CREATIVE BRIEF

Nillumbik Artist in Residence Program 2026-27
Residency: Banyule Nillumbik Tech School (BNTS)

Applications Open:	4 November 2026 – 30 November 2026
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Program:	**Nillumbik Artist in Residence Program 2026-27.** **Banyule Nillumbik Tech School (BNTS)**
Location	**Banyule Nillumbik Tech School** 61 Civic Drive, Greensborough 3088
Inclusions and Funding:	An artist support grant of $2,000. Access to BNTS and its cutting-edge technology, induction to BNTS facility, provision of a dedicated residency space, professional development and promotion.
Program Dates:	April 2027 – May 2027: Residency dates are negotiable in consultation with Banyule Nillumbik Tech School

Background

We understand artists need a creative space. We also understand that many of our local artists do not have a separate creative space or the resources to dedicate a period of time solely to their practice.

As part of our Arts and Culture Strategy goal to create a visible and supported creative community, we are committed to offering artist residency programs in inspiring places, in support of emerging and established artists.

The Nillumbik Artist in Residence Program has been developed to create artist residencies for local creatives to explore their practice in an environment removed from the distractions of everyday life, connect to the Nillumbik Community and develop Nillumbik-inspired work.

The Nillumbik Artist in Residence Program 2026-27 has been expanded through additional partnerships to offer artists access to specific purpose-built art spaces, cutting-edge technology and training opportunities. The program offers four separate residencies, all located within Nillumbik.

This Creative Brief is dedicated to the Banyule Nillumbik Tech School residency. The residency is open to artists of all art mediums incorporating technology in their art practice.

Banyule Nillumbik Tech School (BNTS)

BNTS is a STEAM (Science, Technology, Engineering, the Arts and Mathematics) centre that runs programs for young people in the area. BNTS co-develops and co-delivers STEAM-based learning experiences and educational activities that help prepare local young people for the future and equip them with skills and mindsets needed for the changing nature of work. BNTS is funded by the Victorian Government.

BNTS is an exciting setting for artists looking to merge art and technology while expanding their creative practice. The residency at BNTS offers the opportunity for the successful artist/s to work with cutting-edge hardware and software and resources (see full Hardware and Software list in Appendix A). The residency includes access to BNTS, an induction session, the chance to display the artwork produced in the BNTS gallery space, and present the work to students, inspiring the next generation of creatives. The residency also provides the potential for the artist/s to increase their public profile through BNTS's social media and gallery space as well as opportunities to connect with the local community and industry partners.

Program Scope

The BNTS residency program is open to individual artists **who already incorporate the use of technology in their art practice.**

The program will offer the successful artist:

- A studio/creative space within Banyule Nillumbik Tech School (BNTS).
- An artist support grant of $2,000.
- Access to BNTS cutting-edge technology, and an induction session.
- Display the artwork produced at BNTS gallery once the residency is concluded.
- Promotion of the successful artist, their work/projects, community sessions and other activities related to the residency.

In addition to accessing the space for their own art practice, the successful artist/s must be able to share an enthusiasm for STEAM with BNTS students and be an inspiration for how art and technology can be brought together to create innovative projects.

Residency Format

The program offers two options: an intensive residency and a non-intensive residency.

- The intensive residency is 10 days, Monday to Friday, over two weeks.
- The non-intensive residency is 10 days, two days per week over five weeks.

An additional day in both residencies is allocated for the artist to be present during the exhibition period and meet the students to introduce their artwork.

The total number of days of commitment is 11.

For more details, please see Appendix B

The residency is **not live-in** and is available as detailed below:

Use of BNTS spaces for the duration of the residency

Mondays, Tuesdays, Thursdays, Fridays:	9 am - 4 pm
Wednesdays:	9 am – 6 pm

The successful artist/s will organise their term of residency and schedule in consultation with the designated point of contact from BNTS and NSC.

Please refer to the Artist Brief section for residency inclusions and specific commitments.

Artist Brief

The Nillumbik Artist in Residence Program aims to provide a time-specific opportunity for selected artists to develop their practice in an inspiring environment outside their everyday practices and lives.

Artists can choose to work in one of the three areas of practice below:

- Sustainable textiles/textile technologies.
- 3D printing/digital fabrication.
- Audiovisual/multimedia practice.

Artists must commence the residency with a mature project idea and use the residency primarily to develop, test and materialise that project.

Artists must demonstrate prior experience with the relevant BNTS hardware and software and be able to work relatively independently after induction.

The preferred outcome is a mixed-media exhibition at the BNTS gallery space from 20 May to 30 May 2027, potentially presenting both artist outcomes and selected student work.

The exhibition could combine:

- Physical artworks, objects, prototypes and material outcomes.
- Selected student outcomes where appropriate.
- Making-of photography, videos, and process documentation.
- Artist and student interviews, if possible.
- Use of BNTS screens and audiovisual infrastructure to extend the exhibition beyond physical objects.

