



RE-USE PROJECT 2023

INTRODUCTION OF THE PROJECT

RE-USE project „The role of art – sculpture in the context of sustainable behaviour“

The project is co-funded by the European Union under the Creative Europe program and its main themes include the impact of climate change on the environment, the sustainability of the textile industry, and the importance of culture and artistic life in cities.

The project's main objective is to support the artistic creation of young talents and help them develop their careers, while fully respecting their creative talent and ambitions. To provide them with support in their careers and help them overcome obstacles in the labour market. The project introduces innovative approaches and encourages international multidisciplinary co-creation by bringing together talents and professionals not only from artistic disciplines.

The project was launched in September 2022 and is implemented by a consortium of three partners in collaboration with an organisation from Iceland. From the Czech Republic it is Sculpture Line s.r.o., as the promoter and main coordinator of the project, from Italy the company Areacerativa42 and from Slovakia the Jan Koniarek Gallery in Trnava.

HACK

ATH

ON

PRAGUE

reuseproject.eu

CREATIVE CALL FOR YOUNG TALENTS

We are looking for applicants
for 4-person international teams.

3-day non-stop adventure, transport,
food and accommodation provided,
financial reward for winning teams.

HACKATHON

Hackathon - International Multidisciplinary Expert Panel was held on 17th – 20th April 2023 in Prague at Martinský Palace on Hradčany Square. Through an open call for young artists, 113 participants from Iceland, the Czech Republic, Italy, and Slovakia applied for the Hackathon. An online course „Life Cycle Assessment of Materials“ was created for the young artists who applied, focusing on the life cycle of materials, introducing the young artists to different categories of materials (textiles and biotextiles, wood and plastic, biodesign and mycelium, concrete, biobrete and bricks) and their ecological alternatives, and guiding them through the process of making environmentally friendly decisions when creating artworks or design.

An international jury of experts selected 32 participants from the entries, who were divided into 8 teams, with four countries (Czech Republic, Iceland, Italy, Slovakia) each represented. The teams were presented with the sites (Ústí nad Orlicí – Czech Republic, Venice – Italy, Kópavogur – Iceland) with all historical and technical specifics and the task of the teams was to create 1 proposal for an art installation for each site. The presentation of the 8 teams and their 24 proposals took place on 19th April 2023.

The jury of experts selected 3 winning proposals:

CZECHIA – Ústí nad Orlicí - Winner is team number 6 with the proposal „Sleeping Beauty“.
Authors | Kateřina Vidimová (CR), Rebekka Ashley Egisdóttir (IS), Anas Mghar (IT), Jozef Pilát (SR)

ITALY – Venice - Winner is team number 3 with the suggestion „Bricole“.
Authors | Aneta Filipová (CR), Francesca Stoppani (IS), Gabriele Provenzano (IT), Magdaléna Biščová (SL)

ICELAND – Kópavogur - Winner is team number 5 with the proposal „Sound-scape“.
Authors | Matyáš Barák (CR), Linde Hanna Rongen (IS), Chiara Lusso (IT), Michal Machcinik (SR)





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In May 2023, preparatory work for the individual installations began and during August-September of the same year, the individual installations were implemented. On that occasion, grand openings were held with the participation of the organizers, the artists, city representatives, residents, and visitors.

An international multidisciplinary panel of experts

CZECH REPUBLIC

Ondřej Škarka – CZ leader, Art Management, Marketing, Sculpture Line Prague

prof. Jiří David – artist and teacher

Petr Šikř – EKO-KOM Inc., ecology – recycling

Adam Havel – new materials, recycling

ICELAND

Brynja Sveinsdóttir – IS leader, Director of Kópavogur Art Museum

Finnur Ingimarsson – director of Natural History Museum in Kópavogur

Ásta Maack – Environmental Science, Ecology and Marine Biolog

ITALY

Karin Reis – IT leader, president of Areacreativa42 Torino;

Elisabetta Chion – gallerist and lawyer Torino

Riccardo Cordero – artist

SLOVAK REPUBLIC

Vladimír Beskid – SK leader, art historian, director of Jan Koniarek Gallery in Trnava

Lucia Gregorová Stach – chief curator of modern art, Slovak National Gallery Bratislava

Partik Krajčovič – chief curator, Jan Koniarek Gallery in Trnava



WINNING REALISATIONS

ITALY – Venezia

BRICOLE

Authors | **Aneta Filipová, Gabriele Provenzano, Francesca Stoppani, Magdaléna Biščová**

Material | Resin, Wood, Waste

Today, Venice, the „Serenissima“, which was important for trade and the Silk Road, confirms its role as a meeting place of different cultures, especially through art, and after 500 years it is becoming the „new Silk Road“.

