

## Real Ideas Creative Residency Programme

Real Ideas are delighted to introduce a new creative residency programme, rooted in the emerging Devonport Creative Quarter. The programme will support established and emerging artists to develop their creative practice, expanding into and exploring intersections between disciplines, gaining new technical skills, creating new work, and forging meaningful connections.

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### 1. Programme Overview

The Spring 2026 residency programme will welcome 6 practitioners, exploring the following key disciplines:

- Printmaking and associated practices
- Immersive technologies and creative digital practices
- Creative Intersections – Blending or experimenting across print and immersive/digital disciplines

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Within the residency, there will be areas of focus on the key disciplines, as well as active encouragement and opportunity to explore the creative intersections between traditional, analogue printmaking processes and developing creative technology. Real Ideas seek applicants who are interested in exploring these areas of intersection, who will actively seize the opportunity to develop new skills and explore and expand their creative practice in new ways and directions.

## 2. What's on Offer?

Each participant will receive a bespoke package of support made up of:

- Access to facilities and workspace – Including printmaking facilities at Devonport Guildhall and immersive technology facilities at Market Hall
- Mentoring – One-to-one guidance tailored to your practice and professional goals
- Practical workshops on key business development areas, such as access to finance, intellectual property and marketing
- Technical support – Expert assistance from our skilled technical team
- Training and masterclasses – Led by industry professionals and visiting artists
- Group learning and crits – Collaborative development with your residency cohort
- Socials and networking – Opportunities to connect with fellow residents, the wider creative community, and industry partners
- Exhibition opportunities – Platform to showcase work developed during the residency

## 3. Expectations of Participants

The residency will be offered to the 6 successful participants at no cost, on the understanding that there are the following expectations of participants:

- Actively engage in group sessions and residency activities including workshops, masterclasses, and cohort socials
- Share work-in-progress and participate in group crits to support collaborative learning
- Exhibit work created during the residency at the culminating showcase event



- Contribute to DCQ events and public-facing activity which may include open studios, talks, or supporting public events
- Actively participate in, and contribute to Real Ideas' online communications about the residency programme, such as case studies and blog posts for web and short videos and interviews for social media
- Engage in documentation and evaluation
- Use agreed acknowledgment statement when referencing work, the residency, or support received on web, social media, print, and other platforms

Please note: While the residency offers flexibility, we expect residents to maintain regular engagement with the programme and be present for scheduled group activities as much as possible.

Whilst residents will determine independent working patterns that best suit them, we anticipate time spent on scheduled group activity and independent working will equate approximately one day per month throughout the residency.

#### **4. Financial Information**

The residency is offered to all six successful participants completely free of charge. There are no application fees, participation fees, or costs associated with accessing the programme.

Real Ideas are committed to making this residency accessible. If financial barriers prevent you from participating fully in the programme, please contact us to discuss your circumstances in confidence during the application process.

For any questions about the financial aspects of the residency, please contact:  
[immersive@realideas.org](mailto:immersive@realideas.org)

#### **What's Included**

The residency package includes at no cost to participants:

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- Facilities access – Full access to printmaking facilities at Devonport Guildhall and immersive technology facilities at Market Hall, including the 15-metre immersive dome and production suite
- Technical support – Expert assistance from our skilled technical team during scheduled access times
- Equipment use – Access to all printmaking equipment, immersive technology hardware, portable equipment hire (360 cameras, sound recording equipment, gaming laptops, VR headsets), and hot desk workspace
- Training and development – All workshops, masterclasses, mentoring sessions, and business development training
- Exhibition platform – Showcase opportunities including the end of residency celebration event

## What Participants Should Budget For

While the residency itself is free, participants should be prepared to cover:

- Personal materials and consumables – Specialist materials for independent practice (papers, inks, substrates, specific software licenses, etc.)
- Travel costs – Transport to and from Devonport Guildhall and Market Hall for scheduled activities and independent working
- Accommodation – If travelling from outside the local area
- Personal equipment – Any specialist tools or devices for your individual practice
- Insurance – Professional indemnity or public liability insurance if required for your practice

## Support and Guidance

During the practical workshops on business development, participants will receive guidance on topics, such as:

- Accessing funding and finance opportunities for creative practitioners
- Budgeting for creative projects and sustainable practice
- Pricing work and financial planning for artists

## 5. Key Information & Dates

Residency duration: 9 months, April – December 2026

Key Dates:

- Application deadline: 6th March 2026
- Outcomes announced: 20th March 2026
- First meeting & induction: 2nd April 2026, 3-6pm
- Residency begins: 8th April 2026
- Print In Action Creative Intersections Event: 7<sup>th</sup> November 2026
- End of residency & celebration event: 9th December 2026

## 6. Residency Timeline

Throughout the residency, the cohort will be invited to a series of group activities such as workshops and masterclasses, as well as independent workspace/facilities access and 1-1 reviews.

