

## Reflecting Light/Copenhagen residency

### Report Day 1/Monday, Sept. 26th

**9h45/DDSKS** - meeting and tour de table Naja Lee Jensen – artistic leader HAUT, Katrin von Linstow – head of communication HAUT, Bettina Rex - artistic leader HAUT ad interim, Pernille Plantener Holst - lightdesigner and coördinator lightdepartment at DSKS - and Ingunn Fjellang Saether – student BA lightdesign at DDSKKS.

**10h10/DDSKS** - Visit of the school with Ingunn

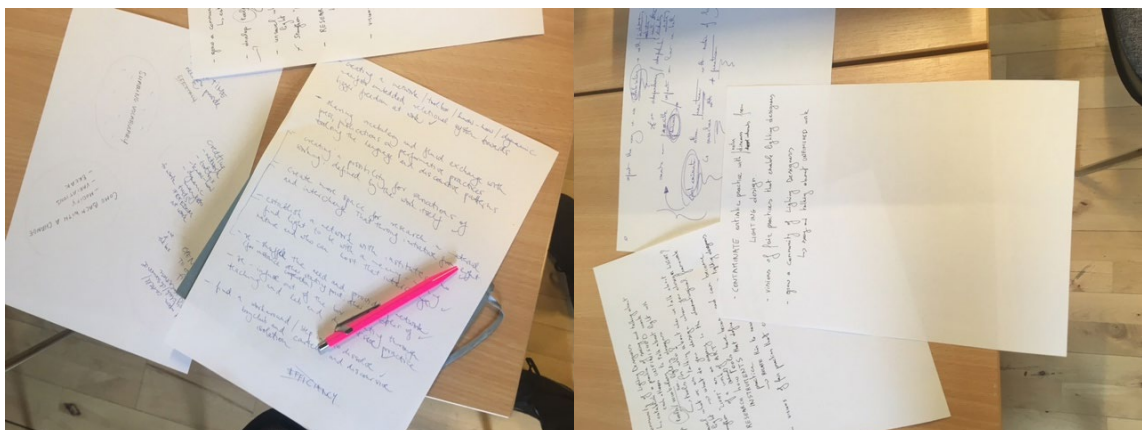
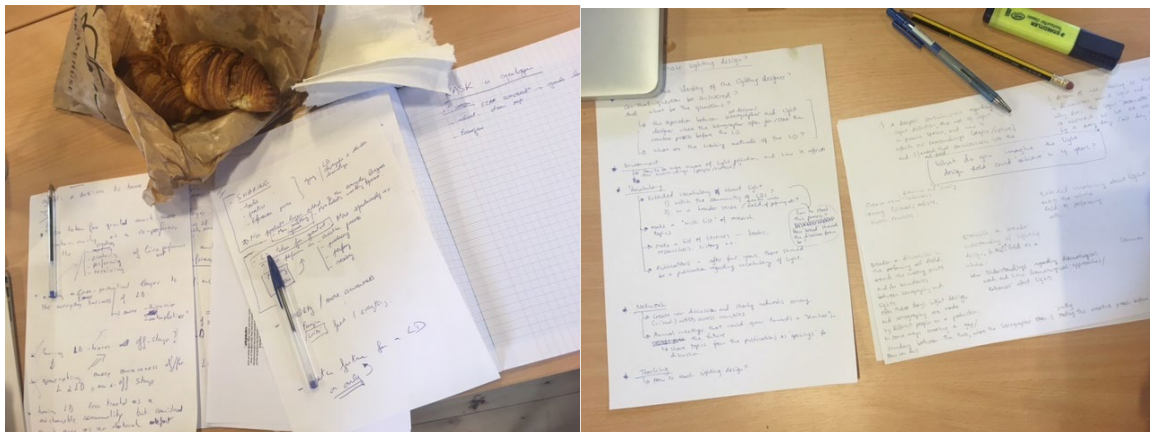
**11h25/DDSKS** – Jan, Geert, Minna, Estelle, Emese, Henri, Ingunn & Bram

First session as an reflective exercise in resetting – or confirming - the goals of the project. An exercise in auto-reflection, trying to map the project.

