



society and contemporary culture

BILBA0



BABESTU, AN EXTRAORDINARY SUPPORT PROGRAMME FOR CONTEMPORARY CREATION

Babestu has chosen ten projects

All in all, 103 projects were presented to this extraordinary open call a few months back, with a view to preventing artistic creation stagnation due to the Covid-19 crisis. The works by: Elena Aitzkoa, Maider Aldasoro, Borja Crespo & Raquel Meyers, Irati Inoriza, Miriam Isasi, Sahatsa Jauregi, Karlos Martinez, Camila Téllez, Josune Urrutia and Iker Vázquez were chosen amongst these projects.



Sahatsa Jauregi Azkarate Aizkora (Ax)

Aizkora is a research work in which for years the artist has collected images that show

the way in which the cultural history of the Basque Country has been iconographically constructed through a specific object: the ax. This album has considered formal, symbolic, sociological, biographical, filmic and even animistic aspects of the ax, creating a body of references that hope to be propped up in reality through sculpture.



Raquel Meyers & Borja Crespo Elige tu propia normalidad (Chose your own normality) Elige tu propia

normalidad arose from the urgency of a critical reflection on the new perspectives on a future that nobody can decipher, beyond the unfathomable influence of the digital. Life on the net, without a net. The project aims to create a space for dialogue and criticism in these pandemic times, of change that perhaps is not such, of hollow transformation and superficial goals.



Camila Téllez

Transición primaveral (Spring transition)
From the autobiography as a reference, Transición primaveral is a research

based on the memory of the body and its continuous reconstruction of identity and transformation of subjectivity, taking as a reference the recent controversial vampiric figures from literature to cinema, figures that continue to mutate and reflect contemporary times.



Josune Urrutia Onko

Onko is a space for thought, reflection and transversal creation on issues concerning art and health. It involves

people who have experienced illness, users and professionals in healthcare, culture and/ or those interested in these issues.



Elena Aitzkoa
Lendia Song
Lendia Song is
a performative
collaborative project
revolving around
Lendia Lake, where

the relationship between nature and landscape is manifested through song, audio-visual and dance, to create an audio-visual songbook choreography.



Maider Aldasoro Eterno Noeterno (Eternal Not eternal) Eterno Noeterno is a set of performative actions representing an exaggeration

of desire, executed with or without the presence of other people. To quote the artist: «To work from desire, although it's not my desire. A body which is born alone is born by mistake. Strength is in the doing. If I didn't perform, I wouldn't exist. It makes no sense unless you share».



Irati Inoriza
Nadie se baña dos
veces en el mismo
río, sino en el pantano
mismo (No one
bathes twice in the
same river, but in the

same swamp)

The project is presented as an audio-visual installation based on several performances and an anthropological archive nourishing our identities, through plastic corporality, with its reality, sign and metaphor.



Iker Vázquez
Az Reality Lab
Az Reality Lab
project aims to
be an ephemeral
work space on the
representation of

women. It is a participatory process open to creative women, with the ultimate aim of proposing new representations that articulate alternatives to the current symbolic objectification.



Miriam Isasi Resina, brea y glicerina (Resin, pitch and glycerin)

It is all about research linked to the identity of the landscape

that takes as its point of origin the use of medicinal plants and their immune systems. The search will begin in the coniferous forests, taking the resin in rock as a common thread throughout the development of the project.



Karlos Martinez B. Plan K. Gut

Plan aspires to be a discontinuous space dedicated to the presentation of art

projects, which will seek to fit into places other than the usual exhibition halls and auditoriums, establishing cross-sectional dialogues between different agents and institutions, forging networks that generate forms of collaboration.

Babestu, an extraordinary support programme for contemporary creation, is a call to drive creation aimed at local artists and cultural agents whose processes and research have been affected by the Covid-19 crisis.

APRIL MAY JUNE 2021



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BABESTU. EXTRAORDINARY SUPPORT PROGRAMME FOR CONTEMPORARY CREATION

Babestu: projects in progress

Some of the artists chosen in the extraordinary Babestu call already inhabit the Lantegia. Laboratory of ideas space working on the creative processes of their projects.



«The project begins in conifer forests, taking the use of medicinal plants and their immunological systems as a starting point. [...]

Through metallic planets as an alchemistic concept, I'm creating a series of sculptures based on different kinds of vegetable galls, a concept I'm starting to work on and wanted to include in this installation. These are transmutation elements that take us to magic, jewel, survival capsules, or planetary systems.»

Miriam Isasi

Resina, brea y glicerina Installation

«I'm currently creating the interactive context which is the most important pillar supporting this project. In the meanwhile, I'm continuing with the conceptual work of reflection and research, as well as developing a technical experimentation process to explore the creative possibilities of expanded reality. In the proposal, the relationship between the real and virtual is an expanded field where art and science seek to create new iconicities, debating on the muse concept to make visible the work by contemporary creators, from new performances,»

Iker Vázquez

Az Reality Lab
Performance and audiovisual



ker Vázauez



«A lake can be an empty or full place, whose preexistence could be a name, i.e. Lendia, etched in rock or on the wind banks. This project will be divided into two stages: the first one will be based on the birth, right there, exploring with video and audio, an intimacy acknowledging fleeting or hyper-slow changes. And the second one will take place here at Azkuna Zentroa. Where once there was a lake, there will be sculptures. Song and images? A double echo.».

