CALL FOR PAPERS

In 2018, titled Dans la peau de Thomas Pesquet, the first ever VR film shoot in space was released, giving the opportunity to the viewer to fully experience the journey of the French astronaut Thomas Pesquet aboard the International Space Station. We have come a long way since the theme of the journey around the world deeply influenced the late 19th century visual cultures of photography and cinema, founding its best expression in stereoscopy and in its derived aesthetics. More than a century later, the three-dimensional illusion returned in the new communication and navigation technologies, that allow virtual immersions in real or simulated places. In a world that is more interconnected than ever before, especially after the outbreak of the 2020 COVID-19 pandemic and the enforcing of quarantine measures on a planetary scale, virtual travelling has become more than just a popular trend. It is again, just like in the 19th century, an outlet to pent-up wanderlust. Back then, faraway places were out of reach because of technological limits; today, people are invited to stay home and experience virtual travels because of the health measures that curtail international journeys.

The simulated journey has become an object of growing scrutiny in Academia; in light of the current situation, it deserves an even increased attention. Its impact, especially on our representations of other cultures or Humanity itself, cannot be underestimated.

The aim of this interdisciplinary workshop is to offer a historical and aesthetic frame to the contemporary panorama of the simulated journey, in the fields of photography, cinema and animation, 3D shows, augmented reality, and virtual reality. This workshop asks participants to also consider the cultural implications of the theme of the simulated journey.

PAPERS FOR THIS WORKSHOP CAN FALL INTO, BUT ARE NOT LIMITED TO, THE FOLLOWING CATEGORIES:

- Historical evolution of representing journeys around the world;
- Aesthetics of visual depictions of journeys around the world;
- Journey around the world in stereoscopy;
- Travel photography;
- Travel documentaries;
- Representations of travel in visual culture, especially cinema and photography;
- 3D shows, augmented reality and virtual reality as simulated journeys;
- Artists and artworks that depicted around-the-world travels;
- Photobooks about journeys around the world

SUBMISSIONS

We encourage submissions characterized by interdisciplinary approaches and based on frameworks coming from all disciplines of humanities and social sciences. This workshop is open to PhD students and academics at any stage of their career. For further details of the workshop, please visit: http://mutualimages.org

For any further information, you can contact us at: mutualimages@gmail.com

A NOTE ON THE ONLINE FORMAT

Because of the COVID-19 emergency, the Workshop will be an exclusively online event, managed via the videoconferencing software Zoom. The University of Padova will host all the Workshop sessions through its Zoom account; each session will be open to up to 300 participants. Details about how to download the software and join the Workshop sessions will be provided in due course.
DEADLINE

Submissions with an abstract of no more than 300 words, a short biography and up to 10 keywords should be sent to: mutualimages@gmail.com by 31st August, 2020. E-mails should be entitled: AUTumn WORKSHOP 2020 Abstract Submission. The authors of the accepted proposals will be notified by 15th September, 2020.

Presentations will be 20-minute long, followed by 15 minutes of Q&A and discussion. The workshop language will be English.

All papers presented will be subsequently published in the Peer-Reviewed Journal Mutual Images (ISSN 2496-1868), in Autumn 2021 (http://mutualimages-journal.org).

Indicative Bibliography about this topic could include:


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