

Application: 3770

Bautista, Raquel

Started at: 4/5/2018 04:02 AM - Finalized at: 4/12/2018 04:46 PM

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Submission Form

Guidelines:

- Each artist may enter **up to 5 submission forms**, one for each body of work or production. Information on one submission form should only be for one production.
- Please submit a **maximum of 5 images** for each submission. Artists may submit sketches and/or photos. Upon exhibition acceptance, you may be asked to provide more images of your work.
- Submission material does **not** have to be from a produced production. Artists may enter sketches for work that has not yet been produced, but represents unique/original concepts and/or innovative use of materials.
- If you wish to exhibit realized costumes, please include photos of constructed garments as a part of your submission. Please indicate any electrical requirements you may need to display the costume in the space provided on this form.
- **Submission Deadline:** April 15, 2018 by 12:00 AM

**Regional Curators who started their career in the 21st Century may submit their own designs and participate in the exhibition.*

Name

Bautista, Raquel

City

Barcelona

Country

Catalunya

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Affiliation

School

Name of Affiliation

Escola Massana

Artist Bio

Raquel Bautista, born in Albacete in 1996, is now based in Barcelona studying both Arts & Design and Art History degrees. As a maker, she remains as close to *matter* as she can, not only in the sense of a speculative interest related to the materials (and to the processes that connect them and make them emerge, disappear, etcetera); moreover, she in her making follows the strong but evanescent belief that matter itself intimately animates the core of every idea, image, concept or telos that we may be aspiring or wishing for. For these reasons, she investigates from different perspectives, not relying all her intensities on any specific practice.

However, Raquel is far from a naïve perspective on pure bodies or objects and their symmetric appearance as phenomena: her work oscillates constantly (re)connecting these opposites (body-idea, image-concept, substance-nomos), and it is in the way of *touching* that she finds, more than a skeletal method or procedure, an embodied rhythm by which all her works are moved. Words, signs, echoes, symbols: they may come just as much as they could be never ever coming, they all mixed, diffuse. If the making, in all its different forms and depths, has something to do to recover a long-lost immanence differed by subjects and objects: this is what she tries once and again in every work, putting her eye on the word, her voice on the silence, her hands on the skin of a tiny rock, maybe just standing over the sand.

Remember, the information submitted below is for **one** production. To submit work for multiple productions, you must complete multiple submission forms. Artists may submit up to 5 submission forms.

Please select the genre that best describes this production from the list below.

****Note:** Performance art must include element of performance.

Genre of Performance

Performance Art

Text 7596978a-4d94-4571-9597-ceb869d9b0b6

Type of Innovation

Innovative Idea/Design, Innovative Material/Construction

Design Approach: Guidelines

In 200 words or less, describe your design approach for this production and/or costumes in the space below.

Format:

- a. Use complete sentences
- b. Italicize play and film titles: *A Midsummer Night's Dream*
- c. Include play title in English, if known
- d. Italicize exhibitions between quotation marks: i.e.
"Innovative Costume of the 21st Century: The Next Generation"
- e. Do not put dates in parentheses
- f. Spell out the complete names of all institutions, memberships, theatre companies, countries, awards, etc.

Design Approach

Matter proposes a displacement at the time of perceiving the scheme of relations object - subject - space without establishing order or hierarchy between them because they have a common denominator: matter. This ideas are exposed by two costumes and an installation display that includes human presence and two projected images. The different costumes are created following two different logics:

- The first is made of transparent plastic that has been cut in simple geometric shapes. In definitive: a new space is created around the body that at the same time modifies the way of perceiving the room to whoever wears it (you hear, move, and see differently) and represents our ability to arrange matter to our will.
- The second represents the own agency of matter. It is a continuous fabric from recycled plastic materials that can adapt to the body and space in different ways. The fluorescent wire allows the object to keep dialoguing with space in the dark, in addition to remembering the energetic vestiges of technological garbage.

