

PREVAIL

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Presented across three levels, Prevail is a festival of new music, creative technologies and immersive performances.

Created and designed by breakthrough talent from across the University of the West of England, the work has been supported by artists from across the city including Squidsoup, Roxana Vilk, Duncan Speakman, Jasmine Thompson and Fiona Rourke.

This event challenges and explores themes of identity, place and space in the city through innovative new ideas, art, and experiences.

Schedule

Festival	2:30pm - 5pm
Bar	6pm - 11pm
Circle	8pm
Panacea	8:30pm
DJs	9pm - 11pm

Location

Shine a Light	Lower Ground Floor
Culvert	Lower Ground Floor
Prevail Zine	Ground Floor
Circle	Ground Floor
Non-conforming	Ground Floor (box office)
Colour & Machine	Ground Floor (box office)
Joey's Pod	First Floor
Panacea	First Floor (Stalls bar)
Umbrella Phone	First and Second Floor
DJs	Third Floor



a holographic display by

EAST ONE
RECORDINGS

Calin Olari
Tomek Kazmierski
Jacob Zoob

Shine A Light seeks to showcase influential figures from across Bristol's rich and diverse communities through video interviews that will be displayed in a custom-built holographic display.

Featuring guests both established and upcoming, this exploration into their stories and experiences will shine a light on the rich tapestries that make up Bristol, as well as sharing the personal narratives that have shaped each guest's career and life in the city. Through being presented in a holographic display, the interviews take on a new level of intimacy, inviting the audience to engage with the stories being told, and providing a platform from which each voice can express itself.

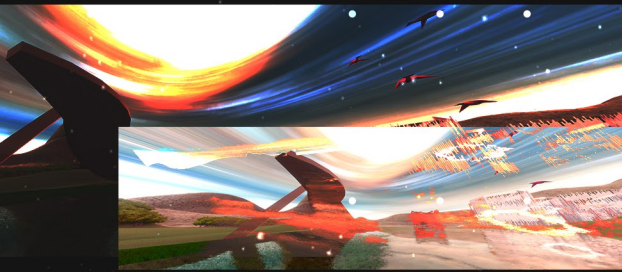
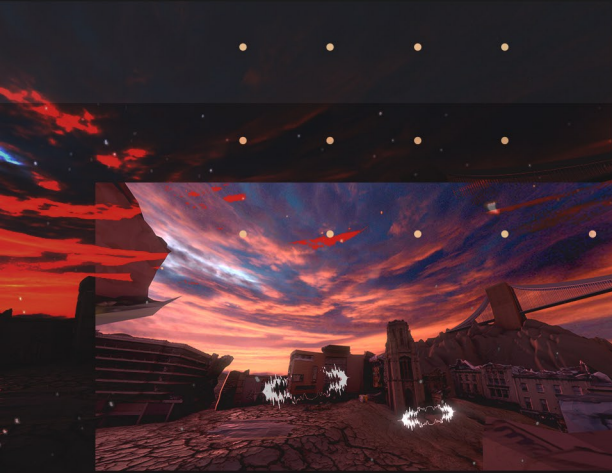
Interviews include Dubkasm, LaToyah McAllister-Jones (St. Pauls Carnival), Paul Masaai (Masaai Warrior Soundsystem), and Michele Curtis (Iconic Black Britons), as well as many more.

