

EXTRA RESIDENCIES



The French Embassy in Belgium, in collaboration with four Belgian cultural institutions and two French partners, is launching a new network of artistic residencies in Belgium in 2025. This initiative is part of EXTRA, a program supporting and promoting contemporary French creation in Belgium.

Attractive to artists from around the world, Belgium - especially Brussels - provides spaces conducive to the expression of their artistic practices. It is a territory of experimentation where a hybrid and international scene coexist. The country stands out with a network of public and private institutions supporting the most cutting-edge contemporary creation.

As a new tool to support artistic research and mobility between France and Belgium, the EXTRA residencies aim to strengthen exchanges between the French and Belgian creative scenes, particularly in the fields of digital arts, visual arts, and experimental video games.


Four residencies, lasting between 1 and 6 months and tailored to the needs of the program's leading cultural partners, will provide artists with the expertise of host structures in both Belgium and France, artistic and technical mentoring, and the support of the cultural service of the French Embassy to foster their professional development and connect them with the local artistic and professional community. Going beyond a simple residency exchange, two Franco-Belgian pairs will also be constituted for the program's two cross-residencies, encouraging co-creation and supporting the Belgian artistic community.


The EXTRA RESIDENCIES project is an initiative of the French Embassy in Belgium, in partnership with the Alliance Française Bruxelles-Europe and the Institut français in Paris, as part of the "La Fabrique des résidences" program, joining a network of around 50 residencies in nearly 30 countries worldwide. It benefits from the support of the France-Belgium Fund and Wallonia-Brussels International to support the French part of the cross-residencies.

THE EXTRA RESIDENCIES


VISUAL ARTS


Visual arts residency at Morpho

 Antwerp, Belgium

 From August 1st to September 30th, 2025


Visual arts residency at WIELS


 Forest - Brussels, Belgium

 From January 5th to June 30th, 2026

DIGITAL ARTS


Cross-residency in digital arts at iMAL and Antre Peaux


 Molenbeek, Belgium (iMAL) and Bourges, France (Antre Peaux)

 One month in Belgium and one month in France between July and December 2025

EXPERIMENTAL VIDEO GAMES

Cross-residency in experimental video games at games.brussels and Octobre Numérique - Faire Monde

 Brussels, Belgium (games.brussels) and Arles, France (Octobre Numérique - Faire Monde / Les Ateliers de la Madeleine)

 From September 28th to October 12th, 2025, in Brussels, and from October 12th to October 27th, 2025, in Arles

Open call 2025

The call for applications for the EXTRA residencies opens on March 3 and closes on April 20, 2025, at 11:59 pm. Applicants are invited to choose one residency program among the four cultural partner institutions. **As each residency is unique, we encourage you to carefully review the specific eligibility criteria, hosting conditions, and residency dates detailed in each call for applications.**

Applications will be evaluated by the cultural service of the French Embassy in Belgium, representatives of the host institutions, and cultural experts from France, Belgium, or other European countries. The selection juries will take place between May and July 2025, depending on the residency.

The juries will assess applications based on the following criteria:

- **Artistic quality,**
- **Relevance of the project to the residency structure and its environment,**
- **Relevance and added value of the residency in Belgium or France within the artist's career path.**

Eligibility Requirements

- The EXTRA residencies are open to artists of **French nationality or those who have been residing in France - mainland or overseas** - for at least three years. These residencies are designed for artists looking to develop their artistic practice in a professional context and explore the Belgian artistic and experimental scene. **The two cross-residencies (digital arts and experimental video games) are open to artists residing in France or Belgium, aiming to form research and co-creation duos.** Artists of all backgrounds and identities are encouraged to apply.
- Artists will be supported by the professional cultural structures hosting the residencies, which will provide artistic, technical, and administrative guidance, in collaboration with the cultural service of the French Embassy in Belgium.
- The embassy is committed to ensuring fair compensation for artists during their residency period. **Residency grants will be awarded for each residency**, varying according to the host structure and the duration of the residency. Production grants may also be provided depending on the projects. Accommodation will be covered by the French Embassy or its partners, and round-trip transportation will be covered within a defined budget.
- Attention will be given to gender balance in the selection of artists. Depending on the host institution, it may be possible for artists to be accompanied by a child.
- The embassy and its partners will also share their expertise with artists, offering networking opportunities, meetings with curators and programmers, and opportunities for exchange with the local and European artistic scene.

