

TALENTLAB

Our relationship with [B3 Media](#) takes a particular form which is known as '[TalentLab](#)'. This involves a structured training programme that B3 Media have run for a number of years with funding from Arts Council of England, Skillset and various other partners.

Traditionally the focus of TalentLab has been on film making ; each year a cohort of creative talent is competitively recruited and put through a training programme on how to make and pitch films, and how to take some of those projects on afterwards, presenting them to Film4, BBC Films, the Tate, Wellcome Trust, Creative England and other potential funders.

We became involved in thinking about how to bring in a more interactive programme - expanding film with supplementary experiences and building interactive works.

We're now in our third cohort of TalentLab: to date, over 60 artists have been directly supported through the programme, and another 500 indirectly through 'spin out' projects, productions and showcasing activities. It's definitely a learning process – how to involve us as researchers in the training programme, and how to follow on with the work.

The first TalentLab cohort involved a number of folks and was really exciting. One of the resultant projects is [Richard Ramchurn's](#) Scanners project.

Richard undertook a [B3 Media's TalentLab](#) residency programme at the [Mixed Reality Lab](#) to develop the interactive brain controlled film '[#Scanners: The Disadvantages of Time Travel](#)'. The film premiered at FACT in Liverpool in July 2015, won Best Art Paper at CHI 2016 and is soon to tour. Richard continues his research into Brain Controlled Films and is studying towards a PhD at the [Horizon CDT](#), exploring Brain Computer Interface (BCI) technology.



"The TalentLab programme of industry professionals and project development support came at just the right time, it inspired me to push my boundaries and is a significant landmark in my artistic career. The biggest inspiration and most impactful part of the training was to visit Nottingham University's Mixed Reality Lab (MRL). From my time working with MRL, I successfully applied to the Horizon PhD programme and secured a fully funded 4 year PhD. It is no exaggeration to say that the TalentLab programme has changed my life"

The second cohort focuses more around music technologies. We pair up people with research mentors so they are connected into the lab more easily. Three proto-projects have come out of this so far.

For example, Ron Herrema is a Composer and App Developer working on Infinity, a graphically and sonically generative iPad application that uses touch interaction to modify the audio/visual elements generated, and create an interactive experience. The project, in collaboration with Horizon/Mixed Reality Lab, explores the concept of user experience from multiple perspectives: as a piece of art, a tool for contemplation and also engagement. This may lead to further projects with other artists.

Grant Smith is a Digital Artist working in collaboration with us, SoundCamp and B3Media to develop DIY STREAMBO - an affordable, resilient, plug and play streambox that captures live environmental sounds and broadcasts them in high quality stereo over the internet. This initiative has potential to dramatically increase participation in the emerging field of live audio streaming, and contributes towards creating a varied open microphone network as a resource for artists.

The next cohort of TalentLab is being recruited - they will come to Nottingham with bursaries, engage with us and hopefully pitch a number of new projects as a result.