

Deadline: March 10, 2011

G E W E B T E S L I C H T

WOVEN LIGHT
Competition

ANNOUNCEMENT FOR THE COMPETITION
GEWEBTES LICHT – WOVEN LIGHT

Light is both a source and an element of art. Light is what makes art visible. But light itself can also be art, it can become a work of art – above all in the case of “woven light,” with light structures that create three-dimensional spaces and forms. ETTLIN has developed a new kind of fabric, which unfolds interesting impressions and 3-D effects by way of the diffused incidence of light. Lines of light emerge by means of the punctiform lighting (e.g., by LEDs) of this fabric, which disperse in the depth of the space, thereby generating illuminated bodies or objects.

The ZKM | Center for Art and Media Karlsruhe invites artists, designers, and architects to join the competition **WOVEN LIGHT** for the purposes of sounding out the creative and artistic potentials of this new technology. The announcement is directed especially at students of European academies and universities.

The ZKM | Karlsruhe makes available to 20 selected participants of the competition the required material for the realization of their respective designs. Winners will be selected from this circle of participants, and the most outstanding examples of their works will be exhibited at the ZKM | Karlsruhe. The winners will, furthermore, be awarded prize money to the sum of 10,000 Euros.

CONDITIONS OF PARTICIPATION

- Representatives from artistic disciplines such as fine art / media art, architecture, and design are considered legitimate participants.
- All documents are to be submitted in the German or English languages.
- Visual documentation and short descriptions of already drafted or realized projects which should as much as possible be related to light.
- CV, including biography and artistic background (max. 2 pages A4)
- Exposé of project on the theme “WOVEN LIGHT.” Deviations in the execution are permitted insofar as such departures do not encroach upon the design as a whole.
- Registration form
- Please send the documents, as listed in the above (max. 10 pages A4), in printed form to the ZKM | Karlsruhe (address to the right).
- Deadline for submissions: **March 10, 2011**

PRIZES

The best works will be exhibited at the ZKM | Karlsruhe.
1st Prize 5,000 Euro
2nd Prize 3,000 Euro
3rd Prize 2,000 Euro

THE JURY

Prof. Peter Weibel Chairman and CEO ZKM | Karlsruhe
Prof. Volker Albus Professor of product design and prorektor of the Karlsruhe University of Arts and Design
Prof. Wilfried Kühn professor of exhibition design and curatorial practice at the Karlsruhe University of Arts and Design
rosalie Light artist, Stuttgart
Dr.-Ing. Oliver Maetschke Member of the board ETTLIN AG
Dr.-Ing. Frauke Susanne Hänsch Director of development and Q.S., ETTLIN AG
Dipl. Des. Julian A. Lonsdale Specials-Design, Marketing, Zumtobel Lighting GmbH

DURATION

March 10, 2011 Deadline for submission
March 20, 2011 Selection of participants and dispatch of the materials
May 05, 2011 Submission of the works
June 10, 2011 Session of the jury
July 1–10, 2011 Exhibition of the works at the ZKM on the occasion of the 175th anniversary of the company ETTLIN

CONTACT

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E-mail: light@zkm.de

For further details on the competition and material, please consult www.zkm.de/light

Sincere thanks are extended to our sponsors
ETTILIN AG and Zumtobel Lighting GmbH

ETTILIN *lux* ZUMTOBEL



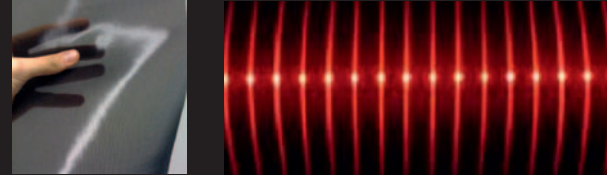
WOVEN LIGHT Competition

G E W E B T E S L I C H T

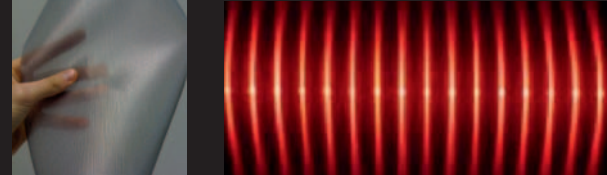
THE MATERIAL

There are three types of fabric. The effects, the form, and the coloring of the surfaces are determined by the fabric.

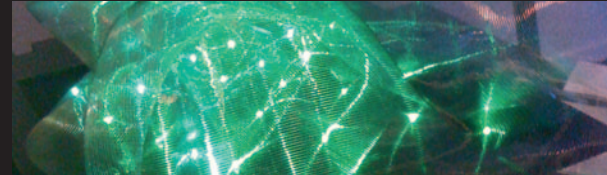
Black fabric (1252) produces a clear ray of light. The light lines are very clearly defined, and retain their width until the point of discharge, invariably remaining separate from one another.



Silver fabric (1251) generates a diffuse light ray. The light lines become increasingly wider and thus merge with one another.



Gray fabric (1224) is freely malleable.

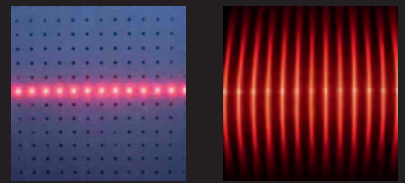


POSSIBLE LIGHT SOURCES

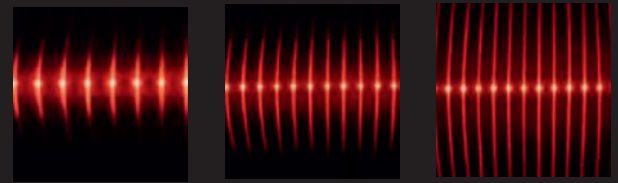
LEDs and fluorescent tubes for example. Other means of light may also be used. What is important is that light sources used are constituted such that they radiate in a particular direction (for example, a covered light bulb the light ray of which falls in one direction only).

THE PRINCIPLE OF FUNCTION

Effect Light structures develop in the interaction between fabric and a punctiform light source. Should the fabric be placed in front of the source of light, an arch-shaped line of light emerges from each single point of light. The image to the left shows LED lights without fabric; the image to the right shows LEDs with a piece of fabric stretched across it.



Distance Fabric – Light Source The length of the light effect may be varied: A shorter distance between the light source and the fabric generates a greater curvature of the line of light; if one increases the distance, the curvature decreases, and the lines become longer.



Layers of Fabric and Combination Effects Each source of light generates a fluorescent line in the fabric. The intensity of brightness and the number of light lines are modified by the layering of several fabrics (see image to the left). By adjusting and rotating the layers of fabric, the most diverse visual or graphic effects may be generated (see image on the left). In the case of straight light surface and a diagonally stretched piece of fabric, the distance is modified and thus also the effect curvature – in this example, from left to right (image to the right).

