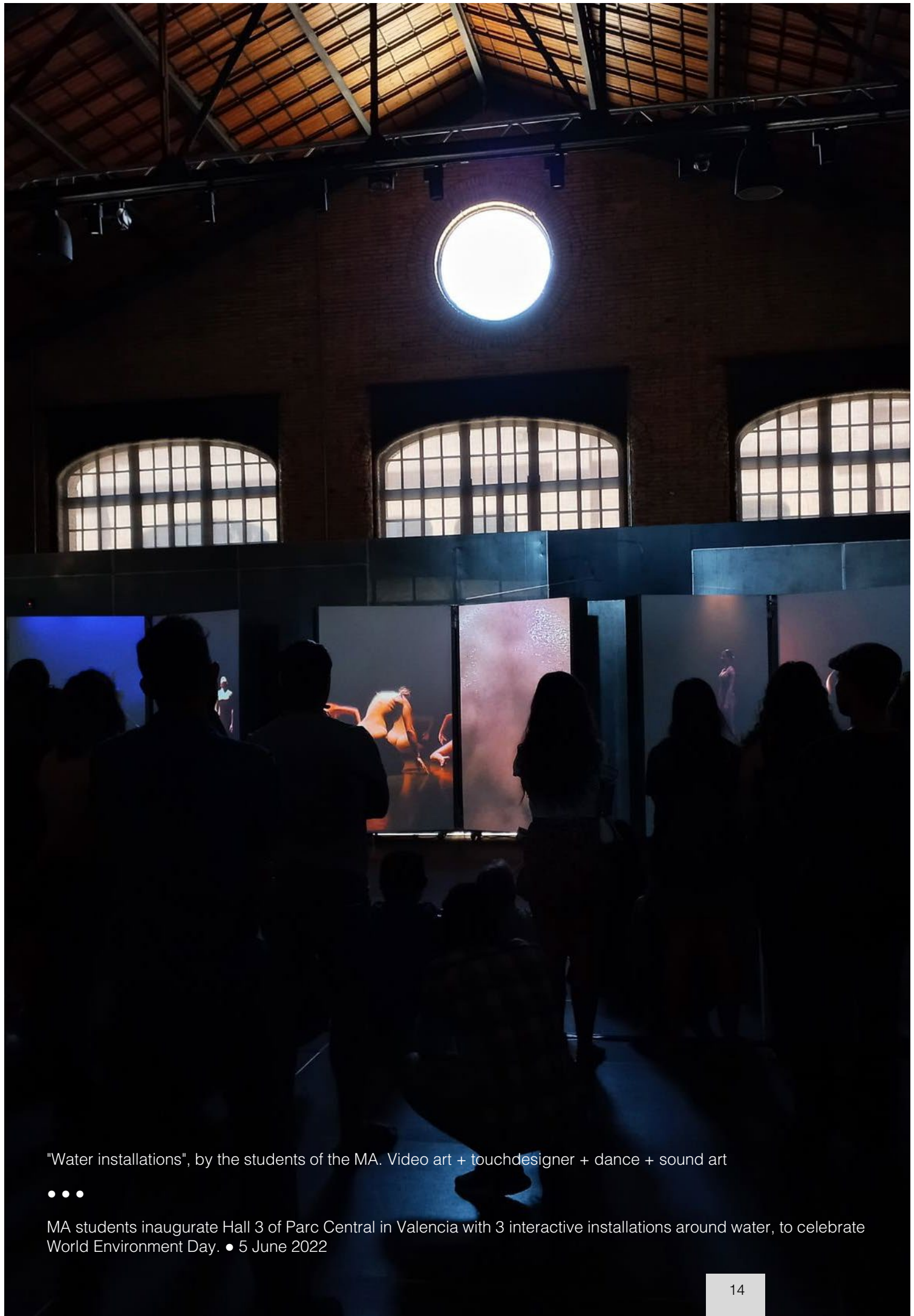
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