

# Fellowship in Residence

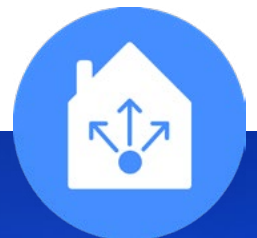
## Mixed Reality Interaction: Enabling tactile interaction with a digital world.

An opportunity to spend six months on a Fellowship with multi-award-winning, independent studio Aardman. This is a practical Fellowship where you will explore methods for how people used to working within a stop motion context can best apply their craft to a digital production space.

Aardman will create a mixed reality production unit where physical and digital assets can be used interchangeably; the physical world extended with, and driving the digital.

You will be working on a research and development project aimed at evaluating and harnessing virtual production technology to enhance the creative processes across the production floor.

★  
**AARDMAN**



UK Research  
and Innovation

**WATERSHED**



# Overview

Our MyWorld Fellowships are aimed at freelancers, practitioners, industry, and academics. We invite people to think about these Fellowships as a period of collaborative thinking and experimentation, applying practice, expertise or relevant experience.

The Fellow will be contracted and paid via the University of Bristol but supported by Watershed. Day-to-day the Fellow will become a valued member of the Virtual Production at Model Scale team, a research & development project on the production floor at Aardman. You will be supported by their core team and a fellow researcher at UWE Bristol. You will also have access to creatives across the production pipeline to drive meaningful outcomes.

This document contains information about the opportunity and the application process. If you have any access requirements that mean this document does not work for you, please contact Vanessa Bellaar Spruijt on [myworld@watershed.co.uk](mailto:myworld@watershed.co.uk).

This Fellowship is part of the MyWorld IDEAS programme, funded by UKRI.



Image: Pervasive Media Studio





# The Fellowship

Mixed Reality Interaction: Enabling tactile interaction with a digital world.

A practical Fellowship where you will explore ways in which people used to working within a stop motion context can best apply their craft to a digital production space. The Fellowship will be aligned to an ongoing research and development project, Virtual Production at Model Scale (VPaMS), being delivered within Aardman and supported by MyWorld.

VPaMS will investigate the use of virtual production tools and workflows to increase creative iteration, reduce ambiguity, and save time and/or space on the production floor. We believe the production floor relationship to be paramount to our research outcomes; team members must be able to interact and provide feedback on processes.

We will create a mixed reality production unit where physical and digital assets can be used interchangeably; the physical world extended with the digital, and the physical world driving the digital. We will leverage a mixture of technologies to discover what workflows best fit our users.

Driven by Realtime render engines (Unreal Engine, Omniverse, Unity) we will test which viewports and control are most useful to our users. We anticipate experimenting with virtual cameras, AR, MR, and traditional displays, assigning physical objects to drive digital ones, gesture-based control, VR controllers, and input devices used traditionally for filming making.

We would like to work with you to discover existing models of best practice and explore new approaches. You will work closely with the research team and take part in the design and delivery of workflows and user testing throughout the collaborative R&D process.



Image: Aardman



# The Fellowship (continued)

**The award: £12,000 for 6 months at 2.5 days/week**

For a payment schedule breakdown please check the [FAQs](#).

## Key Responsibilities (outputs):

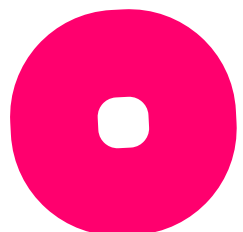
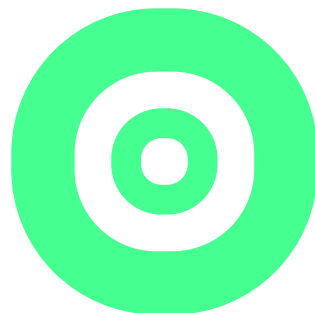
- Research into existing workflows within Aardman and how they could be ported to a mixed reality environment.
- Research of current best practice for interaction between physical and digital worlds.
- Presentation, development and implementation of learnings in collaboration with the VPAMS core team.
- Demonstration and technical communication of novel technology and new workflows to end users. Gathering feedback to drive further iteration cycles and create documentation.

## Experience and Skill Set

- Knowledge of, or proven interest in real time technology and its impact in the creative sector.
- Knowledge of, or proven interest in spatial computing and mixed reality hardware and workflows.
- Open and collaborative, comfortable sharing early ideas and giving/receiving constructive feedback with care.
- Ability to quickly prototype new ideas and tools, with experience of finding creative solutions to problems in new and undocumented workflows.
- Ability to deliver technical communications and presentations.
- Knowledge of or interest in inclusive, user-centred design.

