

## Case Study

### FACT Liverpool

Delivery Partner

# VEC

### Background

FACT Liverpool, renowned for its commitment to the intersection of art, technology, and culture, has an ongoing relationship with the VEC (Virtual Engineering Centre), working together to advance technological integration across the Liverpool City Region, enhancing creativity and innovation for local artists and creatives.

The FACT teams have recently established Studio/Lab, a space for creatives whose practice is critically engaged and digitally focused. This space provides local artists access to new and emerging technologies and aims to enhance artists' creative work by delivering workshops and residential programs. These sessions allow artists to engage directly with technology, facilitating introductions to tech leaders in the region who can offer advice, recommendations, and ongoing support.

### Challenge

FACT Liverpool wanted to explore additional technologies, expanding further on what is available to their growing peer network for artists and their awareness of cutting-edge tools and technologies for diversifying their artwork.

Taking advantage of an ongoing relationship with the VEC, FACT Liverpool approached the VEC team through the Horizons project to discuss how the VEC digital engineers and specialists could support their network, bringing unique capabilities and understanding.

### Solution

FACT Liverpool drew inspiration from the VEC's groundbreaking efforts with digital humans and avatars, which include creative storytelling initiatives highlighting historical figures such as Mary Seacole.

To explore the potential of immersive exhibitions, FACT collaborated with the VEC to organise a one-day workshop for novice artists. This workshop provided a step-by-step introduction to the technology, offering hands-on experience and one-on-one sessions with VEC digital engineers.

By understanding the potential of these tools, artists are better equipped to collaborate with technically driven artists and envision future projects that incorporate these innovations, having gained a greater understanding of the possible.

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## Impact

The following feedback session was overwhelmingly positive as the artists expressed enthusiasm about integrating these technologies into their future creative practices.

The workshop has laid the foundation for building partnerships across the city region. This initiative supports the creative sector by ensuring that artists in the Liverpool City Region are well-informed and on par with their European counterparts, where digital tech adoption is high. This support has enabled upskilling of FACT Liverpool's Studio/Lab Producer of Technology, who is now able to pass on introductory knowledge to the whole community of artists, encouraging them to utilise game engines and create avatars and scenes despite having no previous experience.

By empowering artists with knowledge and understanding of technological possibilities, FACT Liverpool and the VEC are fostering a future-ready community. Artists are now more confident, empowered, and equipped to harness digital tools, enhancing their creative output and maintaining competitive innovation.

The ongoing collaboration between FACT Liverpool and the VEC exemplifies the power of strategic partnerships in driving innovation and creativity. By granting artists access to state-of-the-art technologies and nurturing a supportive community, this partnership aims to elevate the local creative industry, establishing it as a frontrunner in digital innovation.

