


# About PICA

The Perth Institute of Contemporary Arts (PICA) is a non-profit, multi-arts organisation situated in the heart of the Perth Cultural Centre on Whadjuk Noongar boodja in Western Australia. Since 1989, we have worked as a development and presenting organisation, delivering curated programs of exhibitions, contemporary dance, experimental theatre, new music and live art by Australian and international artists.

PICA is recognised as a leader at the intersection of art forms and champions artists who challenge boundaries. We provide studio, event, learning and access programs that forge connections between artists and audiences across cultures and geographies. We are committed to creating sustainable pathways for artists, working with them throughout their careers, remaining responsive to their changing needs and the evolving arts landscape.

# PERTH INSTITUTE OF CONTEMPORARY ARTS

*boorda yeyi*



**FOUNDATIONAL SYMPOSIUM**  
**Saturday 22 & Sunday 23 March 2025**

At PICA we recognise that we are situated within the unceded lands of the Whadjuk people of the Noongar Nation. We pay our respects and offer our gratitude to Elders past and present, and to those emerging leaders in the community. We acknowledge all Aboriginal and Torres Strait Islander people and the importance of their care and continued connection to culture, community and Country. Always was, always will be.

[pica.org.au](https://pica.org.au)

# Program

## Saturday 22 March 2025

<b>9.00am - 9.10am</b>	Introduction to the program: <i>boorda yeyi</i>
<b>9.10am - 9.30am</b>	Who's in the Room
<b>9.30am - 10.30am</b>	Data Ethics and Emerging Technologies
<b>10.30am - 11.30am</b>	Iteration Techniques for Creative Technology and Co-creativity
<b>11.30am - 11.45am</b>	Morning Break
<b>11.45am - 12.45pm</b>	Communities of Working: Inter-disciplinary Collaboration for Creating Artwork in Augmented Reality Technology
<b>12.45pm - 1.45pm</b>	Lunch at PICA
<b>1.45pm - 2.45pm</b>	2D - 3D: VR and Augmented Reality
<b>2.45pm - 3.45pm</b>	Inside the Inside: The Fusion of Dance and VR in The Inside
<b>3.45pm - 4.00pm</b>	Afternoon Break
<b>4.00pm - 5.00pm</b>	Spatial and Immersive Sound in Public Spaces
<b>5.00pm - 5.15pm</b>	Saturday Wrap-Up
<b>5.30pm - 6.30pm</b>	Networking Function at PICA

## Sunday 23 March 2025

<b>9.00am - 9.30am</b>	Group Re-introduction
<b>9.30am - 10.30am</b>	Designing for Immersion: Understanding Audiences
<b>10.30am - 11.00am</b>	Morning Break
<b>11.00am - 12.00pm</b>	Making it Work: Creative Funding Fundamentals; From Commissions to Partnerships
<b>12.00pm - 1.00pm</b>	Lunch at PICA
<b>1.00pm - 2.00pm</b>	Motion Capture for Real Time Applications
<b>2.00pm - 2.15pm</b>	Break
<b>2.15pm - 3.15pm</b>	Unlocking Creativity with Generative AI
<b>3.15pm - 3.30pm</b>	Afternoon Break
<b>3.30pm - 4.30pm</b>	Drawing in Space: An Introduction to Spatial Design
<b>4.30pm - 4.45pm</b>	Foundational Symposium Wrap Up
<b>4.45pm - 5.00pm</b>	Goodbye and Thank You

# Introduction

## Shaping the Future of Immersive Art

Immersive art blends artistic expression with technological innovation, offering a unique antidote to the disconnection prevalent in our digital world. While technology can isolate, immersive experiences break down barriers creating shared moments of connection.

From large-scale installations to interactive virtual environments, immersive art redefines the relationship between creator and spectator. Using tools like motion capture and projection mapping, artists craft real-time, responsive experiences that foster genuine connection. The presentations in this Foundational Symposium showcase how technology can be reclaimed to build community and offer new ways to experience and interact.

*boorda yeyi*, meaning ‘future now’ in Whadjuk language was named by Noongar elder Dr Richard Walley OAM. The phrase reflects the transformative potential of immersive technologies, which resonates with the Noongar people, who understand the importance of collective presence since time immemorial. In an era of increasing isolation this program seeks to harness technology as a bridge for connection. Each curated element this weekend demonstrates how digital experiences can unite us, creating meaningful connections and shared understanding.

We hope you find as much enjoyment in this program as we did putting it together.

