Leonardo had no regard for the boundaries between art, science and engineering. He was as much at ease painting a mysterious smile as he was designing bridges or studying anatomy and fluid dynamics.

At Da Vinci Labs, we wonder what if Leonardo was here today. How will he trod over disciplinary boundaries? What if we asked Leonardo to change his parchment for a laptop and teach him how far we’ve come in our understanding of life? What will he make of the thinking machines that are now ubiquitous? And quantum mechanics?

We cannot bring him back, but we can invite curious minds to explore these questions with us.
Da Vinci Labs will be a multi-disciplinary research centre, harmoniously and artistically integrated with its surroundings in the Touraine region of France, which combines three residential blocks and three non-residential laboratories in an avant-garde sustainable complex. This project aims to reconcile technological innovation with sustainable development by creating physical spaces allowing all stakeholders (citizens, entrepreneurs, researchers, industrial and decision-makers) to experiment with technologies that can address the major societal problems of our era.

In the spirit of its founding philosophy, Da Vinci Labs is launching **LEONARDO REBOOTED, a grant to support the production of Art & Science projects.** Aimed to artists and artistic collectives who produce ground-breaking artworks at the intersection of Art and Science.

Da Vinci Labs aims to engage critical contemporary issues and topics, and promote the experimentation and innovation of Art & Science practices. The only restriction of this production is that the final projects **must be presented in digital format,** in other words, projects that do not require a physical location.

All entrants, by virtue of their participation, fully accept the following rules of contest.
This year’s submission categories are:

I. Artificial Intelligence and Quantum:

Artificial intelligence (AI) has performed breathtaking feats over the past few years. From the shockingly inventive strategy used by AlphaGo to defeat the world champion in the ancient game of Go to the eerily human-like texts produced by GPT-3, there is no doubt that AI has reached new heights. Now, a new computing paradigm is coming of age—quantum computing (QC). With QC, we’ll be able to tackle enormously complex problems with a gentle environmental footprint. Together, AI and QC will usher in a new computation revolution, allowing us to solve the unsolvable.

II. Synthetic Biology:

We have reached a new level of understanding of biology’s basic principles. Now, we can redesign biological devices and systems to harness their unique capabilities for solving some of humanity’s critical challenges. The field of synthetic biology opens exciting avenues for human endeavour and invites reflection on questions about life and our relationship with nature.
HOW TO APPLY

This call is open to applicants of any age, country and nationality.

Entries will be submitted exclusively by email to:

leonardorebooted@quoartis.org

Download and fill out the application form HERE:

LINK FORM

Attach a single pdf (maximum 5 MB) to describe your Art project proposal.

Please state "Category - Artist Name" (for example: ‘Synthetic Biology - Artist Name), as the subject of the email.

The application must be written in English.

The project must be presented through digital formats (ex. video, photo, animation, videogame, website, sound, etc).

Only one project is eligible per applicant, however, the applicant can submit in both categories.

The final stage of both projects will be presented at Leonardo’s birthday anniversary (April 15th).

Both projects must be completed by May 2022.

No entry or administration fee is required to submit your application.
The selected proposal in each of the two categories will receive a total sum of €5,000 (split in two payments).

Applicable VAT/taxes, if any, are included in the fee described above.

The grant should cover the artist fee and production costs.

The selected projects will manage the production directly, presenting a series of reports to the organization.
Curator and Art historian. Head of Arts at CERN, the arts programme of the European Organization for Nuclear Research in Geneva.

Mónica Bello

Internationally recognized for his groundbreaking work in contemporary art and poetry. In the early 1980s, Kac created digital, holographic and online works that anticipated the global culture we live in today, composed of ever-changing information in constant flux. In 1997 the artist coined the term “Bio Art,” igniting the development of this new art form.

Eduardo Kac
ARTIFICIAL INTELLIGENCE AND QUANTUM COMPUTING

Manuela de Barros
Philosopher, art theorist, curator, professor at the University Paris 8 and invited professor at the Faculty of Philosophy and Letters of the National Autonomous University of Mexico. Author of the books “Duchamp & Malevitch” and “Arqueología de los Medios”. Her research focuses on the contemporary issues, in which she mixes the aesthetics and impact of techno-sciences-industries on our representations and ways of life, as well as their political, ethical or ecological implications.

