



art
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Art et al. X Ketemu Curatorial Mentorship 04

Arist Toyin and curator Nilu working together



easy
read

This is an Easy Read resource about
Art et al.'s Curatorial Mentorship 04

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What is a Curatorial Mentorship?



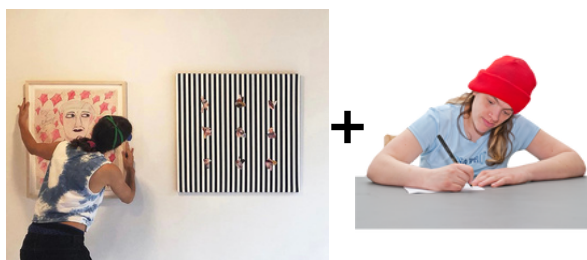
A Curatorial Mentorship is a creative digital project, where an artist is paired with a curator, based somewhere else in the world.

By 'digital project', we mean it all happens online and over Zoom.



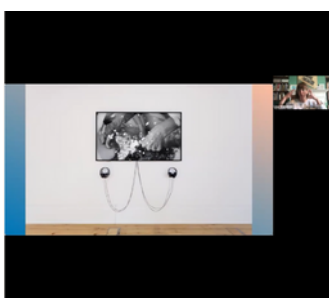
One artist will usually be working out of a supported studio.

By this we mean a creative space for individuals with specific health or social needs that supports the different art practices of each artist.



By curator, we mean someone who selects artworks to show in exhibitions.

They also write the labels that go next to the artworks, and do other things like writing long texts about the artists to go into books.



The curator talks to the supported studio artist, and/or disabled artist, about how to make an art exhibition. It might be in a gallery or museum, or online.

What is a Curatorial Mentorship?



I like art that is...

The artist then shares the kinds of art that are of interest to them. As an example, they might share that they are interested in female artists who make work about flowers. Or they may share that they are very interested learning about different cultures from around the world.



This artist is female, and I chose her because ...

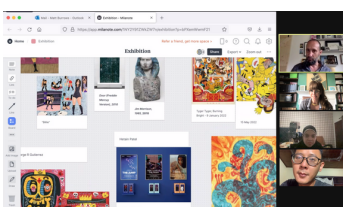


At this point, the curator has time to go away and find artists that meet the criteria that the artist will have just mentioned. They come back onto Zoom to share their artist findings over 2 Zoom sessions.



Whilst this is happening, the disabled artist has time to go off and research and look into artists working out of other supported studios, to select other artists that meet the criteria too. These can also feature.

How should we display it?



Finally, the curator and the artist select a number of artists and artworks together. They then decide how they would like to present it digitally on the Art et al. website. This may just be images and text together, or something more complex.

Who were the people involved?



Toyin Olubamiwo is an artist who loves colour, and who enjoys creating drawings and paintings.



Toyin often draws in sketchbooks first, and then chooses which of those to make into larger works after. She likes to add smaller details and text into her artworks.



Ignatia Nilu is a writer and curator based in Indonesia.



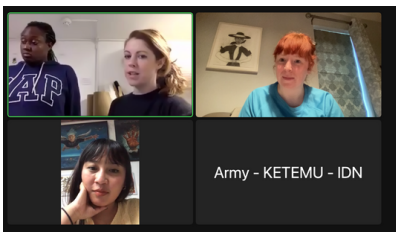
Nilu is very interested in making things inclusive, but also in including aspects of humanity into her work. By 'humanity' we mean the understanding and kindness towards other people.

How did the artist and curator work together?



Hello

Toyin and Nilu had an introduction to each other by team members from Art et al. and Ketemu during an online Zoom meeting.



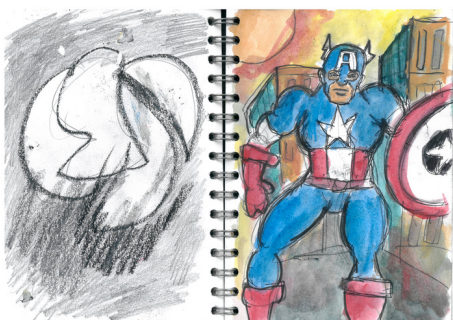
Toyin and Nilu had 7 online Zoom meetings, supported by team members from Art et al. and Ketemu. In these meetings they talked about artists and different ideas for curating them together.

I like superheroes



Toyin decided the theme would be artists who make work about superheroes, villains and cartoons. These are things she features in her own work. This work here is of Batman by Jonathan McKinstry from Project Ability supported studio.

Can I see your sketchbook?



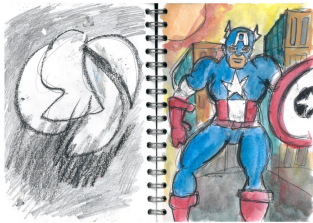
Toyin also wanted to see artists' sketchbooks, as this is a big part of her own art practice. This is a page from Jonathan McKinstry's sketchbook.

Alongside this she made a list of questions that she wanted to ask each artist.

How did the artist and curator work together?