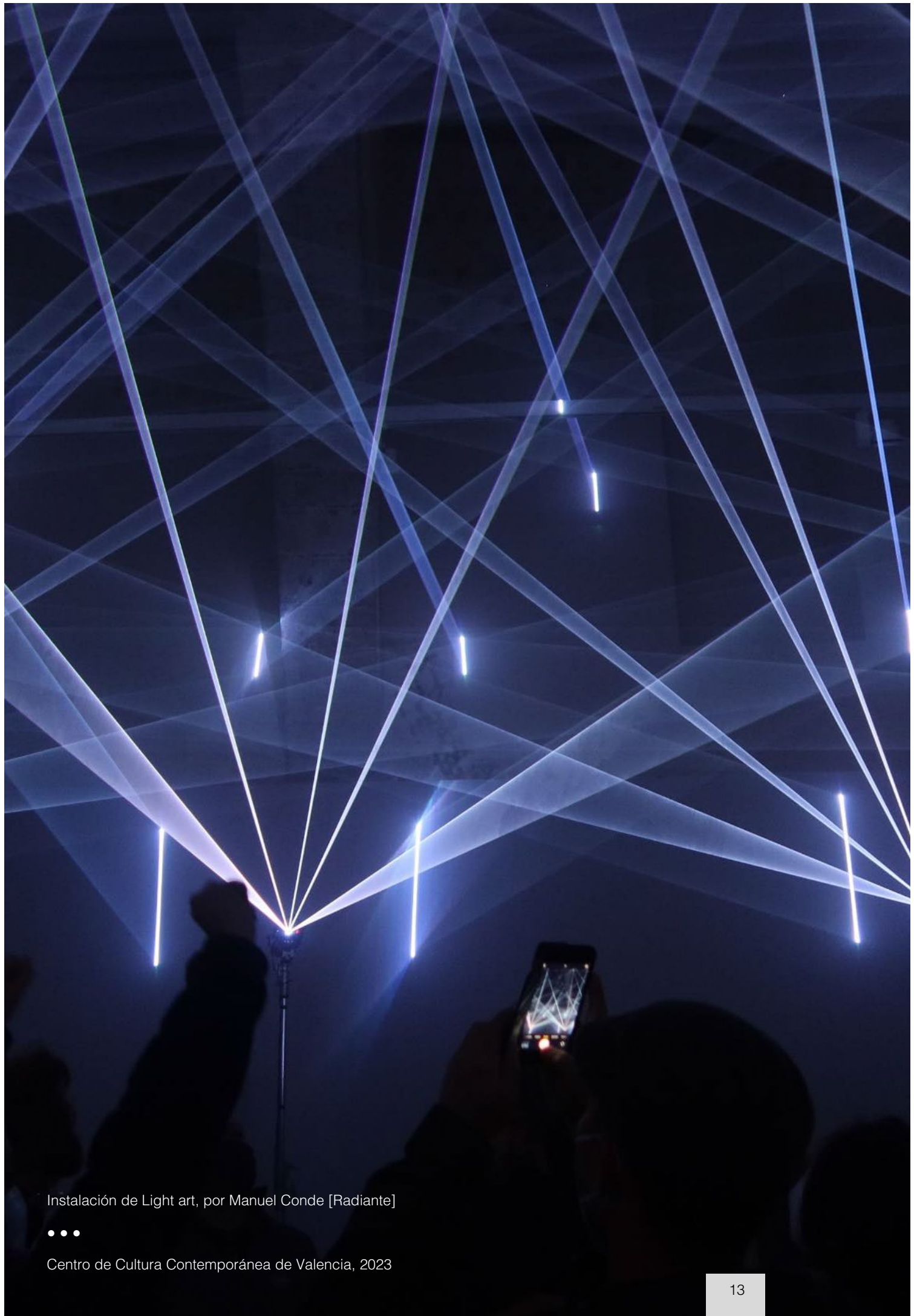
Instalación de Light art, por Manuel Conde [Radiante]

