

7.11.26

THE PROGRAMME

CREATIVE
INTERSECTIONS

MAIN HALL

10:15am – Haley Morris Cafiero

Analogue as a Foundation for AI in Art

In this talk Morris-Cafiero will discuss how her working in analogue photography and print techniques early in her creative practice has informed her current artworks that intersect AI, photography and video to visualise algorithmic bias.

INTERACTIVE ACTIVITIES & DEMONSTRATIONS

ALL DAY

Sue Lewry

Matt Holmes

Barton Hargreaves

Projecting Positivity

Projection Playground

Heather Burwell &
Lizzie Harnden

Alex Russell

Laura Clarke

Kelly Bryant &
Clare Parker

Oliver Li

Olivia Tew

Anita Reynolds

Neasden Control Centre

Simon Hamlyn

Kate Humphries

Carinna Parraman

Matt Holmes

Matt works to bring modern tools into traditional craft, and explored the hybrid space in between the old and the new.

Barton Hargreaves & Tim Sullivan

Artist printmaker Barton Hargreaves and artist/researcher Tim Sullivan discuss their photopolymer gravure collaboration, exploring the interplay between analogue photography, traditional printmaking and digital technology.

Projecting Positivity

A portable immersive projection system, co-created by Real Ideas and The Media Workshop with neurodiverse young people, delivering shared interactive sensory experiences that support mental wellbeing beyond permanent immersive spaces.

Projection Playground

A sharing of Real Ideas' developing practice working with young people through light, shadow and puppetry, using traditional overhead projectors, to explore collaborative, play-based approaches to immersive making.

Heather Burwell & Lizzie Harnden

An immersive installation built around coal, blending lino print, sculpture, film, sound and ephemeral materials to explore time, memory and permanence, with a live element inviting visitors to contribute mark-making and memory-sharing.

Alex Russell

Alex will demonstrate his unique process of creating prints that combines traditional hand-made media with digital systems and technology. He will show how his code (software) works with libraries of images made with traditional (analogue) methods to produce one-off artworks.



Sue Lewry

Colossal is a live screen-printing experiment exploring porosity through ink, paper and process, with plenty of room for the unexpected.

Laura Clarke

Laura Clarke presents Sonorous, created in collaboration with artist Tracy Hill, a conductive graphene-ink print combining traditional gravure etching with screen printing, turns a 2D artwork into an interactive sonic landscape that responds to touch.

Kelly Bryant & Clare Parker

A 30-minute live experimental lab in the immersive dome, blending generative sound, dance, music, film and materials practices

Oliver Li

Oliver Li is an illustrator and multidisciplinary visual artist whose colourful, hand-drawn work explores visual storytelling, human connection and the intersection of traditional image-making with digital and immersive technologies.

Olivia Tew

Olivia Tew presents a prototype of A Message in a Bottle, combining painting, print, projection and sound to explore the coastline as both physical and emotional landscape.



Neasden Control Centre

Illustrator and mixed-media artist Stephen Smith (Neasden Control Centre) exhibits his sketchbooks and physical works in progress, offering a hands-on look at the hand-drawn, collaged process of abstraction, construction and deconstruction behind his studio practice.

Anita Reynolds

Printmaker Anita Reynolds presents Altered Landscapes, an interactive installation of nine monotype cubes drawn from sketches of Dartmoor and West Penwith, which visitors rearrange and photograph to help build a larger collaborative artwork.

Simon Hamlyn

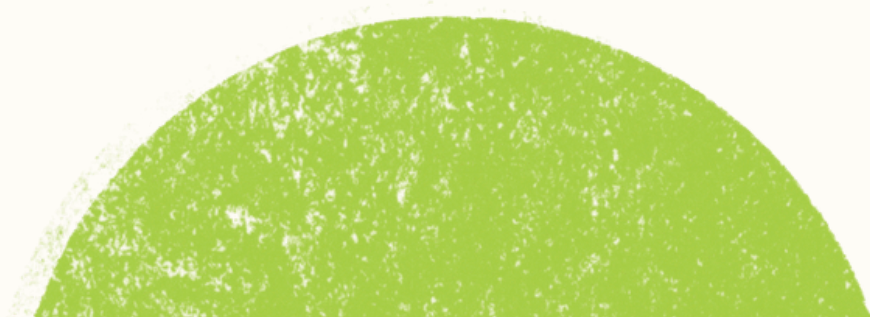
Animator Simon Hamlyn presents his experiments with animated Phenakistoscope prints made for the dome, exploring why this circular, "one-frame" format is uniquely suited to the intersection of printmaking and immersive formats.

Kate Humphries

Digital video artist Kate Humphries shows prints developed during her creative residency programme with Real Ideas alongside her 360° immersive film Still, Everything Moves, translating her meditative, motion-based digital practice into screen print.