Lillian Silk  
Program Manager *boorda yeyi*

### Lillian Silk

Lillian Silk is a curator and producer specialising in performance and emergent technologies, with a focus on fostering collaboration and innovation in artistic practices. As the Program Manager for *boorda yeyi*, she advocates for the intersection of form and technology to create immersive experiences that connect artists and audiences in meaningful ways.



# Day 1

**Saturday 22 March 2025**

**Location: WA Museum Boola Bardip, Studio 2 + 3**

## **Learning Focus: Collaboration and Ethics**

Participants will delve into the ethical, legal and collaborative dimensions that shape the use of data ethics, intellectual property and generative AI within immersive art forms. This exploration will sharpen their ability to identify complementary skill sets within their artistic community, while underscoring the pivotal role of interdisciplinary collaboration during the iterative design and prototyping stages of XR art creation.

Through hands-on demonstrations, participants will develop foundational skills in immersive technologies, including choreography and visual art in virtual and augmented reality, haptic technology, data engines and sound design within site-specific immersive environments. By the close of Saturday's session, participants will possess a deeper awareness of the collaborative, ethical and technical frameworks needed to craft immersive artworks.

In addition to technical mastery, the session will explore the ethical implications of data mining and artificial intelligence, which are often perceived as neutral and objective but are ultimately shaped by human decisions. Participants will be encouraged to critically examine how these systems reflect societal structures and biases, opening a dialogue about their role in contemporary culture and the creative process.

### **9.00am - 9.10am**

**Introduction to the program:** *boorda yeyi*

**Speaker:** Hannah Mathews, CEO and Director of the Perth Institute of Contemporary Arts (PICA), will introduce the program its goals and significance in the evolving landscape of immersive art and technology.

### **Hannah Mathews**

Hannah Mathews is CEO of Perth Institute of Contemporary Arts (PICA), returning in 2022 after previously serving as curator (2005-2008). With experience at MUMA, ACCA and Biennale of Sydney, her distinguished curatorial career spans performance art, conceptualism and interdisciplinary projects. She holds a Masters in Art Curatorship from the University of Melbourne.



### **9.10am - 9.30am**

**Opening address:** Who's in the Room

**Facilitator:** Lillian Silk, Program Manager *boorda yeyi*, will lead participants through a group workshop designed to foster connections, identify key peers and facilitate networking.

## 9.30am - 10.30am

**Presentation:** Data Ethics and Emerging Technologies

**Speaker:** Kathryn Gledhill-Tucker (WA), Nyungar technologist, writer, digital rights activist

**Description:** Data Ethics and Emerging Technologies examines the foundational frameworks and systems that govern our data landscapes. Through a theoretical lens, Gledhill-Tucker unpacks the structural implications of data management practices and surveillance systems, exploring how these frameworks shape society's relationship with personal information and privacy.

### Kathryn Gledhill-Tucker

Kathryn Gledhill-Tucker is a Nyungar technologist, writer, and digital rights activist exploring custodial data management and digital colonialism impacts. Their creative practice spans poetry, fiction, and coding, examining activism and futurism. Kat has had work published in Cordite, Running Dog, Red Room Poetry, and anthologies including This All Come Back Now and The Rocks Remain.



## 10.30am - 11.30am

**Group activity:** Iteration Techniques for Creative Technology and Co-creativity

**Facilitator:** Kartini Ludwig (VIC), Producer and Digital Specialist

**Description:** Participants will engage in a collaborative design iteration exercise, learning to identify complementary skill sets and the value of interdisciplinary teamwork. They will understand how collaboration enhances the prototyping process, fostering innovation in immersive art and design.

### Kartini Ludwig

Kartini Ludwig is a producer, digital strategist and thought leader in creative AI applications, with focus on music technology. As director of Kopi Su Studio and Koup Music, she has a decade's experience as creative producer and digital strategist. Kartini has delivered innovative projects for Google's Creative Lab, Creative Australia and Sydney Opera House. She was also the 2024 CSIRO AI Sprint finalist and TEDxSydney speaker.



## 11.30am - 11.45am

Morning Break

## 11.45am - 12.45pm

**Presentation:** Communities of Working: Inter-disciplinary Collaboration for Creating Artwork in Augmented Reality Technology

**Speaker:** JC (WA), interdisciplinary artist

**Description:** In Communities of Working: Interdisciplinary Artist JC discusses the strategic importance of collaboration in their practice. Drawing from their recent Hyper Local Residency at PICA where they spent 6 months in the studio working with queer communities, artists, technicians, producers and institutions to demonstrate how their approach to collaboration plays out, especially when working with new and emerging technologies.