Fill out this form to apply to one of the residencies: <https://forms.gle/Boppi2PR36oFpfKx8>

VISUAL ARTS residency at MORPHO

Main information

- **Artistic discipline:** visual arts
- **Dates and duration:** two months between august 1st and september 30th, 2025
- **Eligibility:** an artist of French nationality or residing in France
- **Type of residency:** research or creation residency

THE LOCATION



MORPHO is a non-profit organization dedicated to artistic development, founded in 2007 by artists and supported by the City of Antwerp and the Flemish Government. MORPHO provides artists with time, space, and resources through residencies and studios, aiming to foster a dynamic and sustainable context for artistic work in the heart of Antwerp. The organization currently manages 15 buildings, forming a network of nearly 250 artists.

MORPHO is closely connected to Antwerp's contemporary art ecosystem, including Sint Lucas School of Arts, whose production workshops are available to resident artists, and Kunsthal Extra City, with whom they share spaces - a former Dominican monastery where the studios are located.

THE RESIDENCY

The EXTRA residency is an international two-month residency within the MORPHO structure, which organizes various types of residencies focused on local development and international exchange. They host around twenty Belgian and international residents, providing support for their projects and careers. The program includes weekly collective sessions led by the artistic team and guest professionals. Residents receive financial, practical, and artistic support to develop their work in an environment conducive to dialogue and experimentation.

ARTIST ACCOMMODATION TERMS

Working conditions:

Residents receive artistic and administrative support from the team. They are provided with an individual workspace within the monastery (ranging from 20 to 30 m²). They can also make use of the project space and the monastery garden. A weekly program of sessions, designed based on the contributions and interests of the residents, encourages critical dialogue and exploratory experimentation. Additionally, they have access to the production facilities at Sint Lucas Art School, including a darkroom, as well as ceramic, laser cutting, and screen printing workshops. Their work will be featured online via a website and social media platforms. Each resident will have their portrait taken by photographer Aurélie Bayad. Finally, they will have free access to exhibitions and events at the nearby Kunsthal Extra City.

Covered expenses:

- Round-trip travel expenses are covered up to 500 euros (incl. taxes).
- Residency grant of 1,500 euros per month (incl. taxes).
- A budget of 500 euros (incl. taxes) for project development and production.
- The French Embassy covers accommodation and the cost of the studio.

Accommodation:

A room is available in the residency house located at 27 Ploegstraat. The artist will have access to common areas, including the kitchen, living room, bathroom, library, and courtyard. The house will simultaneously accommodate six residents, with two others staying there as well. The MORPHO office is also located on-site.

WHO IS THE RESIDENCY FOR?

This residency call is open to French artists or those residing in France, working in the field of visual arts, possibly with a transdisciplinary approach, who wish to focus on research, discover the Flemish artistic ecosystem, and develop their work alongside peers.

The residency is open to all, but the specific architecture of the building (stairs, no elevator) means that the space is not suitable for all conditions. Duos or collectives are not eligible due to the limited number of rooms in the house. We encourage you to contact us in advance to discuss your personal situation if you plan to come with a child.

Selection will be based on the alignment between the artist's needs and the resources offered by the residency. The potential impact of the residency on the development of the artist and their project will also be considered. Projects adopting an experimental or collaborative approach are particularly encouraged.

For more information about MORPHO: <https://morphoantwerp.be/en/sessions>

CONTACTS

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Lise van Hoorde, cultural assistant at the French Embassy in Belgium:
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VISUAL ARTS residency at WIELS

Main information

- **Artistic discipline:** visual arts
- **Dates and duration:** six months from January to June 2026
- **Eligibility:** An artist from a French overseas territory or residing there
- **Type of residency:** research residency

THE LOCATION



WIELS is a non-profit organization, a “Kunsthalle+,” a public art institution that brings together under one roof the missions of presentation, production, dissemination, accessibility, and artistic education. WIELS defines itself as an “international laboratory for the creation and dissemination of contemporary art.” It leverages its expertise and central position in the Brussels and Belgian art scene to support artistic innovation and invention.

