

## Can Serrat - Check Point

Olivia Hernaiz - Residency October 1st - November 29, 2018

Arriving at Can Serrat, I had a few researches going on. I first wished to develop my project around my Spanish cousins who flew to Russia. They were the sons of a Republican couple and, to protect them from Franco, they were sent to Russia. As the residency was close to Barcelona, I wanted to interview Spanish associations and explore archives in museums. However, I decided to take that project aside as I realized that Can Serrat was located quite far from the city. Instead of doing numerous back-and-forths, I decided to focus on projects that I could develop in the residency itself.

I was given a space in studio 2 in Can Serrat. As I had been longing for a studio for a while, I decided to continue the project of dioramas that I had started in March the same year. The first diorama was called "The Pathfinders, The Hand and the Trees". It told the tales of seven pathfinders who tried to convince trees to adopt the paradigm of capitalist growth.

As I wish to develop this serie of dioramas around the myth of growth, production and work, I looked back into my research and found another residency proposal of a comic book that I wrote in April about Robinson Crusoe. Can Serrat, feeling much like an isolated island, I started a project on this subject, writing a story that would be read by an actor on one side and working on the making of the landscape and characters on the other.

I took two weeks to deepen my research and finally start it. I enjoy the fact that Can Serrat is a space where experimentation and research is very much promoted. In my case, it had been a while since I produced something, having been reading and writing mostly these last months. I was longing to make something concrete.

The work is a back-and-forth between the making of the diorama and the writing of the story. The presentation/station and the subsequent conversations I had with the staff and the other residents have been a great help to develop my project both on the conceptual and the aesthetical aspects.

The first diorama I worked on is called "The Worker, the Parrot and the Mirror". It relates to the myth of the self-made man who try to bring order in the so-called nature. Revisited in post-colonial time, Robinson has become a worker in Dubai, only survivor of a tower collapse on an artificial island shaped as a hand. Having a parrot as sole companion, the story narrates his efforts to remain a man through the ediction of a code, the organization of time and the valorization of work. However, is it possible to remain a man by yourself?



The third diorama is still untitled. It involves three cosmonautes who travelled in time. They think they travelled to the past and wish to transmit information about 21<sup>st</sup> century innovations to the local people in order to fasten progress. They do so by drawing communication and technological signs in a cave, referring implicitly to the “cave of the hands” in Argentina as well as the myth of the Platon cavern and the dangerous enlightenment of knowledge.





I also made research about the game “Career” invented by the american sociologist James Brown Cooke. I made a video of four women in black playing the game in the fields. I also organize various sessions among the residents in order to better understand the game logic.

I started adapting the game to the career of a female artist, curator, historian and gallerist in the contemporary art world. The idea is to organize workshops of game in various space related to art and women empowerment.



I also develop a work that I undertook for the last 4 years. I have been collecting sentences that strangers tell me everyday. I was thinking to make a book out of it but the Open Mike Session gave me the opportunity to try the collection of sentences as an audio piece. I will dig more into that option either as an audio piece or as a performance.



October 2018

- 1: where are you going? Barcelona ?
- 2: ola, soy georgina
- 3: el Correo esta un poco abajo
- 4: buen dia
- 5: subis al Segundo Piso
- 6: si bajas, tienes que dejar la audio guya
- 7: otra agua con gas?
- 8: solo pongo el sello de la machina
- 9: hello, my name is Truman
- 10: tenes dies centimos?
- 11: /
- 12: do you like our house?
- 13: quieres una bolsa ?
- 14: /
- 15: falta dos paradas
- 16: I am Duncan. You are?
- 17: lo quieres un poco más estrecho ?
- 18: te gusta El azul céleste ?
- 19: ferme ta gueule grosse salope
- 20: votre écharpe est sous le banc
- 21: vous voulez rentrer aux toilettes ? Allez-y, il n'y a personne.
- 22: bonne journée, bon voyage !
- 23: espéra, el pasa adelante
- 24: hello my name is Theo. Nice to meet you. what's your name ?
- 29 oct: falta dies
- 30 Oct: quieres subir ?
- 31 oct: otro dulces?