## JC

JC is a visual artist with practice spanning drawing, sculpture, performance and new media. Their practice focuses on collaborative, participatory works that build resilience. Their recent projects explore queer elder identity and intergenerational relationships, and include *Transmission* (2020), Arts House's *Time\_Space: Nomad*, and PICA's Hyper Local residency where they developed their AR work *Queer Monuments*.



## 12.45pm - 1.45pm

Lunch at PICA

## 1.45pm - 2.45pm

**Demonstration:** 2D - 3D: VR and Augmented Reality

**Speaker:** Natalie Marinho (WA), Director Voyant AR

**Description:** This demonstration led by Natalie Marinho discusses narrative design for mixed reality, where digital content overlays the real-world environment to create compelling, alternate perspectives. Using her collaborative work, *you will never touch your shadow* with Dean Cross (Worimi) for BLEED 2022 as a case study, Natalie explores how this technology enables new forms of storytelling that merge virtual and physical spaces to offer innovative, immersive experiences with cultural relevance.

## Natalie Marinho

Natalie Marinho is an award-winning narrative designer, producer and artist with fifteen years in digital media and six years in augmented reality. Founder of Voyant Augmented Reality and Chair of Immerse Australia, she has exhibited at BLEED Festival, Fremantle Design Week and XR:WA. Natalie holds a Bachelor degree in behavioural sciences (psychology & anthropology)



## 2.45pm - 3.45pm

**Demonstration:** Inside the Inside: The Fusion of Dance and VR in *The Inside*

**Speakers:** Raewyn Hill (WA), Artistic Director of Co3 Contemporary Dance, with Justin McArdle (WA) Director of Frame Labs

**Description:** Creative director Raewyn Hill and immersive art producer Justin McArdle take the audience behind the scenes of *The Inside*, a groundbreaking VR dance experience reimagining elements of Hill's acclaimed 2017 work, *The Zone*. Hill discusses the fusion of choreography and XR technology, while McArdle explores the technical innovations, including motion capture and immersive world-building. Together, they reveal the challenges of translating dance into a spatially immersive medium, highlighting the role of composer Eden Mulholland's evocative score in shaping the experience.

## Raewyn Hill

Raewyn is a New Zealand-born dance artist who trained at the NZ School of Dance. Since 2015 she has been the Artistic Director of Co3 Contemporary Dance, with a previous directorship at Dancenorth. Her internationally presented works include *THE ZONE*, *ARCHIVES OF HUMANITY* and *ARCHITECT OF THE INVISIBLE*. Raewyn's career was added to the National Archives of Australia in 2023.





## Justin McArdle

Justin McArdle is an immersive producer and artist exploring digital technologies and performative storytelling. As founder of Frame Labs, he leads XR projects across film, games and performance, and is the creator of immersive experience, *Memory Walls* and *FAC Time Window*. He has also collaborated with Jonathan Glazer, Sutou and SBS TV to merge XR technology with contemporary storytelling.



## 3.45pm - 4.00pm

Afternoon Break

## 4.00pm - 5.00pm

**Demonstration:** Spatial and Immersive Sound in Public Spaces

**Speaker:** Byron J. Scullin (VIC), sound artist and designer

**Description:** This demonstration reveals how composers move sound through physical space to create memorable immersive experiences. Using his installation *Still* (2023) as an example, Byron will demonstrate spatial audio tools while emphasising thoughtful design over technology. Participants will learn how sound transforms both physical and virtual environments, creating powerful narrative connections that enhance virtual experiences and in-person artwork through spatial audio.

## Byron J. Scullin

Sound Artist Byron Scullin explores the technological representation and amplification of sound, as well as its properties as a physical presence. His large-scale audio works *Bass Bath*, *Siren Song*, and *The Port's Call* have been presented internationally. Byron has worked on projects across many mediums, wherever sound and technology meet.



## 5.00pm - 5.15pm

Saturday Wrap-Up

**Speaker:** Steve Berrick (WA) artist, creative coder and member of *boorda yeyi* Advisory Group

**Description:** Steve Berrick will close out Day 1 with a reflection on the collaborative potential of technology-driven art.

### Steve Berrick

Steve Berrick is an artist and creative coder developing software-driven experiences for interactive systems and performance. His works range from visual to aural to informative projects and are presented in galleries, theatres, museums and public spaces. Steve is a member of the ololo art collective, focusing on process and collaboration.



## 5.30pm - 6.30pm

Networking Function at PICA

# Day 2

**Sunday 23 March 2025**

**Location: WA Museum Boola Bardip, Studio 2 + 3**

## **Learning Focus: Audience and Funding Strategies**

By the end of Sunday's session, participants will have grown their awareness of the importance of and methodologies available for user experience design and audience interaction within immersive environments.

