SARA NESTERUK

Islington Mill Art Academy Manchester International Festival

Workshop and exhibition

June and July 2017

The work was exhibited, created, and displayed at a one day event on Wednesday the 19th of July

Outline Description

A collaborative event with members of the Islington Mill Art Academy. With 7 other artists, I created and organised a project as part of the Manchester International Festival. The overall themes of the event were about exploring arts education. Approaches to practice, collaboration, an event to share and make new work and to publicise the Academy. The exhibition was held at the gallery space in Islington Mill in Salford. The project was funded by the Manchester International Festival, after an application and co-ordination by members of the group. We collectively organised and promoted the event. I designed a range of posters to showcase the work in advance of the exhibition. This is part of my ongoing work with the Art Academy. I am interested in questions and ideas around collaborative practice and art education. The themes of my work were based on ideas I am currently exploring in my PhD work, and the format was derived from an idea I use in my teaching work - the creation of a collaborative film by a number of individuals.

Image – Sara Nesteruk



TIME / SLIME Productions in dough

A day of Drop in workshops, zine making and discussions, programmed events. Film screenings, talk and workshops. A night of.

Never go back only go forwards

For the 10th Anniversary Islington Mill Art Academy

10 years of being vague ness

Time - 11.00am - 5.00pm 6.00pm - 9.00pm

19th Wednesday July 2017

Islington Mill Ground Floor and gallery

http://www.islingtonmill.com/residents/islington-mill-art-academy/http://mif.co.uk/

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Publicity Material

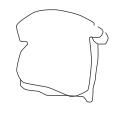
 $http: /\!/ www. is lington mill. com/events/a-day-and-a-night-alternative-art-education/$

Research Problem / Question

What are the issues, and interests, surrounding alternative arts education? This is part of my on-going teaching and research work. Widely explored with the group, a group of practicing artists exploring how art is taught, experienced, and developed, practically and conceptually. My work was a collaborative film, created during the day and screened at the evening event, then documented online. My research in this area included artists research, artists materials and process -Joseph Beuys, Anthony Gormley's drawings, Sol LeWitt. Designers included From Form, G.F Smith, Zettler Films, No-w-here lab. Alex Mackenzie.

Research Process / Methods.

A collaborative film made out of bread. Bread, as stencils. Food colouring and butter, as ink.













(Clockwise from Top left.) Anthony Gormley, Gormley, Beuys, Tapies.



Each person created 3 images, from the bread stencil, on three separate sheets of paper The 3 images were shot under a simple rostrum camera, imported into After Effects, and looped. The composite loops were then edited together, with a title sequence and end credits. This film was rendered and shown at a screening at the end of the day.

 $\label{locumentation} Documentation can be found online here $$ $$ $$ http://recipesforbakingbread.co.uk/collaborativefilm.html $$ $$ $$ https://recipesforbakingbread.blogspot.co.uk/2017/07/time-slime-movie.html $$$ $$ $$ https://recipesforbakingbread.blogspot.co.uk/2017/07/time-slime.html $$$ $$$









Significance

The work and event, attracted visitors to the gallery, and was well attended. This included discussion around arts education and creative practice, and the wider themes of my PhD work and research.

The work is part of an ongoing body of work and collaborative practice, exploring motion graphics and the nature of drawing, production and the use of materials on screen.

Originality

This is the first time I have used this particular process, experiences with other people, and experiments with bread as a printing process. It has given me some great ideas for my PhD research. As part as I am aware, this is a new use of collaborative film making, the use of the boiling animation technique, with a restricted palette of production 'ingredients' to create work.



Print by Claire Hignett

Rigour

The research was approached meticulously, with production tests, artists research and the application of materials.
The work is clearly presented online.