Elena Aitzkoa

Lendia Song

Audiovisual, sculpture and performance

«What is normality? Nobody knows, Neither you, nor I. Nobody. That's why you have to invent it. You have to manufacture it. That's why they sell it to us. It has to be sold, as if it were a new dress. It's difficult, if not impossible, to define and delimit it in these convulsive times, in the midst of a pandemic. Are these new times, marked by uncertainty, really new? Those who dedicate their existence to the marvellous world of culture in any of its forms and expressions find themselves in the throes of a tsunami, which has turned everything upside down. «And now, what?» Do we cut the pack? Do we reset? Do we simply adapt to whatever is coming? Do we create our own normality? Deep down, do we really want to live in dystopia? Even if it's a B series. And a Z series? When destiny catches up with us, if there's really a destiny, only a clear line of thought will be capable of relieving our consciences: my reality is mine, and I'll share it the way I do with my freedom. However, nobody's going to interfere with my personal non-transferable idea of normality. Pick your own normality, there are gazillions. Right at this very moment, hundreds of thousands are being built, little by little, brick by brick, but non-stopping.

We want your 'normality' in any format, analogical or digital. We want your possibilities. A thousand and one. And we want you to send us your images with your name/alter ego/nickname and a link (RRSS - Facebook, Twitter, Instagram, TikTok, web or similar)».



*Call deadline 4th April. Consult rules at azkunazentroa.eus or eligetupropianormalidad.com

Borja Crespo & Raquel Meyers

Elige tu propia normalidad Digital cultures

The projects chosen through Babestu. Extraordinary support programme for contemporary creation, are led by artists with different profiles and careers. All of them are linked to the programme and always have a public part, either through the work done or their creative processes.

57



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AZKUNA ZENTROA ALHÓNDIGA BILBAO



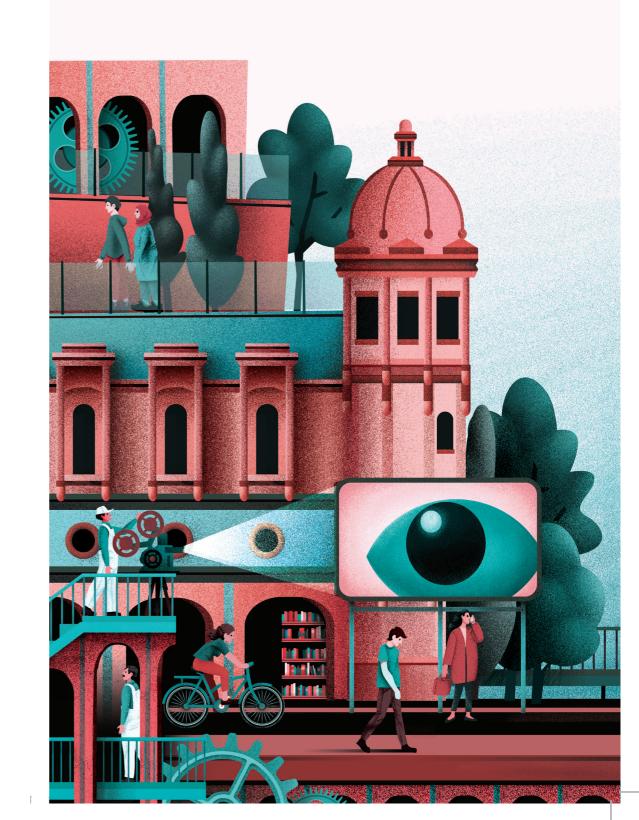
2022 FEBRUARY MARCH JANUARY





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azkunazentroa.eus



LITERATURE / PRESENTATION & WORKSHOP FEB. 8 & 9 (Tues. & Wed.)

Borja Crespo & Raquel Meyers

Elige tu propia normalidad (Choose your own normality)

Raquel Meyers & Borja Crespo present the project *Choose your own normality*, produced under the Babestu. Creation Support Programme framework, in a session where they will reflect on the process undertaken during their residency, from an open call to FANZINE creation.

This proposal is an analogical and digital reflection space arising from the urgency to show new visions which are closer to the dystopian aspects of the collective imaginarium, proposing a web whose origin is a series of a paper printed fanzines connected to an online rhizome consisting of multiple dialogues in different formats.

Workshop: FANZINES, ¿a mano o a máquina? (FANZINES, by hand or typed?)

Prior to the presentation, Raquel Meyers & Borja Crespo will be giving a workshop on fanzines on 8th and 9th February. How are they made, by hand or typed? A fanzine is a free format without limits, within anyone's reach.

Presentation: Choose your own normality

February 8, Tuesday

6:30 p.m

Mediateka. TK202

Workshop: FANZINES, by hand or typed?

February. 8 & 9, Tuesday & Wednesday

11:00 a.m. to 1:00 p.m.

Mediateka. TK202

Arranged with schools

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BORJA CRESPO. Director, film producer, writer, illustrator, cartoonist and teacher. He began his career with fanzines and since the mid-90s he has collaborated with El Correo and other Grupo Vocento headlines. He has directed video clips, commercials, short films, and television shows.

RAQUEL MEYERS.

A multidisciplinary artist who defines her practice as expanded typing. This concept could be roughly defined as a "manual skill with a keyboard", that materializes text characters and keystrokes beyond the screen and questions our parasitic relationship with technology.