Ran Barnea
James Bragg
Alex Hopkins
Isuri Ratnayake

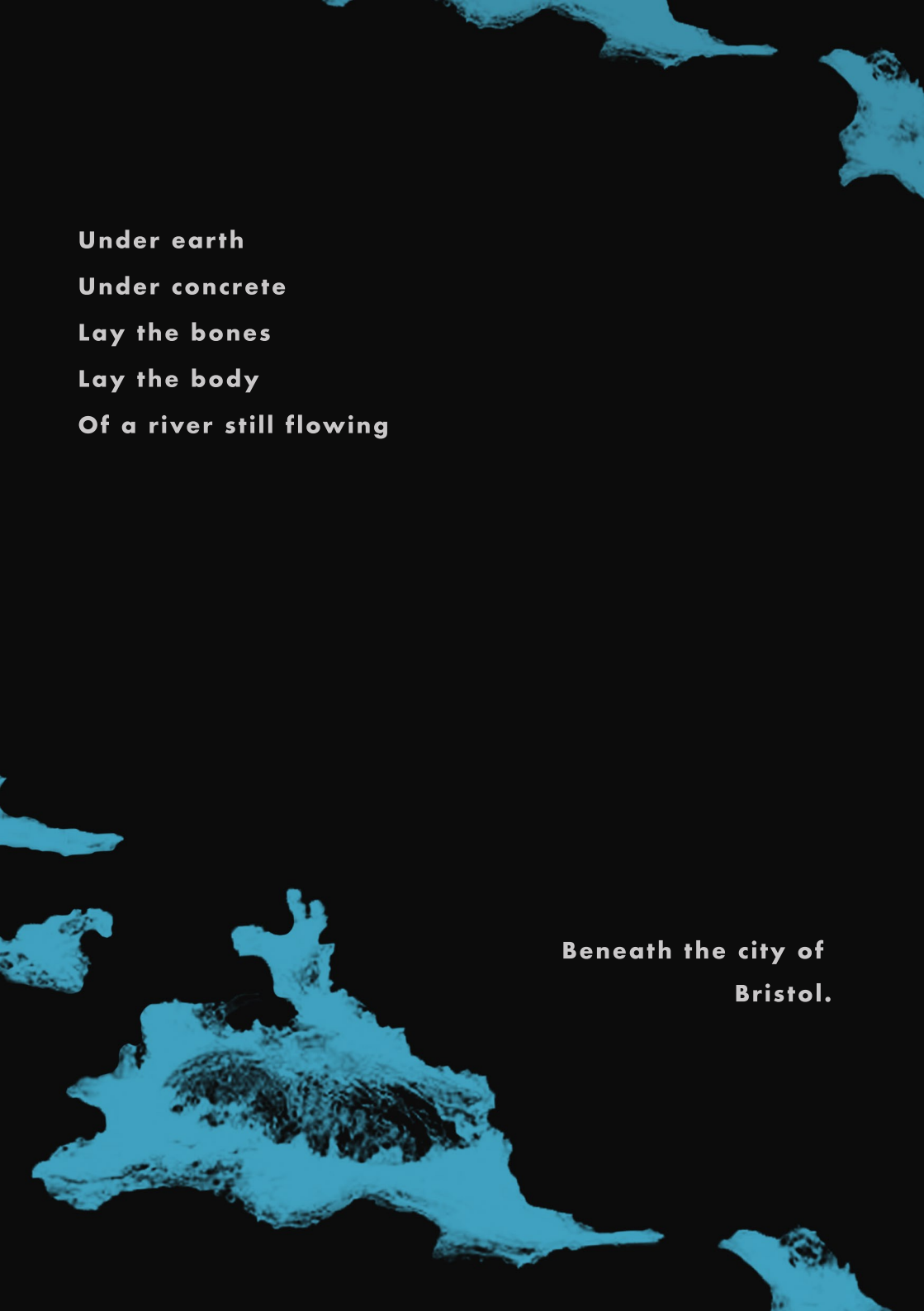
PAN- ACEA

An immersive audio-visual performance, which explores themes of chaos and enlightenment. PANACEA is a 3D musical adventure that navigates through different genres and aesthetics, such as techno, post punk, drum n bass, jazz, ambient and industrial, and captures a 3D reimagination of post apocalyptic Bristol. Expect a stunning journey of anarchy and euphoria.





[https://www-
w.panacea.city/](https://www.panacea.city/)



**Under earth
Under concrete
Lay the bones
Lay the body
Of a river still flowing**

**Beneath the city of
Bristol.**

CULVERT

'Culvert' is a 360 degree virtual reality video that follows the natural path of the River Frome as it winds under the city of Bristol.

