

Ars Electronica's autonomous quadcopter swarm (Spaxels) is a revolutionary innovation that has made a name for itself with indoor/outdoor performances staged worldwide. Spectacular light shows featuring choreographed formations of up to 100 Spaxels have been thrilling spectators and getting rave reviews from international media outlets. To follow up on this breakout success, we want to further expand our capacity. To do so, we're seeking innovative individuals with technical skills and artistic talents.

To support our Spaxels-Design-Team, we have a job opening for a

Show Designer

(Number of hours/week: 40)

It all began with the vision of rendering a dynamic 3-D display in the night sky and exploring the potential of visualization technology in this setting. Following extensive research on potential technologies, the decision was made to go with quadcopters equipped with an LED module as their display technology (space pixel).

To coordinate the transformations of the airborne Spaxels display, swarm control software and a ground control unit were developed and proprietary adaptations to the aircraft's software were carried out. The first public demonstration of the Spaxels concept took place at the *Klangwolke* [Cloud of Sound], an annual open-air spectacle in Linz. In 2012, a swarm of 49 quadcopters ascended into the night sky and formed impressive illuminated 3-D patterns. In 2015 Ars Electronica and Intel collaborated on a feat that made it into the Guinness Book of World Records—the first simultaneous, computer-controlled flight of 100 quadcopter.

Your job description:

- Show design in collaboration with the technical producer
- Preparatory visits to the event venue for planning verification purposes
- Simulation and verification of the planned show with the primary flight controller
- Following completion of training as a flight controller, participation in the execution of show flights

You possess the following qualifications, skills and qualities:

- Experience in 3-D computer modeling and animation
- Expertise in 3ds Max, Maya or similar 3-D software
- Skills and experience in compositing still images and animated sequences
- Talent for light & color composition
- Experience working with particle systems
- Ability to work independently and to plan, organize and supervise several projects simultaneously in order to comply with production schedules with very tight deadlines
- Openness to new ideas and influences, and the capacity to react promptly to changing design trends
- Ability to work in a team and to cope with pressure, flexibility
- Solid command of English (both written and verbal)
- Readiness to travel
- Basic graphic design skills desirable
- Knowledge of AfterFX, Photoshop and Illustrator desirable
- Audio editing experience desirable

We offer an open corporate culture, a highly motivated, creative, international staff, and diverse projects in an international setting.

The gross salary (before deductions) computed on the basis of 40 hours/week will be a minimum of € 2.214,78/month. Higher compensation will be paid commensurate with the successful applicant's experience in fields relevant to the performance of this job.

Ars Electronica Spaxels GmbH is an equal opportunity employer. Accordingly, in cases of equal qualifications, female candidates' applications for this position will be treated preferentially.

Individuals with handicaps are especially encouraged to apply for this position.

Please apply by submitting a résumé via e-mail by **February 15th, 2017** to:

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