



HOSPITAL OF EMOTIONS

EXHIBITION

Heal your heART



ABOUT US

Welcome to the
HOSPITAL OF EMOTIONS Exhibition
Heal your heART

Presented by the Curatorial and Creative Team of
HOUSE OF ART AND DREAMS,
in collaboration with ROYVA.

Step into a place where emotions become art.
The Hospital of Emotions is an abandoned hospital
transformed into a large-scale, site-specific art
exhibition.

01 abandoned hospital
04 floors
100 rooms
100 artists
Endless emotions

Each room is created by a different artist, responding
to a specific emotional state.
Artists are invited to transform an entire hospital
room into a complete, site-specific, immersive
artwork.

Each floor explores a distinct emotional theme,
guiding visitors on a continuous emotional journey
through the building - room by room, floor by floor.

This is not a white cube.
It is a hospital turned into an emotional landscape.

THE VISITORS JOURNEY

Visitors enter the Hospital of Emotions as “patients” of the emotional journey.

Upon arrival, they are welcomed by the hospital’s “emotional staff” and receive an Emotional Patient Form - a hospital-style journey card that accompanies them throughout the exhibition.

The experience unfolds across **TEN Emotional Departments**, spread over **FOUR FLOORS**. Each department focuses on a specific emotional theme and is composed of multiple rooms, each transformed into a complete site-specific artwork by a different artist.

As visitors move through the departments, they follow a clear narrative path through the hospital. At the end of each department, their journey card is stamped - marking the completion of that emotional chapter.

The visit concludes at the Discharge Station, where guests are officially released from the Hospital of Emotions, carrying with them memories, reflections, and a renewed emotional awareness.

The exhibition is **Instagram-friendly**, accessible, and designed for a wide audience - bringing contemporary, bold, and emotionally driven art by emerging and groundbreaking artists to the general public.



WHO WE'RE LOOKING FOR

We are looking for artists who can work with space, atmosphere, material, sound, light, and narrative - and who can turn emotion into a powerful site-specific installation.

Artists and designers from all disciplines are welcome, including visual artists, set designers, architects, illustrators, street artists, graphic designers, art directors, and multidisciplinary creators.

Prior experience creating full-room installations is not required.

We are seeking artists with strong ideas, emotional depth, and the technical ability to turn dreams into reality within former hospital rooms.

Whether you work with images, sound, movement, light, objects, technology, or storytelling, this open call is an invitation to think freely, experiment boldly, and create something you have never created before.



10 WARDS. 10 WORLDS.

Although the exhibition takes place inside a former hospital, the concept is **symbolic rather than medical**.

The emotional “departments” are **not representations of illness, hospitalization, or clinical treatment**. Instead, the hospital serves as a **metaphor for care, balance, transformation, and renewal**.

As visitors move between the emotional departments, they are invited on a **journey through different inner states** - where **art, imagination, and sensory experience offer moments of reflection, release, joy, and gentle healing for the soul**.

This journey is not meant to mimic a medical process, but rather an **emotional walk**: a playful, surreal, and visually rich passage through the landscapes of the human heart and mind.

Artists are encouraged to engage with the hospital context **metaphorically**, using the architecture, rooms, and existing elements as a starting point – not as a literal narrative.

This exhibition is **not a therapeutic or clinical environment**. We encourage interpretations that are **imaginative, accessible, and visually engaging, designed to inspire visitors of all ages**.



THE EMOTIONAL DEPARTMENTS

JOY DEPARTMENT

- How can joy be translated into a visual and spatial language?
- Is joy an individual experience or a shared one?
- What happens to a space when joy is shared, accumulated, or multiplied?
- How does joy look, feel, or even smell - and is it something universally recognizable, or deeply personal?
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LOVE DEPARTMENT

- What does love look like when it's sweet, awkward, funny, or exaggerated?
- How can love fill a space without using words?
- How do different forms of love shape a space differently - from familial and romantic love to friendship and care?
- What happens when a room is "in love"?

HOPE DEPARTMENT

- What does hope look like when it peeks through a crack?
- If hope had a color, texture, or shape - what would it be?
- How can a space gently lift someone's mood?
- Can hope feel playful, dreamy, or magical?

