



## **LOULÉ CRIATIVO RESIDENCY**

### **CRAFTING WITH AI**

Loulé Municipal Council, through the Loulé Criativo project, organises a range of activities related to local culture and identity, including residencies, seminars, workshops and training courses (short, medium and long-term), as well as pilot projects amongst other initiatives. Loulé Criativo is rooted in the identity of traditional arts and knowledge, seeking to combine, in a sustainable manner, the values of tradition with contemporary approaches. The project is based on cooperation and local partnerships, promoting the empowerment of local communities, while respecting and valuing the origins and resources of the territory and encouraging sustainable practices and the creation of new products and innovative solutions that contribute to the enhancement of both people and territory.

For 2026, the aim is to develop a new creative residency focused on new technologies, particularly artificial intelligence, enabling artisans/makers to explore and create new works using these tools.

The “**Crafting with AI**” residency offers a practical reflection on the role of Artificial Intelligence in contemporary creative processes, with a particular focus on the dialogue between generative tools and craft-based knowledge. Adopting a critical approach, it positions AI not as a replacement, but as an extension existing practices, exploring new formal, material and conceptual possibilities.

#### **Objectives:**

- To explore the potential of generative AI as a tool to support the creative process;
- To promote dialogue between digital practices and craft techniques;
- To develop critical thinking around authorship, originality and materiality;
- To encourage experimentation and the translation of digital concepts into physical objects;
- To foster collaborative and interdisciplinary practices;
- To develop a piece with the aim of presenting it at the end of the residency.

#### **Dates:**

27 July to 8 August 2026

#### **Number of places available**

3 for participants external to the Loulé Criativo community

#### **Working Languages**

Portuguese and English (for international participants)

#### **Technical support for creation and design**

2 mentors

#### **Description:**

The 11 day residency is structured around two complementary phases:



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- During the first phase, led by designer **André Matos**, participants will take part in an intensive laboratory focusing on conceptual frameworks, the introduction to Artificial Intelligence tools and the development of individual project proposals.
- This is followed by a five-day development period under the guidance of designer **Henrique Ralheta**, focusing on prototyping, material experimentation and project consolidation.

The programme concludes with a final critical review session involving both mentors, dedicated to the editing, presentation and reflection on the outcomes achieved.

### Benefits

Loulé Municipal Council will provide:

- Accommodation in shared rooms with access to a kitchenette at Palácio Gama Lobo, for participants who require it;
- Support from two design mentors;
- Exhibition space for the works developed during the residency;
- A one-month licence for the Pro plan of the RunwayML Artificial Intelligence platform.

### Daily Schedule

**Morning:** 9:30 am – 12:30 pm

**Afternoon:** 2:00 pm – 5:30 pm

### Programme:

Day 0 – Sunday 26 July	Arrival and welcome for participants staying in the accommodation.
Day 1 – Monday, 27 July	<u>Open programme</u> Group Welcome and Dynamics – Exercise to be confirmed What is Generative AI + Demonstration Applied demonstration of the AI programme
Day 2 – Tuesday, 28 July	Introduction to the laboratory Custom model training First generations and analysis
Day 3 – Wednesday, 29 July	Briefing presentation Concept development
Day 4 – Thursday, 30 July	Individual project development Tests/Mock-ups Individual mentoring
Day 5 – Friday, 31 July	Preparation for the presentations Presentation preparation and mentoring
Day 6 – Saturday, 1 August	Final presentations Final discussion
Day 7 – Sunday, 2 August	Leisure / day off



Days 8–12 – Monday to Friday, 3–7 August	Prototyping & Iteration
Day 13 – Saturday, 8 August	Final review and curation session with the mentors

### **Target Participants**

The Crafting with AI residency is aimed at members of the Loulé Criativo creative community and 3 (three) external participants (national or international) whose work is related to arts and crafts.

### **Application**

Applicants must submit:

- Curriculum Vitae;
- Portfolio, including images of previous work;
- Motivation letter outlining their interest in participating in the residency.

### **Selection Criteria**

The jury consist of three members of the Loulé Criativo team and will assess applicants on the basis of their: Curriculum Vitae; Portfolio; Motivation Letter and Interview (if considered necessary).

As the residency is primarily intended for the creative community, preference will be given to artisans, makers/ designers who are actively developing projects or products within Loulé Criativo and who wish to further develop their work.

### **Application Period and Notification:**

Applications must be submitted by **20 June 2026** via email to: [loulecriativo@cm-loule.pt](mailto:loulecriativo@cm-loule.pt)

### **Rights Over Produced Works:**

- The items produced during the residency shall remain the property of their creators. Whenever exhibited, acknowledgement of Loulé Municipal Council must be included. Loulé Municipal Council may request the temporary loan of the pieces produced during the residency for exhibition purposes, with full credit given to the authors.
- Photographic and video documentation of the residency activities will become part of the image archive of Loulé Municipal Council.
- Participants agree that Loulé Municipal Council may photograph and film both the participants and the works produced during the residency, and may edit and use such material for archival, communication and promotional purposes.

### **Important Note**

Each participant must bring their own equipment, such as a laptop computer or iPad/tablet.



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There are no specific processing requirements, as the AI platform operates through a web browser.

Participants must also bring the raw materials and tools required for the craft techniques and materials with which they intend to work.