



PQ 2019

Call for Participants:

**EMERGENCE: COSTUME, LIVE!
DESIGNER - MAKER**

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The Prague Quadrennial of Performance Design and Space invites applications for participation in the 1-day workshop “Designer-Maker” at the Prague Exhibition Ground 6-16 June 2019.

Applications are accepted from artists at all stage of their careers, especially students and emerging designers from different fields (costume and stage designers, actors, dancers, directors, choreographers, costume makers/tailors). PQ is an international festival that celebrates and supports diversity from our international community - we encourage eligible candidates from all backgrounds to apply.

This workshop is part of a special 2-day program, EMERGENCE: Costume, Live! curated by Simona Rybáková as part of *EMERGENCE. From shared experience to new creativity. Living Heritage/Reframing Memory* co-founded by the Creative Europe Programme of the European Union.

DATES:

- Applications Published: 13 March 2019
- Application Deadline: 30 April 2019
- Participant Selection Announcement: 15 May 2019
- Designer-Maker: 14 June 2019
- 14th Edition of Prague Quadrennial: 6-16 June 2019

WORKSHOP TEAM:

Simona Rybáková

Additional members of the workshop team: Roman Dobeš, Kateřina Štefková ,
Alexandra Grusková

WORKSHOP FEE:

500Kč

TO SUBMIT APPLICATIONS:

All proposals must be submitted through this official process and be completed in English. Each application will require:

- Basic Contact Information
- Brief Statement of Intent (1500 characters)
- Technical and Time requirements
- 24 page max pdf portfolio (via online link)

Link to application: <http://bit.ly/pqdesignmake>

PLEASE NOTE:

Travel, accommodation costs and per diems are covered by participants themselves.

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Organized by the Ministry of Culture of the Czech Republic and realized by the Arts and Theatre Institute, The Prague Quadrennial of Performance Design and Space is the largest international exhibition and festival event dedicated to scenography, performance design and theatre architecture. Since 1967 PQ has been an exchange, networking and educational platform exploring the best works in scenography and design for performance through exhibitions, festivals, workshops, performances, symposia, educational events and residencies.

The last edition of this international performance design event in 2015 was held at more than 30 venues, featured more than 500 live performances with over 180,000 visitors, and was named one of the twelve most trend-setting European festivals in the prestigious EFFE Awards. Individual exhibitions of countries and regions were organized by some of the most important cultural organizations from over 75 countries, including ministries of culture, art and theatre institutions, as well as international festivals, theatre companies and prestigious theatre and visual arts schools.

ABOUT THE CURATOR:

Textile and costume designer **Simona Rybáková** graduated from the Secondary School of Applied Arts and subsequently from the Academy of Arts, Architecture and Design in Prague (in the studio of textile design). She completed a six-month internship in textile design in Helsinki - University of Industrial Arts (1990) and a scholarship stay at RISD Providence - USA. In 2007 she became a member of the European Film Academy and in 2015 also the Czech Film and Television Academy. At the PQ 2011 she curated the international exhibition *Extreme Costume*.

Her work as costume designer has contributed to the success of The Cramp Ballet, with whom she has collaborated on a large number of performances, as well as with Opera Mozart and the State Opera. She has made costume designs for dozens of productions, as well as for television clips, commercials and presentations by various companies, as well as specific dance and art events.

Between 1995 and 2002 she was a permanent costume designer for the Karlovy Vary IFF. Since 1983 she has exhibited her work at many solo and collective exhibitions at home and abroad (eg in Japan, USA, France, Denmark, etc.) and has lectured at universities in the United States, Brazil, UK, Japan, Korea, Finland, and the Phillipines.

She participated in many workshops, some of which she initiated, organized by the costume sub-commission of the OISTAT Performance Design Commission. Her work has received significant awards - the 1st prize in the Swarovski Award (1995), the gold medal for the design of textiles at the International Fair Brno (1995), the Golden Triga for the collective Czech exhibition at PQ 1999, and special recognition for the artistic side of the dance video KusPoKusu at Frankfurt. In 2007, she was nominated for the Czech Lion for the artistic achievement of film. Significant for her theatrical work is the gold medal for costumes at World Stage Design 2013 in Cardiff.

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PQ is proud to present a one day workshop with costume designer and independent researcher Simona Rybáková and Národní Divadlo (National Theatre) costume shop tailor Roman Dobeš, resulting from their long term collaboration.

The main aim of this workshop will be to show mutual influences in collaboration with one maker-tailor and three different costume designers working for opera, drama, and ballet. We will be talking about the ability of a maker to read the sketch, to understand respective designer's language and to consult the right choice of material. Emphasis will be on the maker-tailor's open mind for experimental ways of constructing costumes as well as using new materials in unusual combinations and for unusual purposes.

In the first part of the workshop each of the three designers will present an example of a costume, photos, and renderings (these will be presented physically) which illustrate the process of communication between designer and maker. Each of the selected designers has a different way of designing, different aesthetics and material concept in their own creations. These are experiences and skills which the maker-tailor receives naturally during his collaborations and this knowledge benefits both his own professional growth as well as the future designers with whom he will collaborate.

In the second part the maker-tailor will talk about his perspective, experience, and will show examples of different kinds of cuts and ways how he makes the designer's vision come to life.

The third part will be practical. Each participant will work with 150x 200 cm black and white sandwich material to create a 3D costume-object under the maker-tailor's guidance and designer's supervision. This will result in a presentation of the actual costumes as an installation on figurines or as a live show.

This workshop will be happening live in front of an audience and any Q&A's during the day will be welcome.

Workshop participation requires: basic knowledge of designing costume for shows (drawing, cutting, work with materials) and to be prepared to cut and shape their own costume object in 3D.

Target participants: students and emerging designers from different fields (costume and stage designers, actors, dancers, directors, choreographers, costume makers/tailors)

Workshop application: <http://bit.ly/pqdesignmake>



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The Prague Quadrennial strives to present performance design as an art form concerned with the creation of active performance environments, that are far beyond merely decorative or beautiful, but that are emotionally charged; where design can become a quest, a question, an argument, a threat, a resolution, or an agent of positive change...Performance design is a collaborative field where the artists mix, fuse, and blur the lines between various disciplines to search for new approaches and new visions.

This edition of the Prague Quadrennial is inspired by PQ's highest prize, the Golden Triga. Three different forces coming together to pull the chariot driven by Nike, the goddess of victory, stand proudly atop the roof of the National Theatre, reminding all that creating performance is an act of collaboration where all talents combine their strengths to achieve much more than any individual could ever accomplish alone.

The three horses pulling the chariot symbolize the three stages of human life: youth's wild instinct and intuition, the experience of adulthood, and the wisdom of age. We will use the metaphor of the Golden Triga to explore these points of view, three areas connected with the cyclical phases of the creative process:

Imagination, Transformation, Memory.

- Markéta Fantová, Artistic Director PQ2019



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