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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

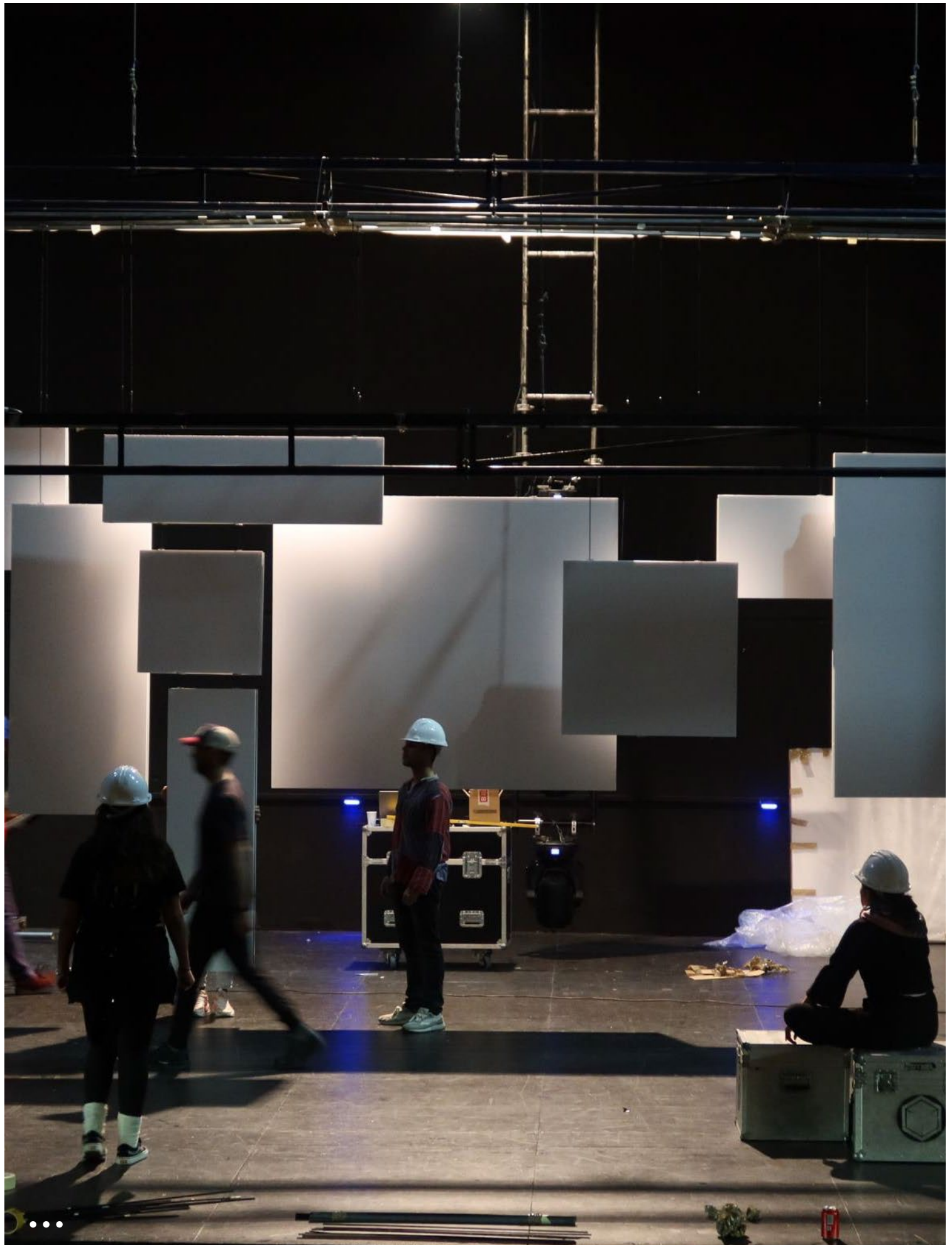Video recording on the set of LABA Valencia

Light art scene

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For further information contact
contact@labavalencia.net

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Registration !