WIELS is located in the former Wielemans brewery building. The modernist structure, designed by Adrien Blomme in 1931, provides a minimalist architectural setting that is highly conducive to the presentation of contemporary art. The building hosts three exhibition floors, an auditorium, a seminar room, a café, a bookstore, and a reception area. Nine artist studios for residents are located in the back wing, along with administrative offices and the project room. The upper floor features a panoramic terrace, while the lower level contains the educational service spaces.

THE RESIDENCY

The EXTRA residency is part of the 6-month international residency program dedicated to aesthetic research, professional development, and the establishment of new networks. The objectives are similar to those of a post-academic program, but the organization of the residency program is not done in a conventional manner. WIELS offers a unique blend of practice and theory, with guidance from professional artists in the role of mentors, the curatorial team, and professional visitors. In parallel with WIELS' regular exhibition program, resident artists are invited to focus on research and innovation, sometimes culminating in a public presentation even long after their working period.

The objectives of a long-term artistic residency are to:

- Support artists in their professional development through immersion in a program focused on the growth of artistic practice, art criticism, and public presentation.
- Involve artists in contemporary artistic practices and theoretical debates by organizing weekly discussions with mentors and regular research excursions in Belgium and neighboring countries.
- Encourage the flourishing of artistic practice by fostering dialogue with other artists, art professionals, and the public.

WIELS aims to break down the barriers between Belgian intellectual and artistic scenes through exchange and confrontation, while also establishing global connections. For international residencies, agreements are made with institutions or foundations from different countries. Two or three of the nine studios at WIELS are allocated to Belgian artists or artists based in Belgium, with the remaining studios reserved for international residents. Therefore, the artist in the EXTRA residency will work alongside other residents from the Belgian and international art scenes during their residency period.

ARTIST ACCOMMODATION TERMS

Working conditions:

- Resident artists benefit from a personal studio within the modernist WIELS building, which they can access 24/7.
- In addition to internal technical and administrative support, WIELS offers weekly meetings with the program mentors, artists Simon Thompson and Sylvie Eyberg, as well as the WIELS coordinator. These collective studio visits allow residents to exchange ideas, assess the progress of their work, engage in in-depth dialogue, and consider divergent viewpoints.
- Guest speakers (artists, WIELS curators, external professionals, art critics) are invited to meet with the residents in their studios.
- Excursions are organized not only in Brussels, but also to major art cities in neighboring countries such as Cologne, Amsterdam, Paris, or London, where artists visit exhibitions and collections and meet other artists and cultural professionals.
- A public program called Open School takes place during the residency period, where artists are invited to present their work and ongoing research to a diverse audience in an open, interactive, and performative setting.
- Residents are encouraged to participate in all additional activities at WIELS, including lectures, screenings, and discussions with professionals from the international contemporary art scene.
- Artists have the opportunity to return to WIELS after their residency to present their work in the AFFILIATE space, aiming to strengthen ties with the institution and provide visibility for the outcomes of creative processes initiated or developed during their residency.
- An online archive continuously shares the work of the artists: <https://www.wiels.org/en/residencies>

Covered expenses:

- Transportation costs are covered.
- A residency grant of 1,300 euros (incl. taxes) per month.
- Coverage of the support program outlined above (mentorship, study trips, etc.).
- The French Embassy covers accommodation and the cost of the studio within WIELS.

Accommodation:

An apartment in Brussels, including all necessary amenities, is provided to the recipient for the duration of their stay.

WHO IS THE RESIDENCY FOR?

The residency program is designed for artists who have already developed a specific artistic language but are seeking artistic, theoretical, and professional support to further their practice. The residency provides an environment and workspaces for artists who are open to dialogue, eager to establish contacts, and integrate the international contemporary art scene. Artists are not selected based on their age or the level of renown they have achieved; originality and the quality of their artistic discourse and language are the sole determining criteria.

