

CALL FOR PROJECT PROPOSALS FOR VISUAL ARTISTS RAVI - 2020

The City of Liege and the Federation Wallonia-Brussels offer a program of residences/workshops for visual artists working in the field of contemporary art.

SPECIFICITY OF THE PLACE

The Vivegnis International Residences/Workshops are a place dedicated to **research** and **professionalization** for visual artists and / or recent graduates with potential for success, for which the residence may contribute to their professional advancement. Thus, in a unique working environment, artists benefit supervision in terms of communication and meetings with professionals in the sectors.

The Vivegnis International Residences/Workshops are located in a former industrial site, in an annex of Batterie's coaling station, which is converted into a contemporary art center. Facing it, the hillsides of the Citadel are the largest park in the city (over 80 hectares).

The Liege landscape and industrial base – historical or contemporary – is likely to be a working axis for the residents although all themes can be promoted.

HOSTING STRUCTURE

It includes a management structure made of administrative and technical staff. It takes care of the media coverage of the project, the publication of the results and the organisation of the events during their stays.

The residences Vivegnis International Workshops are composed of 3 flats (+/- 80 m² / two of two rooms and one of one room) and 4 workshops (+/- 100 m²).

Visual artists from the Federation Wallonia-Brussels residing in the Liege area **will not benefit** from accommodation.

International partnerships and exchange programs are implemented.

HOSTING AND FINANCIAL CONDITIONS

1. Access to a housing and a workspace (+/- 100 m²) during a limited period of time (usually 3 months except contrary disposition).
2. Payment of a scholarship of 600 euros/month.
3. Connections with contemporary art structures (artists, art critic, art gallery).
4. Promotion of the work of artists by means of specific communication materials for each activity (website, flyers and for exhibitions, mailings for specific events, publication).
5. An "open workshops" exhibition organized at the end of residency during a week-end.

ACCESS CONDITIONS

The RAVI :

- Target visual artists with no age limit (students are not eligible).
- **Presence of artists is mandatory at the place of residency and workshop during stay.** The coordination may put an end to the provision of housing and workshop, as well as the grant of the scholarship, in case of non respect of this instruction.
- Artists living in the residence **may have to share** a flat with another resident.

SELECTION PROCEDURE

An application must be submitted to the RAVI artistic committee, which will select the resident artists on the basis of the quality of their work and the implemented project.

It is asked to imperatively detail the application **respecting this order** :

1. the duly filled deposit form of the project (see attached document),
2. a note of intent detailing the project (max. 5000 characters),
3. a structured and succinct note of intent detailing the research topics and the proposed project (max. 5000 characters),
4. a project implementation schedule on the basis of a 3-months residence. A proposal for a stay of varying duration (maximum 6 months) can be introduced on a detailed request,
5. a resume,
6. visuals of recent works (max. 10), all publications likely to clarify the understanding of the work and a mention to a reference website.

The applications that do not meet these guidelines will be rejected.

By 15 october 2019 (the date of the postmark)

- **a file by email (only one pdf)** to residences.ateliers@liege.be.

AND

- **a file** by post to the administration of the Deputy Mayor of Culture of the City of Liège, to the attention of Fanny Laixhay (coordinator), Feronstrée 92, B-4000 Liège.

Incomplete submissions will be scrapped.

The results will be communicated to all candidates at the beginning of November 2019.

For further information: residences.ateliers@liege.be