Please refer to the timetable below for the dates of scheduled activity.

March

- 2nd March - Open call closes
- 20th March – Applicants notified of outcome

April

- 2nd April, 3-6pm – Residency induction, in person at Market Hall & Devonport Guildhall
- 8th April - Residents' open access on Wednesdays begins
- 29th April, 6-8pm - End of first month cohort social

May

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- 27th May, 6-8pm – Cohort workshop

## June

- 3rd June, 6-8pm – Cohort workshop
- Throughout June - 1-1 mid-residency reviews
- 17th June, 6-8pm - Mid-programme group review/social

## July & August

- Regular Wednesday access continues

## September

- 9th September, 6-8pm - Cohort social
- 23rd September, 1-5pm - Masterclass

## October

- 7th October, 6-8pm – Cohort workshop

## November

- 7th November - Print in Action Creative Intersections (1 day event) - Residency participants asked to showcase work and support the event delivery

## December

- 9th December - End of residency celebration event

Note: This timeline is subject to change. All residents will be notified of any updates.

## 7. Our Facilities and Workspaces

### Market Hall

## Immersive Dome

A state-of-the-art 15 metre immersive dome equipped with the highest quality video and audio systems able to run VR, AR, mixed reality, animation, games software, 360 recorded and live action and multiple audio systems.

Set apart from other domes around the world, just two Panasonic RQ32k projectors are mapped to the dome's internal layout providing a calibrated 360 degree visual field of view for content.

19.1 L'Acoustics speaker array, which can be profiled into an array of formats including 2-channel Stereo L/R, Quad, 5.1, 7.1, up to 19.1 and Ambisonics.

Flat floor with no fixed seating, allowing complete flexibility in the space.

Powerful Screenberry media server equipped to support anything from fulldome film playback to an array of advanced dedicated show configurations.

## Market Hall Production Suite

A cutting-edge production facility equipped with a powerful games production computer configured for film editing, game engine workflows and advanced immersive content development.

## Bookable portable equipment

Complementing the production suite is a comprehensive range of portable equipment available for hire, including 360 cameras for immersive capture, professional sound recording equipment, high-performance gaming laptops, and VR headsets.

## Devonport Guildhall

## Print Facilities



A dedicated print studio equipped to support traditional and contemporary printmaking techniques across four specialist areas.

- Intaglio facilities include copper and aluminium etching, photo etching and photopolymer gravure.
- Relief printing encompasses linocut, woodcut, letterpress and monoprinting processes.
- Screen printing capabilities cover halftone, CMYK, stencil and mono printing on paper and fabric.
- Risograph printing offers distinctive textures and vibrant colours.

Flexible desk workspace is also available across both buildings.

## **8. Accessibility**

Market Hall is fully accessible – with a wheelchair-friendly entrance, lift access to upper floors, accessible toilets, and an accessible bar. Two blue badge parking bays are available at the rear of the building and are available on a first-come first-served basis.

Devonport Guildhall is accessible via the back of the building entrance – with lift access to upper floors as well as accessible toilets. However, please note that due to the historic nature of the building there are some even floors and narrow corridors.

## **9. Accessing Our Facilities**

Bookable access for residency participants to the printmaking facilities at Devonport Guildhall and creative technology facilities (dome and production suite) at the Market Hall with technician support available - Wednesdays, 10-5pm throughout the residency

Bookable workspace/hot desk access for residency participants at Devonport Guildhall and Market Hall, Monday – Friday 9-5pm throughout the residency

Real Ideas reserve the right to withdraw access on specific dates for other programmed activity and events, or for planned building closures, facilities maintenance etc.

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Real Ideas will work with residency participants during the onboarding process to find patterns of access that work for both parties and will endeavor to facilitate reasonable requests for access outside of typical hours on a one-off basis, such as weekends.

## 10. Meet the Team

### **Madeline Hall**

Madeline Hall is the Content Production and Partnerships Lead for Real Ideas. Building on her past work as the Project Manager for the spectacular annual light festival Illuminate, a four-day showcase of stunning projection mapping and light art installations from emerging and established artists attended by 50,000 people in 2019, Madeline works to further creative applications of innovative technologies that deliver positive social impact. Madeline plays a central role in the organisation's work engaging new audiences with immersive technologies, managing the state-of-the-art specialist facilities at the Market Hall to support research and innovation and driving the organisation's production of immersive experiences.

### **Beth Munro**

Beth Munro is Print Lead at Real Ideas, where she manages the print facilities at Devonport Guildhall and delivers creative programming including workshops, talks, masterclasses, and the annual Print in Action festival. She also supports graduates and emerging creatives through residency programmes, studio opportunities, and creative content development for the Immersive Dome.

Alongside her role at Real Ideas, Beth is a printmaker and illustrator whose practice spans a range of print processes. Her work explores themes inspired by the ocean and the unseen worlds beneath the surface. She has collaborated with artists, marine scientists, filmmakers, and digital technologists to create work that highlights marine environments and environmental concerns. Beth is particularly interested in the intersections between creative practice and scientific insight, using these collaborations to communicate stories that deepen our connection to the marine world.