The selection of artists should reflect a certain geographical diversity. To this end, WIELS allocates a number of its residencies to artists from countries or regions that are underrepresented in the contemporary art scene.

The EXTRA residency is aimed at an artist residing in or originating from French overseas territories. The residency is particularly suited to emerging artists and those who, with an established professional trajectory, wish to redirect their creative process or undertake research or a new project in a direction different from their previous works.

For more information on WIELS: <https://www.wiels.org/en/>

CONTACTS

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DIGITAL ARTS cross-residency at iMAL and Antre Peaux

Main information

- **Artistic discipline:** digital arts
- **Dates and duration:** two months: one month in Belgium, one month in France between July and December 2025
- **Eligibility:** an artist residing in France and an artist residing in Belgium, who will form a duo for the research and production of a joint project
- **Type of residency:** cross-residency, co-creation, research, or production residency.

THE LOCATIONS

1. iMAL, Molenbeek- Bruxelles (Belgique)



iMAL is a cultural organization located in Molenbeek, Brussels, which combines the roles of an art center and a laboratory. iMAL supports artistic practices that engage in critical dialogue with digital technologies. The venue offers a transdisciplinary approach through a program that includes exhibitions, research and production residencies, reflection and training, and public engagement. iMAL also has its workshop, the iMAL Fablab, where residencies take place every year. The Fablab also has its own access system for the public, with the goal of making technology accessible to everyone without distinction.

2. Antre Peaux, Bourges (France)



Since 1992, Antre Peaux has been a cultural collective space located in Bourges, which will be the European Capital of Culture in 2028. Over more than 5,000 square meters, it hosts a program rich in disciplinary intersections and exchanges between its various spaces (contemporary art center, concert hall, dance studio, sound practice studio, video editing studio, construction workshop, BSL 1 laboratory).

A place for research, production, dissemination, residencies, artistic support, and mentorship, Antre Peaux aims to be an adaptable and modular toolbox, a creative laboratory in the fields of visual arts, media arts, bio-art, and performing arts (contemporary and experimental music, contemporary dance, performance, theater).

THE RESIDENCY

As part of the EXTRA residency, iMAL and Antre Peaux are joining forces to encourage collaboration and foster dynamics of co-creation in digital arts between French and Belgian artists. One artist based in Belgium and one in France will be brought together for a two-month co-creation residency **to produce a joint project**. They will benefit from the complementary support of the teams at each location, access to workspaces and equipment, as well as their networks and local partners.

Continuous residency periods are recommended for each residency. Upon mutual agreement by the artists, split residency periods, with a maximum of one interval, may be considered based on the availability of the host locations and their workspaces

Artistic directions :

This new program aims to foster a reflection on artistic practices capable of subverting dominant paradigms of progress through a residency bringing together artists around a co-creation project. With a desire to encourage unifying, transformative, inclusive, and sustainable approaches in connection with technology, the residency provides a conducive framework for initiating a collective research process—whether it focuses on autonomous practices that strengthen local capacities, the adoption of low-tech technologies, feminist or ecofeminist methodologies, permacomputing, or salvage computing.

This residency is therefore aimed at artists who wish to question current technological infrastructures to reveal both their vulnerabilities and potentialities. These artists engage in practices that seek to repair rather than produce, collaborate rather than consume, slow down to better anchor themselves, and cultivate networks of care, mutual aid, and trust within digital communities. While stimulating critical dialogue around technology and its uses, the residency offers a space for exploration where art becomes a means of reinvention, allowing for the construction of new narratives and alternative ecosystems.

In this spirit, it invites artists to imagine projects that, much like the *Damaged Earth Catalogue* <https://damaged.bleu255.com/>, explore multiple ways of making do, transforming, and recreating within a landscape marked by fragility but also an infinite potential for renewal.

ARTIST ACCOMMODATION TERMS

Working conditions:

- A workspace is provided by iMAL, with access to the Fab Lab. The artist will receive support in their research and have access to a studio.
- There will be opportunities for presenting work in progress through meetings, workshops, or a residency outcome, with a separate budget depending on the format and framework developed with each institution.
- Support will be provided by each hosting institution, with regular check-ins focusing on the artistic, logistical, technical, and budgetary aspects of the project.