## Desirable experience

- Knowledge of, or interest in stop motion production technology and workflows including AGILE workflow.
- Experience of Unreal Engine, Unity, and/or omniverse.
- Experience of running events, workshops or user tests with multiple participants.



## What do we expect from you?

- You will join as a MyWorld Fellow, embedding yourself within the team at Aardman in partnership with MyWorld representatives and UWE Bristol.
- Some of your time will be spent within Aardman's shooting facility at Aztec West, which is where their feature productions are made. Some time may also be required at the studios Headquarters on Gas Ferry Road, in Bristol.
- You will produce work that will be tested within Aardman and outcomes documented for wider learning
- An open and collaborative approach towards peer networks and sharing.

## What do you get?

- A grant of £12,000 for 6 months embedded exploration at 2.5 days/week (incl. expenses)
- Access to an interdisciplinary community across MyWorld and the partner universities.
- Support from a Watershed producer (relationship management, contracts, networking, signposting to opportunities, etc.)
- For the duration of MyWorld's programme: Desk space and access to facilities in the Pervasive Media Studio at Watershed in Bristol, connecting you to a vibrant community of artists and creative technologists.
- Access support where relevant and with prior agreement.
- Sharing opportunities for any work made, via Pervasive Media Studio Lunchtime Talks and/or blogs, Watershed First Friday programme, and other opportunities.



Image: Aardman





## How to apply

You are invited to answer five questions in an online questionnaire focusing on how you meet the skills and experience for the Fellowship and how you can build care into the process.

Shortlisted applicants will then be invited to interview.

**Apply here for the MyWorld Fellowship in Residence:**

<https://wshd.to/aardmanapplication>

Please check the eligibility criteria in the [FAQs](#) before applying.

We understand that online forms do not work for everyone. If you would like to apply by alternative means please email Vanessa Bellaar Spruijt on [myworld@watershed.co.uk](mailto:myworld@watershed.co.uk).

## Assessment Criteria

We will assess applications for the Fellowship with the following criteria:

- You will meet all the eligibility criteria outlined in the [FAQs](#).
- How you demonstrate the Experience and Skills set outlined on page 4
- How you demonstrate the Desirable Experience outlined on page 4

