



Norwegian partner search in Cultural Cooperation projects in the EEA and Norway Grants 2014-2021

In order to get the best results from your search for partners for the EEA and Norway Grants, the Arts Council Norway recommends completing the following form. The text boxes that make up the form are based on feedback that we have received from Norwegian cultural players. Tailoring the information to the potential partner/potential partner type as opposed to sending a generic request, always yields the best results. The form can be used for partnership requests sent directly to identified, potential partners, as well as those sent to the Arts Council Norway eeagrants@kulturradet.no and Programme Operators. It can also be used for Norwegian entities seeking partners in the Beneficiary States.

This form will be published on our website.

Name of organisation	National Centre for Film Culture in "EC1 Łódź – City of Culture" in Łódź
Country	Poland
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Your organisation Describe the type of organisation and include a good description of your own areas of activity/fields (Visual arts, Performing arts, Interdisciplinary art, Music, Architecture, Library activities, Ethnic culture, Literature, Culture and art education, Museum and gallery activities).	The National Centre for Film Culture is an exceptional place for all interested in film and audiovisual culture, an unusual space of revitalized heat and power plant EC1-East, in the heart of the New Centre of Łódź. Upon completion of the construction work, scheduled for 2016-2024, the Centre will serve as a cultural and expositional hub dedicated to film culture; pivotal in Poland and unique in this part of Europe. During the period three expositions taking advantage of the most modern arts of exhibiting will come into being: "Mechanical Eye", "Matter of Cinema", and "Kino Polonia". The educational paths will be completed with a spectrum of educational activities: meetings with people of film, film projections and workshops for all age groups.
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<p>Project idea</p> <p>Provide a brief description of the project idea, what you want to achieve and how you plan to achieve it. Ideally the idea should give an idea of what is planned, but be open enough for the partner to influence.</p>	<p>We put special effort into complex restoration and revitalization of the related place in order to adapt it to our program of activities. Due of that, during the process of applying for Norway Grants, we will file the complete construction and execution design together with the rest of documentation. We are sure the construction works stand for the first and essential phase of a project and the condition to meet its main goal: to establish and strengthen the link between the old and the new, not only in the scope of historic buildings but also regarding the cinematic technologies: the technologies of vision and the related practices.</p> <p>Hence, the culture and educational activities will stand for an important part of the project. We wish to conduct special workshops dedicated to the use of past devices and carriers, handling superseded media, creating new and vibrant contexts for embracing past forms of entertainment (like adapting the concept of the 19th century phantasmagoria shows to our times), as well as familiarizing the future forms of audiovisuality (VR, AR, holograms, etc.). The “Mechanical Eye” exhibition, characterized by postindustrial, steam-punk aesthetics, as a part of a project will tell the history of filmmaking and the development of film techniques against transformations connected with various forms of mechanization of vision. With the help of holograms, fog screens and video mapping it will show the “prehistory” of contemporary digital cinematic technology, using the archaeological method of uncovering successive layers of the past. It will point to the durability of media technologies, depicting the modern film projector almost as a direct descendant of the magic lantern. The goal is to recreate and strengthen the link between the past and present technologies.</p> <p>The whole project including the exhibition will be a great chance to prepare curated paths designed not only for Polish speaking people, as well as to provide numerous activities dedicated to people with disabilities – offering the inclusion but also bringing new contexts to the sensuality as one of the main topics of the project.</p>
<p>Relevance of potential partner:</p> <p>Based on your research show why you have identified this particular potential partner is relevant, for example does the organisational type match, similar or complementary experiences, etc.</p>	<p>A potential partner should conduct its regular activities in the field of film, visual arts and media production, as well as in academic, education and research activities, museum and gallery activities, especially in the scope of media archaeology. Since one of the project’s main topics is research on sensuality as media and exposition access factor, the experience in the field of bridging disabilities gaps will be highly appreciated.</p>



<p>If you have not identified a specific potential partner, try to describe the type of organisation you are looking for. Try to be specific and to link it to your areas of activity, project idea and the role of the partner.</p>	
<p>Partner role: What role do you foresee the partner as having in the project? What value do you feel the partner can contribute to the project?</p>	<p>We hope for a potential partner to contribute significant perspective and experience in the mentioned activities.</p> <p>We wish to prepare together a series of events related to the project: media archaeology, changes in media and media reception, etc. but with close cooperation with a partner, so we could work on such activities but meeting the goals and needs of two parties. Among our propositions are:</p> <ul style="list-style-type: none"> - colliding the past optical shows from magic lanterns with VR/AR technology - recontextualizing the worlds of optical illusions and their power to excite and fascinate us then and now; - exchange of presentations and lectures regarding early cinematic media; - residency programs and conferences; - workshops on using past cinematic technology. <p>Nevertheless, we are open to a potential partner's propositions.</p> <p>Numerous Norwegian institutions can demonstrate vast experience in combating social exclusion especially in the area access to culture – which perfectly meets the project's goals: not only to revitalize historic space in order to fill it with culture and educational activities, but also to test and find the best ways for cinematic technologies of the past, the present and the future to create illusion and amusement, bring knowledge and skills and include the society.</p>
<p>Any other comments/ relevant information</p>	