This way we show the object:

- As an entity that inhabits space without humans.
- As a sculptural presence.
- As a condition of our way of inhabiting space.
- As a creator of spaces.

Production Credits

- Matter
- Artists: Raquel Bautista, Helena de la Fuente and Alberto Velloso
- Performers in the images: Raquel Bautista and Helena de la Fuente
- March 2017
- Escola Massana, Barcelona, Catalunya

Submit production photos, scanned renderings, or costume images below.

All images must be cleared for public use by their respective photographers prior to submission.

Image Guidelines:

THE MINIMUM RESOLUTION SUGGESTED FOR PRINTING AT 24" x 36" IS 3600px x 5400px, OR 150DPI at 100% SIZE (24" x 36") PREFERABLY 300DPI.

**Preferred Resolution: 300 DPI

Minimum Accepted Resolution: 150 DPI

Applicants may submit up to 5 photos. Submissions with more than 5 images will not be accepted.

Image Title:

***Please title images using the following format:

ARTISTInitials_ProductionName_CountryImage#_DPIofimage

**Use a different number for each new photo.

Example: Image 1: JD_Midsummer_USA1_300dpi

Image 2: JD_Midsummer_USA2_300dpi

Image 1

[Download File](#)

Image 2



[Download File](#)

Image 3



[Download File](#)

Image 4



[Download File](#)

Image 5



[Download File](#)

3D Costume Display Requirements

This performance is supposed to be prepared in the particular place where is going to be shown. That means we would need to record some images of the exhibition room and the pieces because they should be part of the installation.

- Two projectors with Apple adaptors and a place to plug them.

Video Submission Guidelines:

While optional, we encourage high quality videos to represent your costumes in context.

- Please edit your videos to focus on costumes.
- Submit videos of up to 3 minutes in length. **We will not accept videos over 3 minutes.**

Video File Requirements:

- Please submit your videos using the HD broadcast standard: 1920x1080 (pixels) formatted in a Quicktime
- .MOV container file with video encoded with Apple ProRes 422, 1920x1080 resolution at 30 frames per second.
- Audio encoded as AAC at 48kHz, 16 or 24 bit.
- If you are unable to submit video in this format, you may provide a URL to the link via Youtube or Vimeo.
- All videos must be approved for public use by their respective videographer prior to submission.

Video Submission

No File Uploaded

Video Submission: URL

<https://www.youtube.com/watch?v=L5Bs7uDDbcg>

Please download the "Authorization and Release Form" at this link:

https://openwater-public.s3.amazonaws.com/sonar-uploads%2FcqBpb1D8SEF6RiYFIsv_A%26R%20Form%202019-USE%20THIS.pdf

Carefully read the form and upload a signed copy in the section below.

If you are juried into the exhibition and we wish to display your actual costumes, we will contact you after April, 2018 with further instructions. You are responsible for shipping and insurance costs to and from the museum in Moscow.

SIGNED AUTHORIZATION and RELEASE FORM

[Download File](#)

The museum insurance covers all exhibition materials only when they are in the possession of the museum. If you will be sending the costumes or renderings via the mail, you must purchase your own insurance. The museum will not be liable for any lost property outside the museum.

We will be displaying your work in digital or video form.

The museum holds no copyright for the work of the artist, but only acknowledges copyrights the artist provides. If you wish to submit a copyright along with your images, please contact the appropriate agency in your country.

In the United States one gets a copyright by mailing an image to the US Copyright Office. Information at: <http://www.copyright.gov/help/faq>

The USA and Russia have a binding copyright agreement. Check here for other countries: <http://www.copyright.gov/help/faq/faq-general.html#countries>

- Direct all submission questions to your national/regional curator
- Direct all technical questions to Julianne D'Errico: jd.innovativeco@gmail.com
- Direct questions your National/regional curators cannot answer to Susan Tsu or Igor Roussanoff: innovativecostume2019@gmail.com