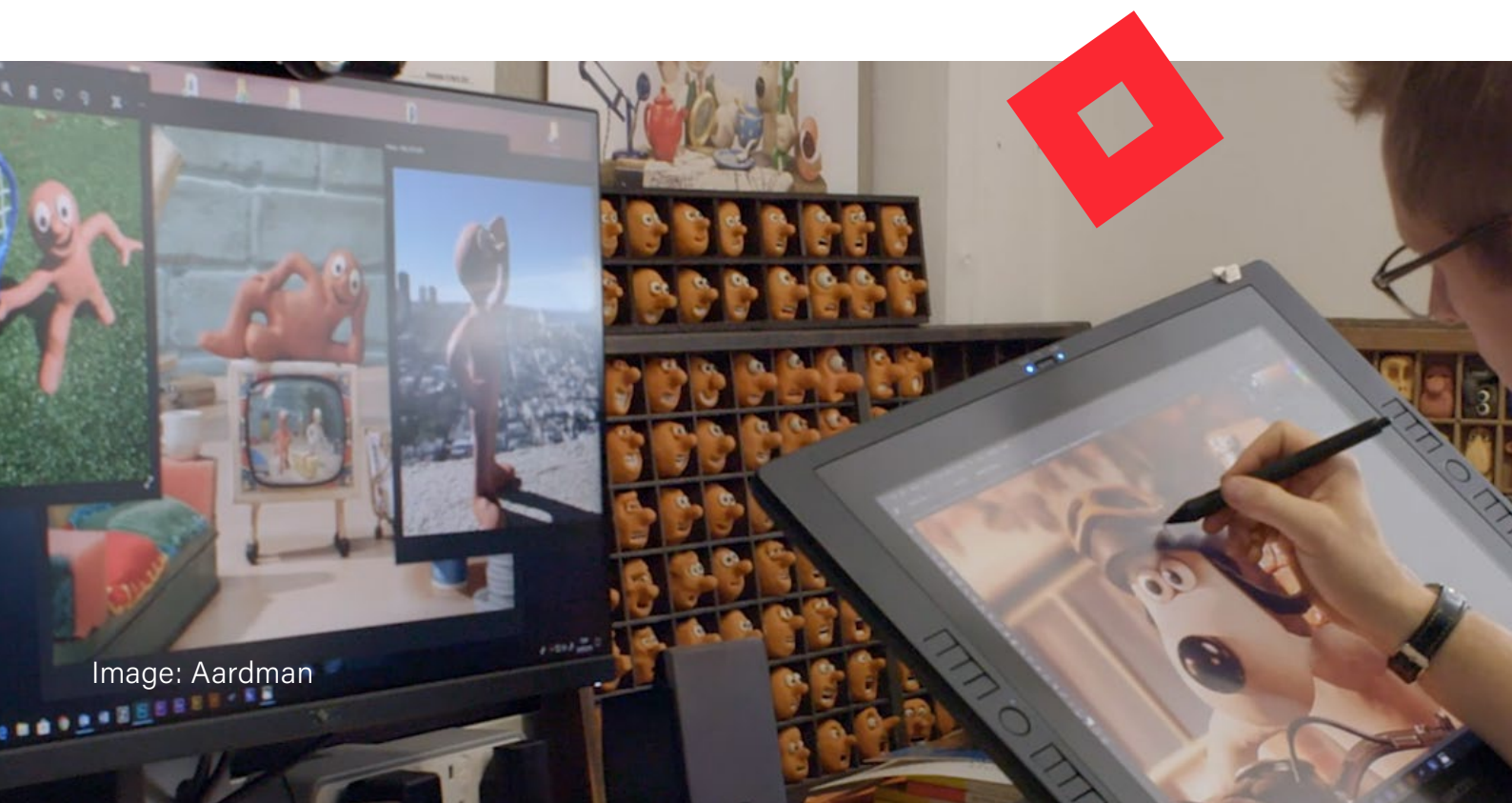


Image: Aardman



# Timeline

- Closing date for applications:  
Friday 27 September 2024 10.00 a.m. (BST)
- Applicants will hear from us by end of:  
Wednesday 2 October 2024
- Interviews  
Thursday 10 October 2024
- Contracting:  
October 2024
- Fellowship start date:  
w/c 11 November 2024
- Fellowship end date:  
w/c 28 April 2025



# Talk to Us

We have shared some [FAQs](#) here. If your question has not been answered please contact Vanessa on [myworld@watershed.co.uk](mailto:myworld@watershed.co.uk)

**Application form for Fellowship in residence:**  
<https://wshd.to/aardmanapplication>

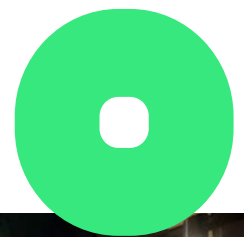


Image: Virtual Production at the MyWorld Sheds



# About Aardman Animations and the Virtual Production at Model Scale Project

Aardman is the world famous, four times Academy Award winning animation studio, creators of Wallace & Gromit, Shaun the Sheep, Chicken Run and Morph.

Virtual Production at Model Scale is an R&D initiative within Aardman, in collaboration with MyWorld, aimed at evaluating and harnessing VP technology to enhance the creative processes across production.

