

Residency Description:  
Instruments of Perception

# Synopsis

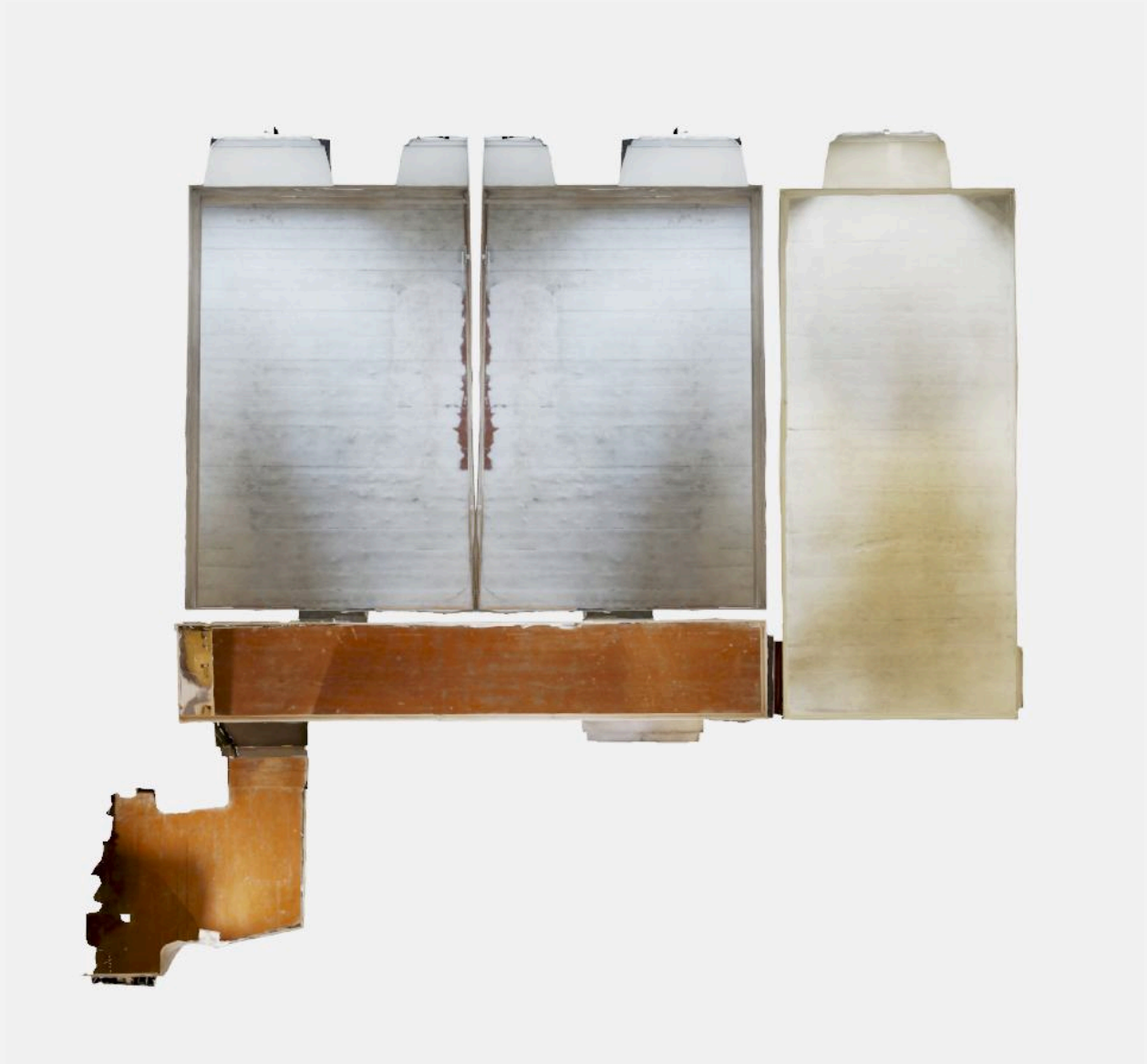
Instruments of Perception is an art residency dedicated to exploring new ways of seeing and experiencing everyday life, the city, and culture — with a special focus on the cultural identity and architectural context of Georgia.

Artists and musicians will work with the theme of perception: how it is shaped, how it shifts depending on context, and which innovative practices can expand the boundaries of experience. The residency emphasizes reflections on Georgia's cultural heritage, identity, and urban environment as starting points for artistic exploration.

The residency will take **place at the Library about Georgia**, located in the heart of Tbilisi on Rustaveli Avenue. Three rooms of the library will be provided to artists for the presentation of their works.

The final event will take place on **October 7th**. Visitors will encounter projects created during the residency, alongside three one-hour live sets by Georgian musicians.

# Space



Each performance will take place in one of the artist rooms and will enter into dialogue with a specific artwork, deepening the connection between sound, visual experience, and the Georgian cultural context.

# room 1



5 M

The first room - it will feature a projection interactive visualization the work of the Library of Georgia.

For 3 hours, an interactive copy of the space of the Library of Georgia will be displayed on the projector, abstractly describing the processes occurring during the work of the organization.

Built on the Unity \ Youtrack

3 M

The musicians participating in the residency will perform in this room in turn. Their task is to enter into a dialogue with the previously described work and mutually enhance the artistic value in a mutual way

## Stages of the residency for musicians

1. Participant selection (September 1-7)
2. Introduction to the organization's work? (September 7-14)
3. Implementation (September 14-21)
4. Live testing synchronous with visualization (September 21-October 6?)
5. Live performance October 7

## room 2

The second room

5 M

in it we present a complex projection of the city (view from above) 3D printed as a substrate for the projection. And also interactive control of this projection in the form of a computer game.

3 M

Its action takes place in the old city, we participate in a street exhibition during which we need to find objects on the territory of the city streets before sunset.

About 10 works of artists from different countries will be placed at the city level, as components of the work of the main invited artist.

## room 3

Third room -

6 M

Will feature the work of a Georgian artist.

The work can be created during the month of the residence, in a free format.

The room will be available for exhibition during the final period of the residence (from October 6 to 8, including installation, exhibition, dismantling)

3 M