Carinna Parraman

Professor Carinna Parraman presents The Cabinet of Curiosities, a travelling case of original artworks from CFPR's Artist in Residence programme showcasing the translation between traditional printmaking, 3D printing and digital modelling.



IMMERSIVE DOME



11am – Kate Humphries

Still, Everything Moves brings together screen prints and a 360° immersive film inspired by movement, landscape and the natural world.

11:30am – Simon Hamlyn

Phenakistoscope Prints explores how animated circular prints can connect traditional printmaking with immersive experiences.

12pm – Screenings by Immersive Arts
Funded Artists

Lou Brett & Zoe Wilton, Co-Motion Projects - Immersive Verse

Immersive Verse is a collection of immersive 360° films that combine animation, spatial sound and experimental storytelling to explore new perspectives and sensory experiences.

Elham Eshraghian-Haakansson - Virtual Architecture of Empathy II

An immersive 360° VR experience that uses archival fragments, memory and storytelling to transform loss into a dreamlike journey of reunion, hope and belonging.

1pm – NooN Collective

A 30-minute live experimental lab in the dome, blending generative sound, dance, music, film and materials practices

2pm – Michelle Rumney & Immersive Arts Panel

Immersive Arts Panel explores how artists are using immersive technologies to translate stories, ideas and experiences into new creative forms.

3:30pm – Real Ideas Creative Residency Showcase

Developed by Real Ideas' Creative Residents, explore the intersection of analogue and digital creativity over the past nine months.

4:30pm – Neasden Control Centre

An insight into Stephen Smith's creative process, exploring drawing, painting, collage and animation through ongoing acts of construction, deconstruction and abstraction.

6pm – UN/VEIL: An Infinite Choral Soundbath

Experience an infinite choral composition moving around and above you.

TALKS



11am – Leonie Bradley

Routes of Discontent is a short film exploring protest, identity and resistance in the age of facial recognition technology.

11:30am – Alex Russell

All Digital, All Hand-Made explores how coding and digital printing can be used to create unique prints that merge hand-made and digital processes.

12pm – Kayla Parker & Stuart Moore

A showcase of experimental films and lightbox works exploring the intersection of analogue and digital moving-image practice.

12pm – Laura Clarke

Where the Hand Meets the Machine explores how robotics, algorithms and screen-printing can bring digital and handmade processes together.

3pm – Julie Amanda Dodd

Jelly scans, digital embroidery and monoprints explore the intersection of analogue and digital craft

3pm - Barton Hargreaves & Tim Sullivan

Photopolymer Gravure explores how analogue photography, printmaking and digital technologies come together through collaborative practice

3pm - Auda Sakho

RAWprint: Printing with Living Colour explores sustainable printing inks made from natural pigments, algae and waste materials.

3:30pm - Fitch Creative

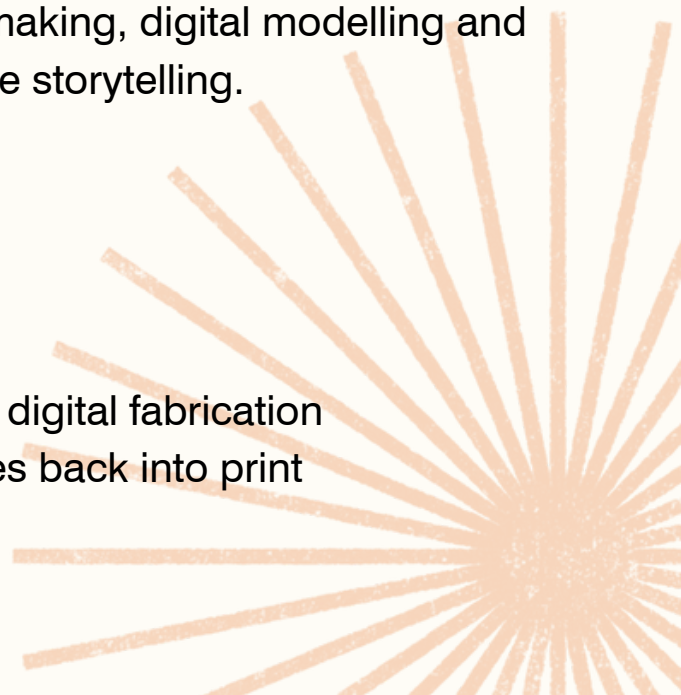
Custom papermaking moulds, digital watermarks and parametric screen-printing tools demonstrate how digital technologies can unlock new possibilities for traditional craft.

4pm - Carinna Parraman

The Cabinet of Curiosities combines printmaking, digital modelling and 3D printing to explore new forms of creative storytelling.

4pm - Matt Holmes

Type Revivals in Letterpress explores how digital fabrication and 3D printing can bring historic typefaces back into print for a new generation.



**SAVE THE
DATE**

**Print In Action
Festival: 2027**

**8TH, 9TH & 10TH
OCTOBER 2027**

**PRINT IN
ACTION**



**PRINT IN
ACTION**