**Made in Hull**

**The opening event of Hull UK City of Culture 2017.**

**Introduction**

In 2017 the eyes of the world will be on Hull, as it becomes UK City of Culture. Hull is only the second city to hold the title, and the first in England. Hull 2017 will see 365 days of transformative culture produced through a range of diverse and high profile events and projects.

The Culture Company is the independent delivery organisation of the project. Following on from the Olympics and Paralympics, Commonwealth Games and the Tour de France in Yorkshire, Hull 2017 is the next major event in the nation's cultural calendar.

As UK City of Culture 2017, Hull's vision is to harness the power of culture to deliver a lasting economic, social and creative legacy for the city, the North and the UK as a whole.  It is also an opportunity for Hull to reassert its role as a gateway to Europe and as part of the Northern Powerhouse of cities that will help to rebalance the cultural and economic fabric of the UK. An ambitious, diverse and innovative 365-day programme will bring the best of arts and culture from Hull and across the UK to national and international audiences, to make Hull the centre of cultural activity and debate in the UK in 2017 and to reposition the city in future years. See the Hull 2017 website for more information [www.hull2017.co.uk](http://www.hull2017.co.uk)

We expect the Opening event to be seen by around 250,000 visitors and be covered extensively by the media as our opening event. The commission is being over seen by Sean McAllister the award winning Hull born documentary filmmaker, www.seanmcallister.com. Sean and the team are seeking to create an event that celebrates the resilience and character of Hull looking at its history to look to its future. Hull has seen an ebb and flow of industry and ideas through its history, is a politically charged and counter cultural city that is seeing a creative and industrial renaissance.

**The Brief:**

The opening event of the year is a series of audiovisual commissions, staged across the city centre on its historic and lesser known buildings and spaces within HU1.

The team are seeking to collaborate with **Matilda Kelton Mace**  on a commission that will utilise the architecture, streets and public spaces of Hull as the canvas for conversations: the area for this commission is **the smaller underpass area *within the Old Town*** *Please see the planned PDF to show the location.*

It should be noted that the overarching desire is for this series of commissions to speak to the wider Hull community as well as those outside the community to convey Artists, are all being asked to answer a create question to a specific space and we hope by working with Sean the response will culminate in commissions that talk different languages but carry an over arching message of : shifting perceptions of the city and that each piece provides a social commentary on this and other cities of its size. Each commissioned piece should be invocative, provocative, dynamic political and looking forward to the future with hope.

Date of project : The opening will take place on the following dates: 1st January 2017 and run until the 15th

January. 2017 and between the hours of 4pm to 9pm.

**The Brief: Subject Matter.**

**Hull People Love to Party**.

3D visual surface which will interact with a larger space within the area created by Jesse Kanda dance who will be doing an Audio visual experience.

The overall concept for the area is: -a flashmob club night–– a rave -mad colours – you’re on acid ecstasy trip / - mixed within the music- political commentary / Bouncers either side of the underpass-

Can morph into **dancing through the decades-** where Hull music genres & fashion move through time from crooners to crazies

**The overall brief outcome:**

To create a 10 to 15 minute (time TBC from your thoughts) visual show stopper within the confines of a very under utilized space in Hull that connects the Old town to the Marina district. This should be your creative response to the key subject matter and utilizing some of the archive footage that can be effected or used to help you tell your story you want to be told in the most spectacular way. We will source some of this footage for you and will discuss this at the first meeting in Hull. On the other side of the underpass a young artist called Jesse will we hope be building an audio visual experience that will be able to act as a sound scape to what we are asking you to create. We are going to get you both to meet so you can understand and see if there can be some synergy and playfulness between the 2 spaces.

Other things to consider:

* The Underpass is in 2 halves and the steeper half lends itself to visual 3d surface manipulation or an immersive experience of some kind
* It is somewhat protected from the elements
* There is traffic moving through it during the day.

**Design Process**

This will be in three parts:

Phase 1:

We have completed and have allocated locations. Artists have been chosen to work in key locations.

Phase 2: R&D budget to produce the following:

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The artist will initially be appointed on a Research and Development Agreement. Hull 2017 will facilitate further research, consultation and site visit, in order for you to develop a proposal. The proposal should include:

* Written rationale/concept in response to the brief.
* Description of materials and process
* Outline technical information
* Outline costing’s – Draft 1 including all elements required. (Technical, staffing costs, editing, creation, travel etc.)
* Outline method of fabrication and installation
* Images or rough concept story board

Site Visit Day and Time: **7th September 11.00am.**

**Please come to :** Hull City of Culture 2017 offices; Pacific Exchange, 40 High Street, Hull, HU1 1PS

On arrival Please ask for Niccy Hallifax.

**Timescale:**

R&D period – August/ 27th September 2016 – an R&D small fee will be paid. To be discussed with Niccy Hallifax,

once this is agreed we send through an R&D agreement contract.

Meeting to go through ideas with core team so we can start production design aspects and see the concept:

**28th September : 11am.**

Development and Production - September to November 2016. Budgets will be

allocated to each area based on the concept, location and infrastructure

required.

Installation : December 2016,

Rehearsal and Tech rehearsals: TBC.

Event Dates: 1st January – 15th January 2017 (4pm to 9pm each night)

**Fees, Budget, Contracts**

All contracts and agreements will be made between the artists and Hull 2017 after Phase 2 and we will negotiate this as we go through the process.

Please note: The total budget for the project is £1.3 Million and we are seeking to commission up to 15 pieces of work plus the installation, event management and marketing of the project. Commissions will be of differing sizes and complexity and we expect individual budgets to reflect this.

**Working Relationships**

Key contacts:

Sean McAllister - Creative Director : mcallister.sean@sky.com

Niccy Hallifax – Producer: niccyh@hotmail.com

Rupert Creed – Writer (overall narrative)

Ala Lloyd – Design consultant

Dan Jones – Sound consultant

Durham Merenghi – Lighting consultant