BNTS Residency Inclusions:

- Use of BNTS spaces as detailed in the Program Scope section.
- An assigned desk and storage space.
- Use of a computer whilst onsite.
- Access to hardware and software: **See Appendix A**
- Induction in hardware and software. Note: Successful artist must be knowledgeable in the hardware and software listed below related to their artistic practice.
- Access to materials, subject to availability and upon request.
- Opportunities to demonstrate how art and technology can be integrated to create innovative creative outcomes.
- Opportunity to display work in the BNTS gallery space.
- Promotion of artist's art practice on BNTS social media and newsletter.
- Public liability insurance under Melbourne Polytechnic's policy for injury while on BNTS premises. However, the artist/s will need to arrange their own insurance against theft, loss or damage to their own property.

Specific Commitments

In addition to accessing the space for their own arts practice, NAIR artists must be able to share an enthusiasm for STEAM with BNTS students and be an inspiration for how art and technology can be brought together to create innovative projects.

The successful artist/s must:

- Incorporate the use of technology in their art practice.
- Demonstrate understanding and experience working with the hardware and software related to their artistic practice. **See Appendix A.**
- Comply with the residency schedule requirements. **See Appendix B**

- Start the residency with a mature project idea and use the residency primarily to develop, test and materialise that project.
- Curate and set up the artwork display prior to the commencement of the exhibition.
- Participate in the exhibition at BNTS gallery area, displaying artwork produced during the residency.
- Encourage BNTS students to explore innovative approaches to problem-solving and creative thinking.

Artist Selection

Nillumbik Shire Council is committed to creating a fair, equitable and inclusive community where human rights are respected, participation is facilitated, barriers are addressed and diversity is celebrated.

We support the rights of all people regardless of age, gender, ability or background. We value the diverse and changing nature of our community and understand that some groups and individuals experience more barriers than others.

Successful artists will be selected according to their application responses, work samples and their contribution to an overall program that is diverse and vibrant.

A selection panel comprising members of Council's Arts and Cultural Advisory Committee and representatives from BNTS will formally assess all applications and select the successful artists under the facilitation of Arts and Cultural Development Officers.

Selection Criteria
Assessments will be made on the following criteria:

1. Evidence of active artistic practice and the use of technology in art practice.
2. Quality and artistic merit of submitted work samples.
3. Likely impact of residency on applicant's progression of artistic practice.
4. Alignment with host facility and suitability of artistic practice for the residency space provided.
5. Ability to share an enthusiasm for STEAM with BNTS students and be an inspiration for how art and technology can be brought together to create innovative projects.
6. Connection to Nillumbik Shire.
7. Priority Groups - First Nations (Aboriginal or Torres Strait Islander), Culturally or Linguistically Diverse, Living with disability / chronic illness / mental health challenges, LGBTQIA+/gender diverse

Residency Locations

The residency will be located at Banyule Nillumbik Tech School, 61 Civic Drive, Greensborough 3088.

Funding

We are offering an artist support grant of $2,000 to the successful artist/s.

Application

A link to the application form can be found here:
https://nillumbik.smartygrants.com.au/NAIR26-27BNTS

Applications are free and via SmartyGrants. Please contact us if you require support submitting an application.

Applications are open from Wednesday 4 November 2026 to Monday 30 November 2026.

An online information session to clarify any aspects of this EOI will be available on Monday 16 November from 10am to 11am.

See below the link to the meeting:

Microsoft Teams meeting
Join: https://teams.microsoft.com/meet/486033593746308?p=lXEHJpw6AWv5vEqTzV
Meeting ID: 486 033 593 746 308
Passcode: K7tg3Rg2

Applicants are encouraged to contact us about access requirements via email or phone.

Contacts

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Key Dates

Task	Dates
Application period All applications through SmartyGrants. Information and application link https://nillumbik.smartygrants.com.au/NAIR26-27BNTS	From Wednesday 4 November 2026 12 am
Information Session This is for artists interested to join an online information session where they can clarify any aspects of this EOI. See below the link to the meeting: **Microsoft Teams meeting** **Join:** https://teams.microsoft.com/meet/486033593746308?p=IXEHJpw6AWv5vEqTzV Meeting ID: 486 033 593 746 308 Passcode: K7tg3Rg2	Monday 16 November from 10am to 11am.
Deadline to receive applications	Monday 30 November 2026 12 pm
Residencies awarded	Wednesday 16 December 2026
Start date	Intensive 3 May 2027 or by negotiation Non-Intensive 12 April 2027 or by negotiation **See Appendix B**
Completion of residencies	By 14 May 2027 or by negotiation
Artwork Display at BNTS	From 20 May to 30 May 2027 The Artist/s are expected to curate and set up their display prior to 20 May. The artist is required to be present 1 day during this period to meet the students. Final date to be negotiated.
Project Completion	31 May 2027 The artwork is to be collected by the artist.