Placing you into various locations along its original route, we invite you to step into a juxtaposed environment where the river has taken back its original course.

You will see the city in a way you have never seen before, and hear how the city of Bristol could have been if we had let it rest.

We invite you to ask questions about your connection to the hidden river Frome, our manipulation of nature and how we can respond to changing climates.



Lilly Parr
Tom Crosley-Thorne

What does your **day to day** look like?
What's your suggestions on how to spend a day in a new city? • Are you an active **music listener**? If there's one thing I should know about you, what is it? • Do you consider yourself a **risk taker**? What's your **most** prominent childhood memory? • What's the nicest thing a **stranger** has done for you, or you have done for someone? • How strong is your **connection** to your community... why? What is the last **achievement** you went out and celebrated?

UMB

Umbrella Phone is an interactive installation piece designed to give participants an engaging space to get to know someone from their community that they likely never would have met otherwise.

The goal of the participant's interaction is to find out as much about the other person as possible within the restricted time limit.

ER

Once the time limit has been reached, the participants can leave the installation and be inspired to find the person they had just been talking to and continue where they left off.

ELLA

Participants can use the prompts provided if they meet someone new both during and after the event.

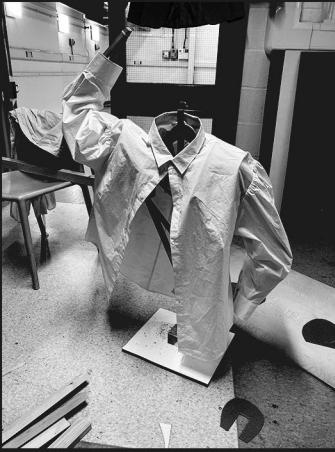
PHONE

NON CONFORMING



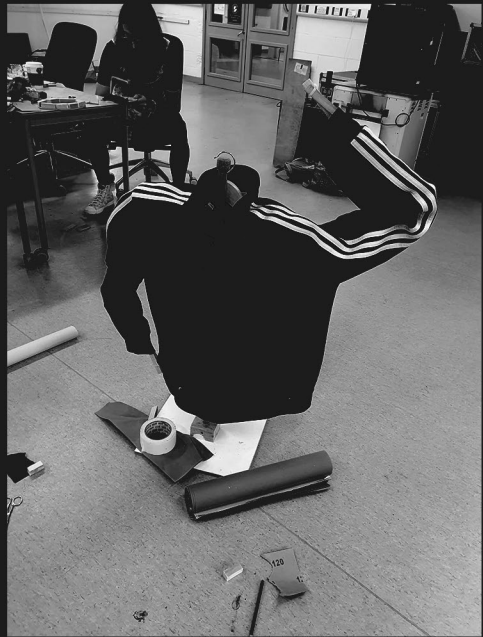
N N
C O N F M I N G

Hello and welcome to Non-Conforming Bristol – an unfolding digital archive created by two friends, Lilly and Mitchell, exploring the style of a unique city that allows them to be their most authentic selves.



Though not our original home town, Bristol acts more like a home through its ability to foster a sense of safety and connection to like-minded others. This sense of safety allows people to express themselves freely without fear of judgment, or at least with the trust that there's a wider community of people who celebrate who you are. We have created this space to showcase a range of non-conforming stories and experiences in the hope that others can relate and feel comfortable in exploring their own identity and expression.

For many, the most tangible way to begin exploring and expressing your identity is through the garments you wear, and the ways in which you present them. Inspired by the people of Bristol, we have constructed garments and the dynamic mannequins through which they are displayed from scratch, giving just a small peak into the eclectic style of those who refuse to conform in a world of binaries and mindless conformity. Intrigued? Then dive deeper into these garments through an AR interface we have created that explores the gendered history of these garments, lets you play with 3D virtual objects, and uncovers more about our virtual tapestry of nonconforming



COLOUR THE MACHINE



Sarah Cook
Tom Crosley-Thorne
Mitchell Wilson
Eirini Lampiri

AND

Using artificial intelligence, 'Colour and the Machine' is an installation that converts colour into music. Come and play with colourful blocks and inflatables to manipulate the playback of bespoke music made for the Bristol Beacon.