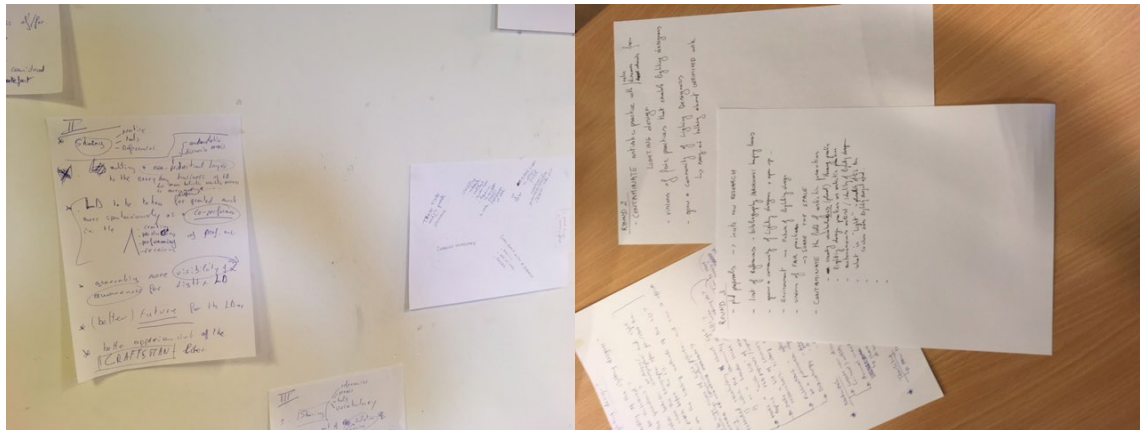
Proposed instrument by Geert: a Waterfall-question/discussion:

“What do you imagine the project should have achieved the project in four years?”

- First round – individually and on paper, see the drive:
- Second round – in pairs, discuss, and on new paper. Important note: on purpose we kept some of the ‘newer’ people together to keep as much and as long as possible critique/‘uncorrupted’ views into the discussion: Emese/Estelle – Jan/Henri – Bram/Geert – Minna/Ingunn



- Third round – with four, discuss, and on new paper: Henri/Jan/Emese/Estelle – Bram/Geert/Minna/Ingunn



- Last: two times five answers on what we think today the project should be:
  - I. Last round/proposals
    1. Sharing tools, practice, references, vocabulary
    2. Setting light as a co-performer.
    3. Creating a network ourselves – toolbox, knowhow and a direct manifesto: towards autonomy for lightdesign.
    4. Stepping out discursive isolation leads to appreciation of the craftsman-lightdesigner, and visa versa.
    5. Make a (better) future for lightdesign.
  - II. Last round/proposals
    1. Provoke new research – a list of unanswered questions (as new PhD proposals).
    2. A list of references: archiving/keeping traces of the research (and how to share them?).
    3. A community of lighting designers.
    4. Environment: lighting design in relation to worlds challenges.
    5. Visions of Fair Practice on lightdesign: How to share the space?
    6. Contaminate the field/artistic practice

Proposal to formulate as such – a snapshot map of Reflecting Light-trajectory as it is on our minds now:

1. *Grow a community of LD that can share tools, practices, references, vocabularies*
2. *Contaminate the broader field of artistic practices, and the discourses that thrives it.*
3. *Claim the a position for the lighting designer – in a dynamic manifesto Share the Space*
4. *To incite new research from the perspective of lightdesign.*

### **16h30/open session and presentation at DDSKS**

Intro by Geert – invitation and installing the question. Emese pitching the wiki-page.

Henri intervening on the urgency: the way of working will change. Or we conserve an ancient way of working – or a new type of lightdesigner will appear? And some instruments will disappear.

What are our answers? None. We pose the question on depending on the industry. As false replacements from conventional ideas. A plea for not throwing away what we have but embrace new technology as another tool in the toolbox.

Also here lighting design is 'marginal' and not yet seen as an artform – for which tools should be developed. Strive for the generics.

Quote from mail Tomi – *quote to follow*

Report from the discussion in smaller groups.

What are the technical skills a designer needs, nowadays? Referring to the new fixtures – what can they do and what do you need to work with them. A new role pops up, that of the programmer.

Intervention of Jan: what about the amount of data – is the quantity now becoming *unhuman* – and hindering towards data-control and even automatisisation. Which is blocking artistic approach.

Reaction: Be creative with one universe – for the size of small stages. A balance between programmer and being creative – when do you cross the border. Cfr above: as the designer once become a role to 'liberate' technicians from too heavy a task a new division of roles might pop up.

Are we heading a new era in lighting design? With new roles?

And how can we find a way towards more intuitive *conduit* in a universe that is mainly preprogrammed? Who can initiate this development? (Initiatives are taken – as individual practice.)

Reaction: a new balance will have to be found, and as also the examples in individuals hacking the tools show it will become important when and where in the praxis or artistic process the computerprogramming is happening?