ANGER DEPARTMENT

- What does anger look like when it turns into energy, movement, or release?
- Can anger be colorful, funny, or exaggerated?
- What happens when anger is expressed safely - without fear?
- How would a room look if it let anger out

JEALOUSY DEPARTMENT

- How can jealousy be expressed visually - through comparison, reflection, repetition, distortion, or excess?
- What happens to a space when desire is constantly measured against something else?
- How does jealousy appear in the age of social media, curated images, likes, and endless comparison?



SADNESS DEPARTMENT

- Can sadness be quiet, soft, or even beautiful?
- What does a gentle sad space feel like?
- Can sadness be cozy, slow, or reflective?
- How can a room hold sadness without feeling heavy?

FEAR DEPARTMENT

- What does fear look like when it becomes visual – playful, exaggerated, surreal, or slightly absurd?
- How can fear be created through light, color, scale, or sound without trying to scare the visitor?
- Can fear feel exciting, curious, or funny rather than threatening?
- What happens when a space invites visitors to face fear – and discover it's not so dangerous after all?

GRATITUDE DEPARTMENT

- What small things deserve a big thank you?
- How can gratitude fill a room?
- Can gratitude be interactive or shared?
- What would a "thank you" space look like?

COMPASSION DEPARTMENT

- What does kindness look like as a space?
- How can a room feel gentle, welcoming, or comforting?
- What makes people feel seen or included?
- Can compassion be playful or visual?

RESILIENCE DEPARTMENT

- How can resilience be expressed visually and spatially – through repetition, flexibility, movement, or material change?
- What does a space look like when it bends, adapts, repairs itself, or continues?
- Can resilience feel playful, colorful, or surprising rather than heroic?
- What traces of pressure, time, or transformation remain – and how do they become part of the space?



CURATORIAL VISION

Hospital of Emotions is an immersive exhibition conceived as a space of **emotional exploration, escapism, and inner renewal.**

Although it takes place inside a former hospital, the concept is symbolic rather than medical - each "department" represents an emotional state, not illness or treatment.

The exhibition emphasizes transformation, imagination, color, and openness.

We welcome works that create a positive, inviting, and visually engaging experience, showing that emotional depth does not require heaviness.

Installations may be playful, tender, surreal, or poetic, while remaining meaningful and layered.

Designed as an accessible experience for a wide audience, including families and younger visitors, the exhibition aims to spark curiosity, wonder, and imagination-inviting visitors to see emotions in new ways and inspiring them to reconnect with creativity, optimism, and possibility.

Audiences are invited to enter emotional spaces and leave feeling open, connected, and renewed.

We invite artists to imagine and create their most surreal, imaginative, and immersive environments -embracing a rare, one-time opportunity to transform an actual hospital room into a site-specific artwork created directly within its walls, floors, ceilings, and existing structures.

This is an open invitation to create the wildest, most ambitious artwork you've ever dreamed of.



ARTIST APPLICATION GUIDELINES

Have you ever imagined creating art inside a real hospital room?

Now is your chance.

Selected artists will be assigned one hospital room on one of the exhibition's four floors.

Rooms vary in size and function - including former patient rooms, nurse stations, operating rooms, and emergency wards.

Some rooms still contain original hospital elements such as beds, sinks, and medical fixtures.

Each floor represents a different group of Emotional Departments, and visitors will explore all four floors, moving through over 100 site-specific rooms created by artists from around the world.

Artists are asked to create a complete art installation or conceptual environment within their assigned room -transforming walls, floors, ceilings, and existing furniture.

Installations must be site-specific, built directly into the space, and designed to withstand long-term exhibition conditions.

The goal is to transport visitors into a surreal, emotional, sensory world - one that invites presence, reflection, and feeling.

Think boldly.

Dream freely.

This is the place to turn imagination into reality.



SUBMISSION DETAILS

Application Deadline: January 31, 2026

All submissions must be completed via the **official Google Application Form**.
Submissions sent by email will not be reviewed.

Artists may submit more than one proposal by completing the form multiple times.
Applicants are welcome to submit multiple concepts, responding to different Emotional Departments, in order to increase their chances of selection.