Covered expenses:

- Residency Grant: 2 000 euros (including taxes) per artist per month
- Project Production Costs: 3 000 euros (including taxes) upon presentation of receipts
- Travel Expenses: Contribution towards round-trip travel costs from the artist's home to the residency location, up to a total budget of 500 euros (incl. taxes).

Accommodation:

Accommodation is covered by the host organization. A one-bedroom apartment near iMAL is provided by the Fédération Wallonie-Bruxelles. At Antre Peaux, each artist has a private room in a shared house that also hosts other artistic teams. The accommodation of a partner, companion, or child may be possible occasionally, depending on availability. Any related costs cannot be covered by the organization.

WHO IS THE RESIDENCY FOR?

The call is open to emerging artists engaged in a professional practice. (An "emerging artist" is understood as any artist active for a few years but still in the process of establishing their career, particularly regarding their involvement with various artistic and cultural institutions. Their practice remains precarious and relies on institutional support or partnerships for the production of their works.) Candidates must reside in France or Belgium.

The duo will be formed by the jury. In addition to evaluating the quality of the proposals in relation to the artists' practices, the proposed artistic themes, and the identity of the host organizations, the jury will focus on the potential for collaboration and mutual inspiration that a co-creation residency could foster.

Artists may also apply with a co-creation project alongside another artist. The only requirement is that one artist resides in France and the other in Belgium. Both artists must individually respond to the call, specifying their joint project and the name of their artistic partner.

Applicants are invited to complete a short questionnaire and submit a portfolio showcasing a selection of past projects related to the artistic themes outlined in this call, along with an up-to-date CV.

All applications will undergo a pre-selection process in May, after which shortlisted artists will be invited to participate in an online discussion. This preliminary step will allow the potential collaborators to connect and assess the feasibility of working together on a common project.

Selected candidates must be available to travel to both Brussels and Bourges during the residency period, between July and December 2025 (exact dates to be defined with the selected duo).

For more information on iMAL: <https://www.imal.org/en>

For more information on Antre Peaux: <https://antrepeaux.net/en/>

CONTACTS

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Antre Peaux: direction@antrepeaux.net ; marine.rousset@antrepeaux.net

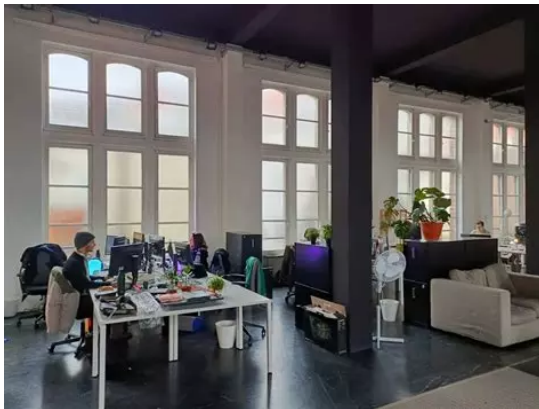
EXPERIMENTAL VIDEO GAMES cross-residency at games.brussels & Octobre Numérique - Faire Monde

Main information

- **Artistic discipline:** experimental video games
- **Dates and duration:** 1 month
From September 28 to October 12, 2025, at games.brussels (Brussels, Belgium)
From October 12 to October 27, 2025, at Octobre Numérique - Faire Monde/Les Ateliers de la Madeleine (Arles, France)
- **Eligibility:** a French artist or resident in France and a Belgian artist or resident in Belgium
- **Type of residency:** research and prototyping residency

THE LOCATIONS

1. games.brussels SPACE (Bruxelles)



Opened in 2023, games.brussels SPACE is a coworking space dedicated to video game creators in the Brussels-Capital region. Located in the heart of the city, it currently hosts around twenty developers working within different structures, fostering an atmosphere of mutual support and peer learning.

games.brussels provides two desks within the coworking space for resident artists and offers access to technical mentors based on their specific needs.