Once they had chatted about many artists, they decided on 10 artists in total. This featured 5 working out of UK supported studios and 5 Indonesian artists. They wrote some text to go alongside this, to be put onto the website to be read by audiences.



Le Visible et l'invisible (The Visible and The Invisible)

The title they chose for this project was - 'Le Visible et l'invisible (The Visible and The Invisible)'. For Toyin and Nilu, they liked this idea because often you do not see people's sketchbooks, but they decided it was important to see the sketches as well as the finished artworks.



If you visit the Art et al. website, you can see the whole project and the 10 artists selected, alongside their sketches and final artworks:
<https://artetal.org/collections/mentorship04>

What were the thoughts of those involved?

I thought that...



Toyin said, "There's a lot of pressure with being an adult and becoming independent, learning to do everything yourself so watching, drawing and speaking about cartoons helps me to relax. I wanted to focus on this for the curatorial mentorship because it takes me back to those childhood memories and I can connect with other artists about our love of cartoons."

I thought that...

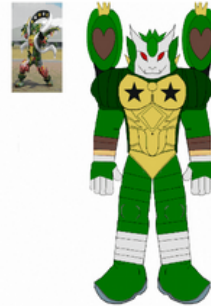


Nilu said, "The choosing process itself consisted of several stages together: communication and observation, mapping, selection and contextualisation. The communication and observation stage became the foundation for us to connect interpersonal and intercultural contexts. We listened to each other's point of view, to help envision the project together."

Here you can see some screen shots from the Art et al. website showing this Curatorial Mentorship, and 2 of the selected artists.

JOEL BRAMBLE

Joel is a sculpture artist who has found a unique and innovative way to create his characters – he will create a Lego skeleton, build it up with clay and other materials, and bring it to life with paint, fabric, and even LED lights. He loves to explore important themes and their effects on people through his art, such as violence, mistreatment of minority groups, injustice and exploitation of power – subjects that are important to Joel as a black and disabled artist. Joel uses animals and characters that portray the issues close to his heart, and is particularly inspired by 80s and 90s comic book characters, using them as the basis of his sculpture work and developing them until completion. He will also use creatures of his own invention, including cyborgs, robots, monsters, heroes and villains, illustrating his imaginative ideas on a computer and building them physically. Joel attends [Artbox London](#)



Several computer drawings that inspire Joel's works



Joel Bramble, Shellshock, 2022, Lego, clay and found materials, including old socket, 10x35x14cm



Joel Bramble, Saber-toothed Lion, 2022, Lego, clay and found materials, including old socket, 22x12x21cm



Joel Bramble, Protocolown, 2022, Lego, clay and found materials, including old socket, 14x41cm

Toyin asked Joel a series of questions to learn more about him:

Do you date the back of any of your works? No

How long does a work take you to do on average? About a year now

How long have you been making art for? Since when I was little – from when I was about 5 or 6

Where do you get your inspiration from? I got it from the TV show, I got some of it from Mighty Morphin Power Rangers, Teenage Mutant Ninja Turtles, Aladdin and Addams Family and then sometimes from Youtube

Who is your favourite superhero and why? The Red Ranger, Jason because I like the 90s and 80s characters – I like Jason as he's the leader of the Rangers. The others follow his orders. He's good. He's fighting evil. He's funny and powerful.

MULYANA

Mulyana was born in Bandung, May 1984. Studying Art Education at UPI, Bandung, Mulyana started working with knitting media in 2009. Since moving to Yogyakarta, Mulyana's work has experienced a rapid development with giant installation sizes and works with various knitting communities with a modular work system. He is known for his knitted installations and for creating The Mogus-his giant octopus-shaped alter ego which he uses as a medium to tell stories. The Mogus' habitat is coral islands which are also made with knitted media.

Toyin asked Mulyana a series of questions to learn more about him:

Do you write dates on your work? Sometimes as a time marker.

How long do they take? For a 2D works, it usually takes a whole day, for an installation, it ranges from a month to a year.

How long have you been doing art in general? I made artworks since I was in primary school.

How do you use sketches, sketch books or visual journal for your creative process? To record all the spontaneous ideas as well as to write what I want to create in the future.

Where do you get your inspiration from? He derives his inspiration from his surroundings, movies, books and internet.

Who is your favourite superhero and why? Ranma ½

Did you watch a lot of cartoons when you were growing up - and what were they? Yes, I really love watching cartoons. I love how the creators create impactful cartoons out of great stories and imagination. They made me aware of cultures from abroad too. Through cartoons, I learnt many things, especially getting to know the spectrum of human characters.

Do you buy superhero comic books? No.

How do you feel watching cartoons on the TV? Very happy.



Sketches from Mulyana



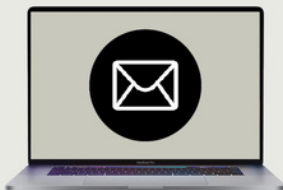
Contact Us



If you have questions about Art et al. or want to know more about the Curatorial Mentorships, you can contact us using the information below.



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