Please include the following materials in your submission:

1. Chosen Department & Concept Description

Specify the Emotional Department your proposal relates to, and describe your concept (**up to 300 words**).

2. Visual Sketch / Concept Rendering

Include a clear visual sketch or concept rendering representing your proposed installation.
Visual references are encouraged.

AI-generated images are welcome, provided the artist has the ability to physically execute the work.

3. Materials List

Provide a list of materials and techniques you plan to use, ensuring durability and a high-quality finish suitable for several months of exhibition display, with the possibility of extension.

All materials must comply with local fire safety regulations and fire department standards (including, where required, flame-retardant or fire-rated materials).

4. Artist Information

- Full name (English + native language)
- Artist name (if applicable)
- Email address + phone number
- Instagram / TikTok handle

5. Portfolio Samples

Include selected works and a short artist bio or statement (**up to 150 words**).

Portfolio samples should preferably demonstrate not only artistic vision, but also the technical ability to physically execute the proposed concept, including experience with materials, scale, spatial work, or installation processes relevant to the submission.

SUBMISSION FORMAT

Please complete the official **Google Application Form** and upload all required materials directly through the form.
Application deadline: January 31, 2026.

The clearer and more detailed your proposal and imagery are, the easier it will be for the curatorial team to understand your vision.

SUBMIT YOUR APPLICATION

PRODUCTION TIMELINE

Production Timeline

Open Call Deadline

The open call is open for submissions until
January 31, 2026.

Artist On-Site Work Period

The exhibition build-out will take place over a two-week installation period in mid-April 2026
(final installation dates will be shared with selected artists)

Exhibition Opening

Mid-May 2026
Los Angeles

EXHIBITION DURATION

The exhibition is scheduled to open in May 2026 and is intended to be presented for a period of several months.

Subject to audience response and public demand, the exhibition may be extended at the discretion of the producers.

Artists acknowledge that the exhibition's duration may vary.

All artworks will remain on display for as long as the exhibition continues to operate, according to the producers' decision, unless otherwise agreed in writing.

ARTIST SUPPORT

Artists selected to participate will receive:

A materials budget of up to \$10,000 USD, allocated by the curatorial team according to the scale and production needs of each project.

An artist fee of \$4,000 USD per room, paid in addition to the materials budget.

Please note:

If multiple artists collaborate on a single room, the artist fee applies per room, not per individual artist.

All payments are subject to the submission of a valid invoice and compliance with applicable tax regulations.

ELIGIBILITY

The open call is open to artists and designers from all countries, working in any medium or discipline.

Applicants must be 18 years or older at the time of submission.

Artists may apply individually or as part of a collaborative team.

Each proposal must clearly indicate the lead artist and all collaborators.

INTERNATIONAL ARTISTS & TRAVEL EXPENSES

International artists are welcome to apply.

Please note that selected artists must be able to be physically present in Los Angeles during the installation period, as all works are created on site and are fully site-specific.

The exhibition does not provide a separate budget for travel, accommodation, or living expenses.

Artists receive:

- A materials production budget, allocated according to the scale and needs of the project
- An artist fee per room, as detailed in this open call

Any travel or accommodation expenses must be covered by the artist.

If, in specific cases, funds remain unused from the approved materials budget, artists may request curatorial approval to reallocate a portion of those funds toward related expenses.



SITE & BUILDING CONSTRAINTS

All installations must be created with the understanding that the building will need to be returned to its original condition at the end of the exhibition period.

Artists are not permitted to remove, demolish, or structurally alter walls, floors, ceilings, or permanent architectural elements.

Works should be designed to be fully removable, using non-destructive or reversible methods whenever possible.

Any interventions to existing surfaces or furniture must be discussed and approved in advance by the curatorial and production teams.

Room sizes vary. Artists submit a conceptual proposal, and selected artists will be assigned a room based on the needs of their work and the emotional department.

CONTACT INFORMATION

For questions regarding the open call, please contact:
artist@hospitalofemotions.com

INSTAGRAM ACCOUNT [@hospital.of.emotions](https://www.instagram.com/hospital.of.emotions)



**EVERYTHING
YOU CAN
IMAGINE IS
REAL.**

PABLO PICASSO

SUBMIT YOUR APPLICATION

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