2. Octobre Numérique - Faire Monde at Ateliers de la Madeleine (Arles)

At the intersection of contemporary creation and new technologies, Octobre Numérique - Faire Monde festival takes place annually in Arles, featuring exhibitions, discussions, performances, screenings, game jams and more. One of its key focuses is artistic video games. The festival explores emerging trends and avant-garde practices, sparks debates, and envisions more inclusive, open, and sustainable virtual worlds.



During the festival, resident artists will receive support on artistic aspects and set design while also benefiting from its cultural programming and networking opportunities with invited professionals. The residency takes place at Les Ateliers de la Madeleine, a 19th-century farmhouse near Arles' historic center, designed as both a living and creative space. Located at the gateway to the Camargue, Arles is a city rich in heritage and culture, offering an inspiring environment for artistic exploration.

THE RESIDENCY

The EXTRA Experimental Video Games Residency is the first public research and prototyping residency in Europe dedicated to contemporary artists looking to develop their practice in game design and its extension into the physical space of the institution.

This residency connects artists with an academic and artistic network, a technical network and gaming communities.

It is open to one French artist/resident in France and one Belgian artist/resident in Belgium who wish to explore the medium of video games in terms of concept, creativity, narrative, and exhibition.

The residency takes place in two stages: first in Brussels, focusing on the game design of the projects, and then in Arles, addressing the artistic and set design aspects. The development of alternative controllers will also be explored with a strong emphasis on design. Artists will additionally work on the sound design of their projects.

French and Belgian artists apply with distinct projects, but a spirit of mutual support and creative exchange is encouraged throughout the residency.

A curated panel of artistic and technical experts will provide on-demand mentorship.

The residency includes workshops and playtests with local communities, bringing together professionals from diverse backgrounds in video games, contemporary art, academia and gaming communities.

There is no obligation to produce a finalized work—the residency will culminate in a presentation of prototypes and research conducted.

ARTIST ACCOMMODATION TERMS

Working conditions:

BRUSSELS games.brussels SPACE

- Open 24/7
- 2 dedicated desks available within the coworking space
- Opportunity to participate in the space's activities (conferences, networking events, and professional support)
- Access to partner spaces (fablab, etc.)
- Workshop, fablab, or recording studio available depending on project needs

- Possibility of networking with games.brussels partners: **Demute** (video game sound design studio), **BOZAR**, **iMAL**

ARLES

- **Shared workspace** within the **Les Ateliers de la Madeleine** residency
- **Workshop, fablab, or recording studio** available depending on project needs
- **Tailored support** with partners of the **Octobre Numérique** festival (*Actes Sud, MOPA school, TNZVP animation studio, National School of Photography, Arles Créative, LUMA*)
- **Meetings with artists and professionals** invited as part of the festival

Accommodation:

Accommodation in Brussels and Arles is covered by the host institutions.

BRUSSELS

Accommodation in the city center, near games.brussels.

ARLES

Fully equipped individual studio for each artist at the Les Ateliers de la Madeleine residency.

Covered expenses:

Travel costs from the city of departure to Brussels, from Brussels to Arles, and from Arles to the city of return will be covered up to 500 euros including taxes per artist.

A residency grant of 2 000 euros (incl. taxes) will be awarded to each selected artist.

WHO IS THE RESIDENCY FOR?

The residency is open to:

- 1 French artist or resident in France
- 1 Belgian artist or resident in Belgium

It is intended for early to mid-career artists who regularly experiment with video game/real-time media and have a strong interest in its interactive dimension.

These artists seek professional development within both the contemporary art circuit (art centers, festivals, galleries, fairs) and the cultural industries (commercialization and online distribution).

The submitted project should be an area of experimentation focused on a specific topic and/or technique, with clearly defined research directions and objectives.

Applicants must therefore present a precise research subject to develop and experiment with, as well as one or more intended applications in terms of gameplay, interactivity, or simulation.

Selected residents must be available from September 28th to October 27th, 2025, to participate in the residency.

For more information on games.brussels : <https://games.brussels/>

For more information on Octobre Numérique - Faire Monde : <https://octobre-numerique.fr/>

For more information on La Madeleine : <https://www.lamadeleinearles.com/>

CONTACTS

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