### **Suzanne Drummond**

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Suzanne Drummond is a Printer, Artist, and Maker working primarily in screen printing. After completing a BA in Textile Design and an MA in Fine Art Printmaking, she developed a practice exploring relationships between architecture, memory, and place. Her work uses layered colour and form inspired by buildings and urban environments. Through transparency, repetition, and surface, her prints are contemplative, methodical yet intuitive, and invite close observation of the built world.

## **Matt Holmes**

Matt Holmes is a Designer, Maker & Researcher working at the intersection of letterpress printing and digital manufacturing. He's undertaking a PhD in Digital Arts and Technology, focusing on digital fabrication's impact on heritage crafts. His research explores craft authenticity in the digital age and how technology can protect or evolve traditional practices. Matt creates accessible tools to preserve and democratise letterpress and has presented internationally.

## **Patrick Bishop**

Patrick Bishop is a seasoned expert with a distinguished career spanning design, media production, broadcast TV, and live events. With a portfolio that includes multiple award-winning immersive videos - one narrated by the legendary Sir David Attenborough - Patrick has consistently pushed the boundaries of visual storytelling.

He is able to seamlessly blend creative and technical skills to facilitate innovative opportunities in immersive content creation, helping to unlock the potential of immersive experiences from a wide range of content creators.

## **11. Alumni Testimonials**

Cathy Mager, Night Bloom – Artist R&D and performance - 2024

"We were ecstatic to realise our dream of creating a 360° sign language artwork. We're deeply grateful to Real Ideas for making this possible within Plymouth Market Hall's extraordinary immersive dome.

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Night Bloom is a collaboration between international artists, with a story of resilience and empowerment at its heart. Extending and enhancing the artwork for the dome allowed it to reach its full potential.

This collaboration inspires us to continue creating immersive artworks led by deaf and disabled artists for many years to come"

Ian Milnes, Junkerry's Together Apart – Artist R&D and performance - 2022

"We took 8 artists from three countries to Market Hall to test our spatial sound and 3D visual project in their Dome. All highly experienced working with Dome and Spatial audio - we were completely blown away with the space, level of technology used and expertise of their engineers. Most of all we encountered amazing people, a wonderful team with a can-do attitude that wrap you in good vibes. Easily the best Dome experience in Europe."

RAMP Artist Residency 2025 - Emily Wing Sum Chung

"When I applied for this residency I was taking a chance, wanting to move to a new place and build a creative life. The important part of the residency for me was having access to facilities and spending time with other residents and studio holders. This residency was a springboard for other Residences in the city including Karst and Grow."

Emily currently runs a weekly life drawing class at Devonport Guildhall in Devonport Creative Quarter.

RAMP Artist Residency 2025 - Rosie Allen Perdikeas

"This residency gave me the opportunity to explore new possibilities in my creative practice with the support of tutors, mentors, technicians and the residency peer group.

Having access to facilities at Ocean Studios enabled me to combine printing processes with performance dance which I was able to show as part of our final exhibition event."

## 12. Frequently Asked Questions

Can I do this alongside other work?

Yes. The residency is designed to be flexible and compatible with other professional commitments. We anticipate that time spent on scheduled group activities and independent working will equate to approximately one day per month throughout the nine-month residency. Residents will determine their own independent working patterns that best suit them. However, we do expect residents to commit to the programme, and attend scheduled group activities as much as possible.

What if I can't come in every Wednesday?

Wednesdays (10am-5pm) are the core access days when printmaking facilities at Devonport Guildhall and creative technology facilities at Market Hall are bookable with technician support available. While we encourage regular attendance, residency participants are not expected to use the facilities every Wednesday.

Real Ideas will work with residency participants during the onboarding process to find patterns of access that work for both parties, and we recognise participants' availability may fluctuate throughout the programme.

Additionally, reasonable requests for access outside of typical hours on a one-off basis, such as weekends, can be accommodated where possible.

Can I bring collaborators into the space?

Residency participants are expected to participate in group activities with their residency cohort. If you have a specific collaborative project in mind that would require bringing additional people into the workspace, we recommend discussing this with us during the onboarding process.

What happens if I need to withdraw?

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We hope all residency participants will be able to complete the programme fully, but we understand that sometimes circumstances change which may create challenges for participants to continue. If this is the case, we ask residency participants to contact us as soon as possible and we will work with you to find a solution.

## Is there public liability insurance?

Public liability insurance is the responsibility of individual participants rather than being provided by Real Ideas. The specific insurance requirements may depend on the nature of your practice and the activities you undertake during the residency, such as if you plan to work with members of the public, create installations, or undertake activities that might carry additional risk.

Real Ideas can help you identify what public liability you require, and signpost you to resources and insurance providers during the residency.