They will grow their literacy in industry-standard tools such as Unreal Engine, with a focus on motion capture, generative AI and projection mapping technologies. Additionally, participants will be introduced to funding frameworks specific to the immersive arts field, including commissioning models, government funding, licensing opportunities and private equity.

This session will equip participants with both theoretical knowledge and the practical skills necessary for navigating and innovating within the evolving landscape of immersive digital arts and the creative industries.

### **9.00am - 9.30am**

Group Re-introduction

**Facilitator:** Lillian Silk, Program Manager *boorda yeyi*, will lead participants through a group exercise designed to foster connections and review insights from Day 1.

### **9.30am - 10.30am**

**Presentation:** Designing for Immersion: Understanding Audiences

**Speaker:** Lucie Paterson (VIC) Head of Experience, Digital & Insights at ACMI and *boorda yeyi* Advisory Group

**Description:** How do audiences engage with immersive art? What are their needs and expectations? And how can this inform artists work? In this session, Lucie Paterson will explore the intersection of visitor research, experience design and immersive art. Drawing on case studies from ACMI exhibitions—including *Marshmallow Laser Feast: Works of Nature* and *the Mordant Family VR Commissions*—Lucie will share key learnings from designing legible, accessible and memorable experiences at ACMI.

## **Lucie Paterson**

Lucie Patterson is an innovation leader in the museum sector, with sixteen years at cultural organisations including Te Papa, Southbank Centre and ACMI. She has creatively produced several award-winning digital initiatives adopted globally. Currently Head of Experience, Digital & Insights at ACMI, Lucie is also a board member of the National Digital Forum (NZ).



## 10.30am - 11.30am

Morning Break

## 11.00am - 12.00pm

**Presentation:** Making it Work: Creative Funding Fundamentals - From Commissions to Partnerships

**Speaker:** Helen Simondson (WA), Manager of WA Museum Boola Bardip and founder of ACMI X and Gemma Pepper (WA) CEO & Founder of Audioplay

**Description:** Helen Simondson, Manager of Boola Bardip Museum WA and founder of ACMI X - Melbourne's leading incubator for creative entrepreneurs - shares her extensive expertise on securing commissioning opportunities and diversifying income streams. Joined by Audioplay founder Gemma Pepper, Helen draws from her experience nurturing emerging creative businesses to outline pathways for accessing government funding, building strategic networks and developing key partnerships. This session offers practical insights for artists seeking to develop sustainable funding models, with a particular focus on opportunities in immersive art and technology projects.

## Helen Simondson

Helen Simondson is a pioneering cultural producer focused on art, technology and innovation. As co-designer of ACMI Xcel, Australia's first museum-led business accelerator, she specialises in engaging diverse audiences through technology and participatory culture. Helen is skilled in leading multi-disciplinary teams, strategic direction and in delivering innovative programs that generate meaningful cultural impact.



## Gemma Pepper

Gemma Pepper is a creative producer across theatre, festivals and new media. She was the former associate producer for Stalker and Marrugeku, creative producer of Enlighten Festival, and producer of Big Dance Australia. Currently Gemma is the executive producer for Erth, producer of Side Pony Productions, and has most recently co-founded Audioplay, an application that brings interactive audio experiences to children.



## 12.00pm - 1.00pm

Lunch at PICA

## 1.00pm - 2.00pm

**Demonstration:** Motion Capture for Real Time Applications and Live Performances

**Speaker:** Caitlin Lomax (WA) Producer / Director/ Games Developer Virtual Production Specialist and Director of Inr Studio

**Description:** This interactive presentation and demonstration will explore the integration of motion capture technology in artistic practice, focusing on its application in live performances and immersive and digital storytelling. The session will feature a live demonstration using the Rokoko motion capture suit and Unreal Engine, offering insights into the process of capturing and animating performance in real-time, as well as practical considerations such as budgeting, team composition, and the role of technical producers in facilitating creative projects.

## Caitlin Lomax

XR producer, software engineer, and founder of Inr Studio, Caitlin Lomax specialises in game development, realtime experiences and motion capture. She has worked on projects such as *Shattered*, *Moving Out 2* and *Lustration VR*. She also sits on the Immerse Australia board, shaping the future of XR in WA.



## 2.00pm - 2.15pm

Break

## 2.15pm - 3.15pm

**Demonstration:** Unlocking Creativity with Generative AI

**Speaker:** Kartini Ludwig (NSW), Digital Specialist, Producer and *boorda yeyi* Advisory Group

**Description:** Kartini Ludwig presents a reflection on the development of Sonic Mutations, a generative AI music performance, originally developed in collaboration with artists Alexis Weaver and Rowan Savage. From sounds to reactive visuals, she will share a new way to think about the creative applications of AI in artistic practice by demonstrating some of the tools, prototypes and outputs that were developed as part of the project. This will include a live demo of Koup Music, a platform for artists to create, control and customise their own AI music.

