Interviews/auditions for

SMUDGE

A new exciting collaboration beginning May 2015 between
Phillip Adams BalletLab and artist Brook Andrew

SMUDGE in partnership with RMIT Design Hub

Applications Due: 5pm 22nd January 2015
Audition Dates: Tuesday 3rd and Wednesday 4th February 2015
Audition Location: Multipurpose Room, RMIT Design Hub, Level 1, Building 100, Corner of Victoria and Swanston Streets, Carlton, Melbourne.
Audition Time: Between 10am - 4pm (if needed, please indicate a preferred time and reason and we will try to accommodate)
SMUDGE is a paid project determined by industry rates

SMUDGE 2015 creative development project dates: May 11-29 (Three weeks full time Monday to Friday)

We are seeking professional and experimental industry individuals from the wider sector of performing arts, interdisciplinary and visual arts practitioners that include researchers, architects, musicians, designers, etc. The project will require a level of physical/movement practice and understanding of contemporary performance and/or creative collaborations, depending on the discipline of the applicant, i.e. an architect may be utilised to perform physically and create ‘spaces’ through objects placed in the space for performers.

If you are interested to interview/audition for SMUDGE please provide:

- 2 page CV
- 1 headshot under 1MB
- ½ - 1 page answer to why you would like to collaborate on the SMUDGE project

to be emailed to: info@balletlab.com

Further enquiries via info@balletlab.com
Project Brief

SMUDGE is an exciting collaboration between artist Brook Andrew and BalletLab Director Phillip Adams. The artists have embarked upon a radical collaboration exchange where they surrender their usual artistic expression to swap cultural identities and artistic responsibilities. Hence, the director becomes artist, and artist the director. In this way, SMUDGE displaces usual archetypes through an exchange of roles. Via a set of rigorous rules, an exploration and reinvention of the usual and known trajectory of each practitioner is smudged and erased to allow for new innovative creative and cultural possibilities.

Phillip and Brook work with a set of project rules used as the guide to literally smudge, erase and replace the process of creative process, which will ideally challenge cultural and artistic practices. The projects central focus is to reveal innovative and experimental systems of working collaboratively by breaking accepted cultural and social systems. Through this risk-taking, SMUDGE engages with themes of the charlatan, innovator, intruder and assassinator, for example as reflected in cross-cultural/creative suspicion.

Andrew and Adams activate SMUDGE by taking turns in placing an object each, over three weeks, into the creative and performative space. These objects along with four performers directed by Brook Andrew form the process of SMUDGE. The performers/practitioners will be choreographed by Brook and at times moved around by the placement of Phillips objects/film; Adams is creating the visual elements and set of which the artists will perform within and around. An archive of objects will be transformed through juxtaposition placement, digital assemblages and other forms of presentation modes; films installations, dance, costume and architecture. Unapologetically they are both populating and covering up their ideas of borrowed/forgotten and new histories.

RMIT Design Hub's visual and design practice and research offer an alternative experimental exhibition and research space than a usual gallery for the beginning of SMUDGE research and its development phase.

SMUDGE is a collaboration that marks new territory, not only through new collaborative practice and artistic language but, as a creative partnership between artists and creative institutions to explore crossways through research, experimentation, cultural values and commentary of Australian and international culture. We also hope that the four performers/practitioners will also help explore and expand on new forms of cross-discipline collaboration.