Álvaro Véliz Osorio
Quantum field theorist educated at Utrecht University and the IST-Lisbon. Previously, he held research appointments at the Mandelstam Institute, the Centre for Research in String Theory in London and Jagiellonian University. He has been visiting scholar at ICTP, CERN and the Yukawa Institue in Kyoto. Today, he is Quantum Practice Lead at Da Vinci Labs and Zaz Ventures where he supports quantum scientists in their journey from the lab to the market.

Tatiana Kourochkina
Art and Science curator and producer. Co-founder and director of Quo Artis, an international non-profit organization, based in Barcelona. This institution seeks to generate connections between Art, Science and Technology, acting as a bridge between professionals in these fields. Quo Artis curates, organizes and produces exhibitions, expeditions, conferences and workshops, as well as directing the production of projects on request and conducts research related to Art and Science.
Oron Catts

Artist, curator and researcher, whose pioneering work with the “Tissue Culture and Art Project”, which he established in 1996 with Ionat Zurr, is considered a leading biological art project. In 2000 he co-founded SymbioticA, an artistic research centre housed within the School of Human Sciences, The University of Western Australia. In 2009 Catts was recognised by Thames & Hudson’s “60 Innovators Shaping our Creative Future” book in the category “Beyond Design”, and by Icon Magazine (UK) as one of the top 20 Designers, “making the future and transforming the way we work”.

Vid Simoniti

Lecturer in Philosophy at the University of Liverpool, MA in Art, Aesthetics and Cultural Institutions. Topics of research include philosophy of Art, history of American conceptual Art, biotechnological Art and, increasingly, visual culture in the digital age.
Xavier holds a DVM from the National Veterinary School of Maisons-Alfort and an MBA from Harvard Business School. He has been involved in EC-funded research and innovation projects for over 15 years. He is also the founder of Zaz Ventures, an innovation consultancy focusing on deep tech addressing key societal challenges. Under his tenure, Zaz Ventures has helped over 200 deep tech innovators to raise over €450M of funding to bring their technologies to market. His latest project, the Da Vinci Labs, is a visionary project to promote the development of deep tech across a number of key societal challenges such as climate change and biodiversity loss.

DaVinci Labs Health practice lead. Cell therapy expert, PhD in pharmaceutical technology from Institut Galien Paris-Sud.

Art and Science curator and producer. Co-founder and director of Quo Artis, an international non-profit organization, based in Barcelona. This institution seeks to generate connections between Art, Science and Technology, acting as a bridge between professionals in these fields. Quo Artis curates, organizes and produces exhibitions, expeditions, conferences and workshops, as well as directing the production of projects on request and conducts research related to Art and Science.

Nadège Grabowski

Tatiana Kourochkina
Call:
From September 10th to November 30th, 2021.

Deadline:
November 30th 2021 (11:59:59pm CET)

Announcement of the winning proposals:
February 2022

KEY DATES

INTELLECTUAL PROPERTY RIGHTS

The authorship of the artwork belongs to the creator and it will be mentioned every time the work is communicated.

The grants' winners will transfer in exclusive the exhibition and distribution rights of the artwork to DA VINCI Labs with no time limit and in any territorial area. Da Vinci Labs will have the rights to or to not to diffuse, exhibit, utilise and reproduce the creation for promotional purposes, be it in the form of reports, newsletters, magazines, websites, CD-ROM, DVD of NFT with the intention of promoting the Da Vinci Labs activities. All rights will be agreed through an official collaborative contract between the Parties before the public communication of the grant.
The author will be allowed to disseminate its creation on its own communication channels, and others in common agreement with the cessionary, as well as exhibit it.

As part of the exploitation of the art pieces, Da Vinci Labs intends to create a collection of NFTs (non-fungible tokens). If their art piece is used in an NFT drop, participants will receive royalties, which will be agreed between the parties in the collaborative contract named before. Artist must provide sufficient information and tax forms to receive the monetary award as royalties.
LEONARDO REBOOTED

Open Call for the production of Art & Science projects