## Kartini Ludwig

Kartini Ludwig is a producer, digital strategist and thought leader in creative AI applications, with focus on music technology. As director of Kopi Su Studio and Koup Music, she has a decade's experience as creative producer and digital strategist. Kartini has delivered innovative projects for Google's Creative Lab, Creative Australia and Sydney Opera House. She was also the 2024 CSIRO AI Sprint finalist and TEDxSydney speaker.



## 3.15pm - 3.30pm

Afternoon Break

## 3.30pm - 4.30pm

**Demonstration:** Drawing in Space: An Introduction to Spatial Design

**Speaker:** Sohan Ariel Hayes, (WA), Artist/Animator in Spatial Technologies

**Description:** This demonstration covers several strategies for mapping projected light onto the natural and built environment. Beginning with the re-creation of one of the first spatial and immersive films, *Line Describing a Cone* by Anthony McCall, Sohan will introduce methods of drawing in space and tools for manipulating beams and optics. Sohan will use beams of light to explore intersections between architecture systems and time-based structures. To conclude the workshop Sohan will discuss spatial and cultural considerations when projecting light onto the natural world.

## Sohan Ariel

Sohan Ariel Hayes is an Australian artist/ animator creating immersive environments through projection, VR and interactive video. His career began in games development (*Windy Towers*, 1999) before expanding into visual effects. Sohan is a regular Perth Festival contributor, with works including *Boorna Waanginy: The Trees Speak*. His other artistic credits span film, theatre and interactive media, with works held in numerous collections.



## 4.30pm - 4.45pm

Foundational Symposium Weekend Wrap-Up

**Speaker:** kelli mcclusky, artist and *boorda yeyi* Advisory Group (WA)

**Description:** kelli mcclusky reflects on the highlights of the weekend, shares her favourite insights from the workshop and gives goodbyes and thankyou's.

## kelli mckluskey

kelli mckluskey is an advocate for live art and experimental practice in Australia. As co-founder of pvi collective, CIA Studios (2008-2016) and Proximity Festival, she has also been a recipient of the Australia Council's Outstanding Achievement in Emerging and Experimental Arts Award (2016). kelli has presented at TEDx and the World Arts Summit.



## 4.45pm - 5.00pm

Goodbye and Thank Yous

*boorda yeyi*

## **Intensive Mentorship**

Applications for the 3-month Intensive Mentorship close on Friday 28 March. This program matches artists with a team of developers, technologists and/or programmers to work collaboratively on the development of an immersive artwork prototype.

## **Immersive Arts Commission**

Applications will open to artists nationally for the inaugural Immersive Arts Commission on Monday 21 July. The program allows six months of development, with a showcase at PICA in February 2026.

Find out more at [boorda-yeyi.org.au](http://boorda-yeyi.org.au)

## **PICA would like to thank all artists who participated in the Foundational Symposium:**

Alisa Blakeney, Amanda Mwenda, Andrea Russell, Brad Coleman, Bryce Olsen, Cameron Park, Carlie Germs, Carlie Germs, Caroline Christie-Coxo, Casey Thornton, Catherine Gough-Brady, Colette McEntee, Colin Smith, David McKenzie, David Richardson, Deanna Mosca, Desmond Mah, Diane Campbell, Eleanor Gates-Stuart, Francine Kickett, George Ashforth, Isobel Finnie, Jaluru Torres, James Hollands, Janine Guenther, Jean-Michel Maujean, Joshua Walters, Judith Huang, Lauri Parr, Lawrie Cullen-Tait, Mackenzie Brown, Max Thornton-Smith, Megan Baker, Melanie Reeves, Monika Lukowska, Naoko Uemoto, Nidia Hansen, Rebecca Riggs-Bennett, Saar Amptmeijer, Sam Price, Sarsby Martin, Shan Dante, Tim Green, W. Sze Tsang and Xin Hui Ong

## **SPECIAL THANKS**

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Special thanks to Whadjuk Elder, Dr Richard Walley OAM and the *boorda yeyi* Advisory Committee: Steve Berrick, Kathryn Gledhill-Tucker, Kartini Ludwig, Kelli Mccluskey, Lucie Paterson and Ana Tiquia. Thanks also to WA Museum Boola Bardip for hosting the Foundational Symposium.

**PERTH INSTITUTE OF CONTEMPORARY ARTS**