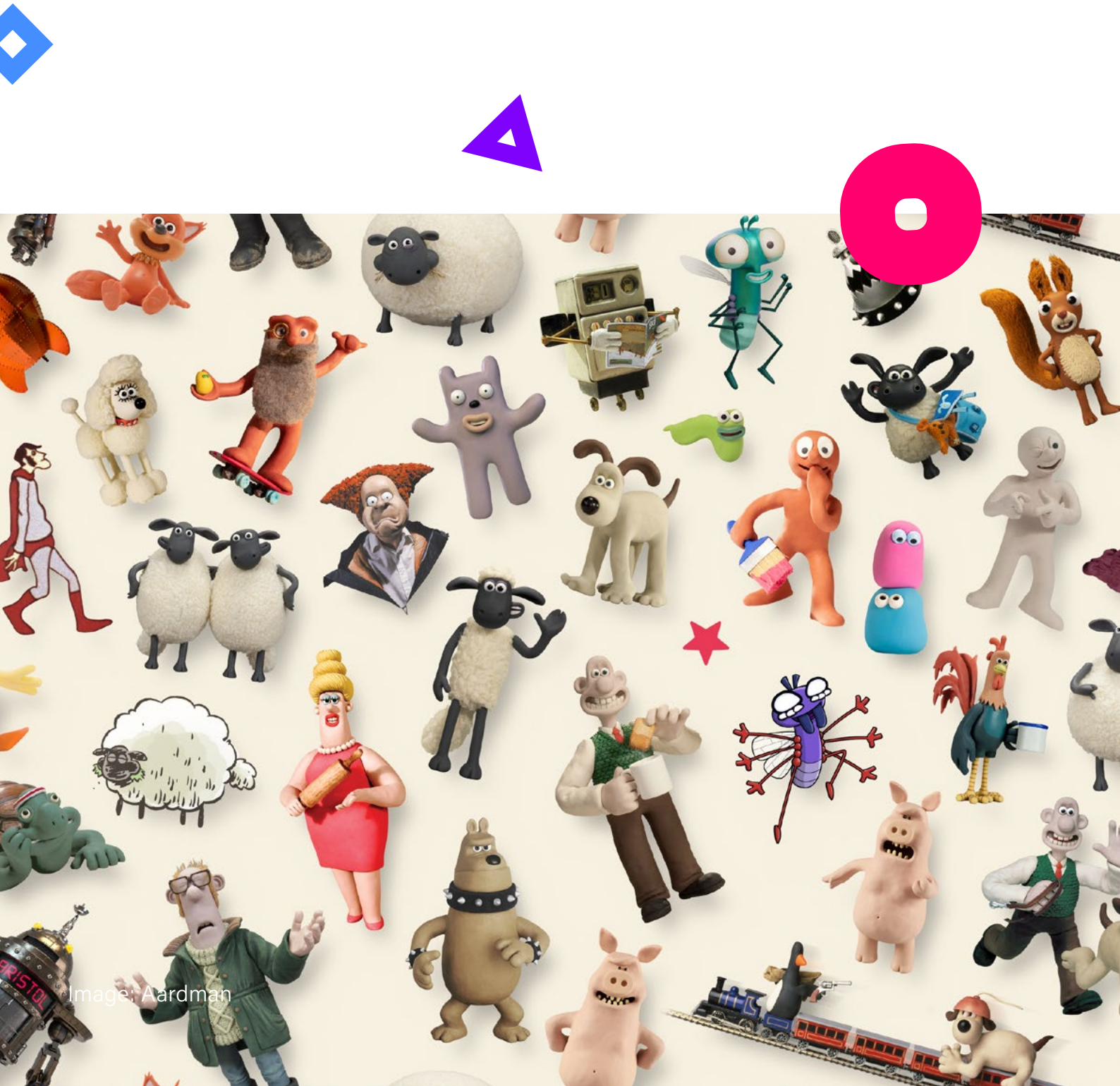


Image: Aardman



## About Pervasive Media Studio and Watershed

[Watershed](#) is a cultural organisation focussed on togetherness. We produce accessible and inclusive experiences that fire up the imagination in our venue, online and across the world. We are recognised internationally as a leading centre for film culture, art and technology practice, and talent development programmes. Our values sit at the heart of everything we do, both creative and operational. With an ethos of responsibility and kindness, we produce and deliver support which is more than the sum of its parts.

[The Pervasive Media Studio](#) hosts a brilliant community of over 200 artists, creative companies, technologists and academics exploring experience design and creative technology. We have an open plan studio with a culture of generosity, curiosity and interruptability. We believe that by clustering together people from a broad range of backgrounds, with differing skills, experiences and opinions, all of our ideas get better.

It is a collaboration between Watershed, University of Bristol and UWE Bristol.

## About MyWorld

Watershed and the Pervasive Media Studio are part of a programme called [MyWorld](#) which will showcase the latest advances in digital production and research.

Led by the University of Bristol, the aim of MyWorld is to position the West of England as an international trailblazer in creative media production and technology, through forging dynamic collaborations between academia and industry to progress technological innovation, deliver creative excellence, establish and operate state of the art facilities, offer skills training and drive inward investment, in order to raise the region's profile on the global stage.

-----  
MyWorld is funded through UK Research and Innovation (UKRI) 'Strength in Places fund'

Main Delivery partners: University of Bristol, University of the West of England, University of Bath, Bath Spa University, Watershed, Digital Catapult, Aardman Animations, Lux Aeterna, Esprit Film and Television, Bristol Old Vic and Opposable Games.

