

# Lost in Spatial?

Existent Hack and Industry Showcase.

We're on a mission to democratise immersive technology, making it easy to create amazing experiences using cutting-edge hardware and Existent - the platform for spatial computing. In partnership with Media Cymru, Wales Millennium Centre and Target 3D, we are putting the power of spatial computing into the hands of all creators.

We're inviting you to hack with us and create something in hours - not months

If you're a creative or technologist working in immersive technology and want to push the boundaries of what's possible, then this could be for you. This is your chance to apply for a brand-new hackathon and industry showcase where you can solve key technical and creative challenges in your immersive project over 2 days.

## What's in it for you?

- Early access to Existent's developer tools for spatial computing
- Access to the latest Mocap technology (Optitrack marker-based options or standalone HTC Vive camera-based systems)
- Showcase to industry
- Technical assistance and support from Existent and Media Cymru
- Fun challenges aligned to your creative and/or technical goals

## How might you use the Hack?

We are interested supporting projects at different stages of development, from VR prototypes to MVPs and beyond. Below are examples of the sorts of challenges Existent can help you to solve.

These challenges are provided to give you some ideas. They are not exhaustive, so if you're working on something different you can still apply to the programme.

### Physical Interaction

Existent's physical interaction tools can help you to accurately and simply add physical objects into your experience. Small, physical interactions can have a large virtual world reaction. You might want to use Existent to experiment with how simple real-world items like a handle, a box or a cup can produce stimulating effects in the digital world. You can use our preformed objects to build your own digital meshes, or bring your own objects into the volume.

### Creative Flow

Are you creating a live, location-based experience? Existent's backstage tools allow you to block out scenes, develop your audience flow or interaction all from inside the headset, in the physical space, and in the moment. If you thrive in a creative rehearsal space with people, props and set, you might want to explore how Existent's backstage tools can help you to collaborate with others on your live experience.

### Scale

Perhaps you're interested in building vast or multiple environments which are easily navigable for your audience and performers. Using Existent's free roam tools you can traverse large distances, all from a small real-world footprint, without the simulation sickness often associated with such mechanics. If you want to create complex or dynamic environments or explore taking objects from one space to another you might want to try Existent's free roam tool set.

We hope this gives you some ideas for how you could use the Existent tool set. Ultimately, it's up to you. We are keen to hear your ideas!

## How to Apply

This hack is for creatives and technologists based in Cardiff and the surrounding region. The hack will be taking place at the University of South Wales, Atrium building, Cardiff on Wednesday 5th and Thursday 6th June 2024. Applications close Monday 6th May at midnight, successful applications will be informed by email on Friday 10th May.

Participant numbers are limited to 3 teams of max 4 people per team.

To apply, please complete the application form [link to Application form]. Places will be allocated in accordance with our selection criteria. This Hack is free to attend, and we often receive a high volume of applications, so unfortunately we cannot guarantee a place and we will not be able to provide application feedback.

## Eligibility and Selection Criteria:

To apply for this hack, you'll need to meet the following requirements:

- **Age:** All participants must be 18+
- **Region:** Lead applicant must be based in Cardiff or the surrounding regions.
- **UK Status:** Applicants must be UK nationals or permanent UK residents, living and working in the UK.
- **Diversity:** Media Cymru aims to make our events as accessible as possible to a diverse range of applicants (See below).
- **Track Record:** The applicant's team must have a substantial body of creative work and include members with experience delivering immersive content (e.g. AR, VR or Spatial sound).
- **Ability to benefit:** Applicants must explain why this opportunity would be of benefit to them and how they plan to apply it to their creative practice or challenges.
- **Availability:** Applicants and their team must be available for the 5-6/06/24
- **Reporting:** All participants must agree to funder reporting requirements, including provision of relevant business and employment information.
- **Showcasing/recording:** You must be willing to take part in the showcase at the end of the hack, either showing your piece or feeding back on your experience. We may also record stills and video during the hack for use in reporting the outcomes.

## Accessibility

The venue has ramp/lift access and on-site parking for blue badge holders. Furthermore, we are committed to making this initiative as accessible as possible. If you have a disability, or are

yourself a carer, you may be entitled to apply for a bursary to cover additional expenses related to these needs that you may incur as a direct result of applying for, or taking part in the programme (such as special assistance arrangements).

If you think this may apply to you, please indicate this in your application form, and a representative from the team will get in touch to discuss requirements if your application is successful. Or for any questions or assistance before the point of applying, please contact [robin.moore@shwsh.co.uk](mailto:robin.moore@shwsh.co.uk)

### Key dates:

11/04/24 - Webinar and applications open

06/05/25 - Closing date for applications (midnight):

10/05/24 - Invitations to attend sent out

w/c 22/06/24 – Pre-hackathon onboarding calls with successful teams

05/06/24 - 06/06/24 - 2-day Hackathon:

6/06/24 – 4pm - Industry showcase