This is a research and development project investigating two points of view included in our research question, one regarding the human - object/design interaction and the other the human - music and software interaction: How people act/interact differently depending on the different type of objects and how they handle these objects once they realize they manipulate music, in order to interact with it or control it. The participants become part of the experience themselves, through the color of their clothes which will also interact with the machine vision, generating an even more personalised outcome.

As a group of immersive artists we are excited to experiment and explore different avenues in order to draw our conclusions and result in what triggers the most fruitful human-experience interaction in conjunction with virtual machines.



- Sensitive to light



- Prefers small spaces

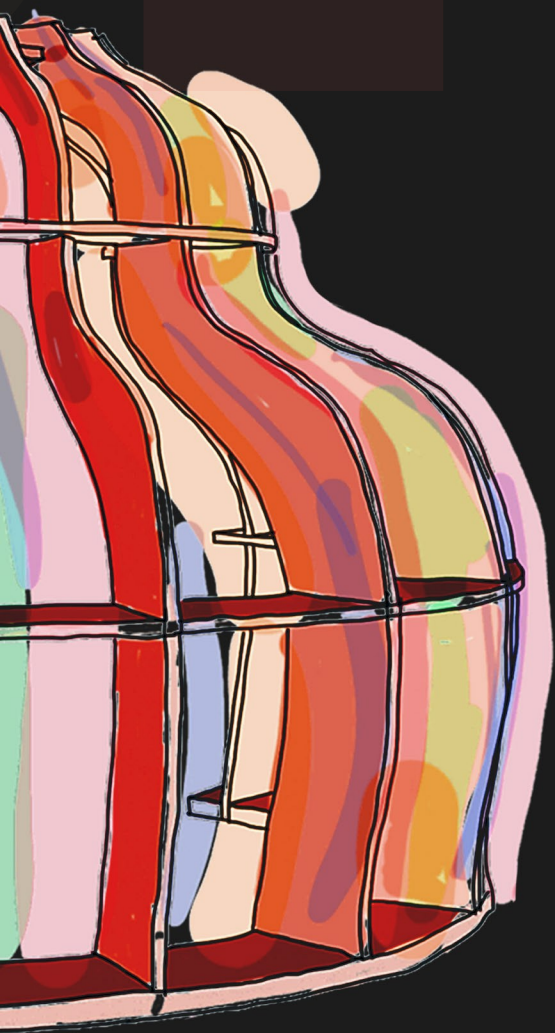


- Loves music



- Enjoys sensory lighting





Pod

Joey's Pod is a space for people with sensory sensitivities to enjoy music and light. Each person with ASD (Autistic Spectrum Disorder) has different sensory specifications. Joey's Pod is a prototype that uses varying sensory 'scales', creating a recipe for the form of the pod. The journey to the pod and the space within it allows you to focus on your own sensory awareness.

Angharad Davies
Fiona Rourke
Roxana Vilk
Peter Vilk

Squidsoup
Roxana Vilk
Vilk Collective

Circle/دایره

Circle/دایره is a collaborative project between Roxana Vilk/Vilk Collective and Squidsoup exploring themes of inclusion, immersive experiences and shared spaces. This prototype expands the spatialised light and sound technology AudioWAVE into a performative tool to unlock experiences for audiences in the co-creation and composition of new work.

www.squidsoup.org
www.roxanavilk.com
Photo credit Khali Ackford





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Creative Technologist

Roxana Vilk

Creative Mentor

Duncan Speakman

Creative Mentor

Jazz Thomspen

Creative Mentor

**UWE
Bristol**

University
of the
West of
England



**HERITAGE
FUND**

**Bristol
Music
Trust**