The Thetis area is important for the RE-Use project because of its ancient history, location, and the development of the garden in the area. The young artists' installations ideologically reference the Venetian „Bricole“ and reveal signs of pollution by waste and algae in the surface and structure. The structure contains slabs of resin that contain tickets for boats, exhibitions, and events in the city, pieces of plastic, algae, and other waste materials that testify to pollution.

Expert Panel Statement:

The team prepared a realisation in the Thetis garden in the former industry area with a strong moment of „resin“ monolith. The team preferred elementary visual form, minimalistic intervention to the urban public space and recycled materials. Especially important was the inspiration and influence of the old navigation system in the Venice channels (vertical wood triangles, or monoliths), when the city was the centre (central point – metaphorically axis mundi) on the Silk Road...





WINNING REALISATIONS

CZECHIA – Ústí nad Orlicí

SLEEPING BEAUTY

Authors | **Rebekka Ashley Egilsdóttir, Anas Mghar, Jozef Pilát, Kateřina Vidimová**

Material | Hemp rope, Iron

The main inspiration for the sculpture was an old textile factory. The logo of Perla is a spinning wheel, similar to the one Sleeping Beauty pricks her finger in and falls into a deep sleep. The same can be said of the textile industry in Ústí nad Orlicí, which is currently asleep.

The sculpture depicts this story using thorny rose branches in the shape of the iconic children's climbing frame. Overgrown with the current problems and threats we face. It shows that things can be both beautiful and harmful, just as the textile industry is today.

On the one hand, it's a necessity and a beautiful thing, but on the other, if we take on more than we can handle, it can hurt us. The structure is made of reused reinforcements from construction sites and strong hemp rope. Braiding the rope into the stiffeners refers to old weaving practices loosely referencing the original Perla textile factory. The sculpture is interactive; you can climb, or walk under it. The creation of the sculpture becomes part of the culture.

Expert Panel Statement:

The team brings a contemporary visual language to the public urban space with the main sphere globe; foremost intensive reflex and respect of historical context of the former textile industry in Ústí nad Orlicí so called „Czech Manchester“. Panel appreciated ultimately reusing local recycled materials (textile ropes), inspiration of post-textile situation (sphere – spinning wheel in the logo of factory „Perla“, rolls in the industry halls, form of globe in the children playground etc.), and innovative creation of the fresh and playful (family friendly) environment.

WINNING REALISATIONS

ICELAND – Kópavogur

SOUNDSCAPE

Authors | **Matyáš Barák, Chiara Lusso, Michal Machciník, Linde Hanna Rongen**

Material | Driftwood

The work „Sound-Scape“ is a physical manifestation of the sound of the landscape where the work is located, in the Fossvogsdalur valley on the border between Kópavogur and Reykjavík. It is a grassy triangle that is located at the point where the pedestrian/bicycle routes meet in the valley. The work is thus perceived by people who pass through the area on foot or by bicycle, and has become a destination in itself. The shape of the triangle in the space is reflected in the work itself, creating visual sound waves that reflect both the sonic aspect of the space and the visual aspects of the valley. The wood was collected from the beaches of Hrutafjor and Djúpavík. Using washed up wood, the object attempts to breathe new life into a material that exists without a clear purpose.

Expert Panel Statement:

The team are modelling one strong and impressive installation for a selected place, with innovative approaches in the creation of intermedia - sound and visual environment. The panel appreciated active communication with viewers and local Iceland landscape and natural materials (basalt stones, black sands, geometric columns etc.). A special moment is a sound remix of the sea inflow/outflows, geysers, waterfalls and drops, related to the sea gulf city location and the water role used by spinning of textile fibres, bleaching and colouring fibres for traditional Iceland costumes.





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