Requirements and considerations

- Artists must be 18 years and over to apply for the program.
- Artists must live, work, study, or play in Nillumbik or have a strong connection to the Shire.
- We strongly encourage applications from First Peoples, young people, people living with a disability, culturally or linguistically diverse groups and LGBTQIA+ community. Please contact us if you require support submitting an application and to discuss your access needs.
- All applications must be submitted online through SmartyGrants and address the application criteria, questions and information requests. Assistance can be provided with lodging an application if required.
- Creatives are encouraged to consider activities that will support their own creative practice and help strengthen their community connections.
- Successful artists will be sent an offer letter through SmartyGrants and must agree to the conditions of the grant as outlined in this Creative Brief and the letter of offer.
- On acceptance of the grant offer, successful artists will be awarded a grant as stated in the letter of offer.
- Successful artists must hold a valid Working with Children Check and adhere to Nillumbik's Child Safe Policy and procedures.
- Artists must undertake the residency in line with the Creative Brief and in consultation with the residency venue.
- If not provided by BNTS, artists must provide their own materials and specialist equipment.
- Artists must provide their bio and details of their art practice along with images for promotional purposes to Council and BNTS as requested. Copyright will remain with the artist but reproduction of the images/material for non-commercial promotional purposes will be granted to Council.
- Public Liability Insurance of not less than $20,000,000.00 is required for the term of the residency. The successful artist will be covered under Melbourne Polytechnic's public liability insurance policy for injuries while on Melbourne Polytechnic's premises but the artist/s will need to arrange their own insurance against theft, loss or damage to their own property.
- All successful artists will be required to complete evaluations and provide feedback and project updates as requested by Council.

APPENDIX A

Technical Equipment List – Hardware and Software
Banyule Nillumbik Tech School

Successful artist must be knowledgeable in the hardware and software listed below related to their artistic practice.

Type of Device	Model/Brand of Device
3D Printer	Bambu Lab H2D with AMS and AMS HT
UV Printer	Roland Versa LEF2-200 UV Printer
Vinyl Cutter	Roland CAMM-1 GS-24
Inkjet Printer/Cutter	Roland Versa BN-20
Inkjet Printer/Cutter	Roland Versa STUDIO - BN2-20A
3D Printer	Prusa XL Original
Laser Cutter	Trotec Speedy 400 Lasercutter
CNC Router	Tekcel P2 CNC Router
CNC Milling Machine	Roland Model A MDX-50
3D Printer	Bambu Lab X1C Combo with AMS
Graphics Tablet Displays x 26	Wacom Cintiq Pro 27
Large Format Printer	HP Design Jet T930
3D Scanner	Artec Leo
3D Scanner	Artec Spider
Collaboration Display	Cisco Web Board 70S 70" display
3D Printer	Ultimaker S5 + Material Station
3D Printer	Ultimaker 3 Extended
3D Printer	Bambu Lab X1C Combo with AMS
3D Printer	Formlabs Form 4 Resin Printer
3D Printer Resin Wash	Formlabs Form Wash
3D Printer Resin Curer	Formlabs Form Cure
Apparel Printer	xTool DTF Apparel Printer
Apparel Printer	Epson Sure Color DTG F1060
Sublimation Printers x 2	Epson ET-8550 A3 Printer
Inkjet Printer	Epson ET-8550 A3 Printer
Embroidery Machine	
Felt Loom	
Igloo 360˚ Projection Space	
Drones	DJI Neo
Drones	VEX Air
360 Degree Camera	Insta360
Video Camera	DJI Osmo
Video Camera	Sony DSLR
Electronics	Arduinos
Electronics	Raspberry Pis
Electronics	Micro:bits
Robotics	Dobot Robotic Arms
Podcasting Kits	Rode Podcasting Kit

Available Software
Bambu Studio
Adobe Suite
Fusion 360
Ruby Laser
Toon Boom Harmony
Vcarve Pro
Xtool Studio
Insta360 Studio
Arduino
Ableton Live
Dobot Studio
Unity
Blender
Visual Studio

APPENDIX B

PROGRAM INDICATIVE STRUCTURE

INDICATIVE PROGRAM **INTENSIVE RESIDENCY**

DAY 1	**DAY 2**	**DAY 3**	**DAY 4**	**DAY 5**
Induction (1)	Project	Project	Project	Project

DAY 6	**DAY 7**	**DAY 8**	**DAY 9**	**DAY 10**
Project	Project	Project	Project	Exhibition setup

DAY 11: Meet the Artist Session with students during exhibition

INDICATIVE PROGRAM **NON-INTENSIVE RESIDENCY**

WEEK 1		**WEEK 2**		**WEEK 3**	
DAY 1	**DAY 2**	**DAY 3**	**DAY 4**	**DAY 5**	**DAY 6**
Induction (1)	Project	Project	Project	Project	Project

WEEK 4		**WEEK 5**	
DAY 7	**DAY 8**	**DAY 9**	**DAY 10**
Project	Project	Project	Exhibition setup

DAY 11: Meet the Artist Session with students during exhibition (*)

(*) Student engagement is intended to be process-based rather than a conventional class or presentation. Students would gain insight into:

(1) Creative and technical processes.
(2) How the artist uses and adapts BNTS hardware and software.
(3) Challenges, experimentation and problem-solving.
(4) Lessons learned and development of the final outcome.