

Partner Search

Creative Europe - Culture Sub-programme:

http://eacea.ec.europa.eu/creative-europe/funding_en

Strand/category of the Culture Sub-programme	Cultural Cooperation projects / Small size project (max 200k eur)
Deadline of the strand	2018, 4 th quarter
Deadline for confirming your interest in this partnership	25 September 2018

Cultural operator(s)

Name	AMC Romania
Short description	<p>AMC (www.amc.ro) was founded in 2009 and it is the first Romanian company who developed a full team of digital artists specialized in 3D art for video games. Their work can be found in the graphics of the most known video games such as "Call of Duty", "Rift", "The Witcher", "Sniper", "Reactor" and they have been selected by largest production companies such as Sony, Activision, Warner Brothers, Disney, to name only a few.</p> <p>https://www.callofduty.com/modern-warfare-remastered https://www.trionworlds.com/rift/en/, https://www.atlasreactorgame.com/en/, https://worldoftanks.eu/ http://thewitcher.com/en/witcher3 https://www.entropiauniverse.com/</p> <p>In the past years AMC increasingly engaged in shaping the next generation of digital artists in the field of 3D graphics with a focus on digital art for game development but not only. AMC has built an ongoing partnership with the University of Art in Bucharest (UNARTE) at both undergraduate and Master level as well as with highschool education level through an ongoing partnership with the main art college in Bucharest, Nicolae Tonitza Highschool. AMC is displaying resources voluntarily in the area of support for education no matter the area of study and, as a member of local industry associations is dedicated to promoting the digital art among the main areas of study in the Information & technology sectors as an</p>

	area where science meets art.
Contact details	AMC Romania, Str. Stirbei Voda nr 36 Sector 1 Bucuresti Romania Contact person: Ilinca Burlan Communication Manager ilinc.ungureanu.burlan@amc.ro +40722695644

Project

Field(s)	General field: Digital Art Project Title : Through the lens of Digital Art - Shaping the future of European Digital Art
Description	<p><u>Objective: Support for the development of digital arts professions in Europe through shaping the next generation of digital artists and ongoing exchange and partnerships with the creative professionals throughout Europe.</u></p> <p>Why: The rapid development of technology and the need for constant innovation in both technical and artistic fields, lead to a need for a closer cooperation among artists and technical experts in the larger area of Digital Art. Developed within industries such as visual arts, photography, contemporary art, scenography, game development, film, performing arts. The purpose of this project is to offer a European platform for the further development, innovation, promotion and education in the area of digital art creation.</p> <p>What: 1. The creation of a European association of digital artists which would take the administrative form of a non-profit organization with the scope of creating the platform of communication needed in order to facilitate the networking and the activation of a pan-european cooperation in the area of digital art.</p> <p>2. A yearly multiannual festival consisting of 3-5 days of conferences, seminars, workshops, panels, competitions, presentations and networking for Digital Art performers.</p> <p>3. Throughout the year online publications, regular trainings, creation of a digital art school in partnership with local and regional stakeholders, incubation projects (winners selected during the festival competitions)</p> <p>When: start the project in June/July 2019 with the launching of the association and the first edition of the European Digital Art Festival in Bucharest in Q4 2019-Q1 2020</p>

Where (Venue):

1. For the European Digital Art association -> offices in all member states countries which will have at least one member partner of the association
2. The yearly festival will be organized by each country one by one

Partners searched

Countries

EU member states and eligible countries

Digital Art Universities, Digital individual artists, Companies operating in industries where the main production processes refer to digital art
Digital Art/Visual Art associations, NGO supporting the digital creation

Profile

There is a need for previous experience in the following areas:

- Education
- NGO
- Various industry which use digital art other than game development
- Event organization
- European cooperation in the field of digital art