

OPEN CALL

DEADLINE: 30/06/2017

## X=PLAYGROUNDS

XRIVISTA N.3

The artists' magazine *XRIVISTA* is looking for **5 young artists** to participate in the creation of its third issue, *X=Playgrounds*.

The issue will be created during a residency program in Brussels, from September 4th to 15th, at the art space *Le Maga* and it will end with an exhibition of all the work realised during that period.

During the residency, the selected artists will develop original projects conceived for the pages of the magazine. Beside them, the editorial staff will work on the graphic layout of the magazine; at the end of the 2 weeks residency the team will showcase a first draft of the third issue.

This will be realised through a constant dialogue between the artists and the editorial staff; it will take place inside a workspace that will always be open to public.

For its third issue, *XRIVISTA* rethinks its usual format in a site-specific way, to adapt it to the space that artists and editorial staff will inhabit during the residency.

The three sections composing the magazine will all focus on the works created during the residency: the objective is to give readers not only the final form of the artwork, but a 360° account on the artists' creation process and their relationship to the workspace.

**The project to be developed during the residency will be realised over the theme Playgrounds** (refer to Attached. n1).

All the artists are asked to send:

- Submission of an **original art project** related to the proposed theme to be realized during the 2 weeks residency. A **description** of the project and any other kind of **supporting documentation** (visual, texts, videos) is required. The final form of the artwork will take up up to 6 pages of the magazine.  
Priority will be given to works conceived specially for the magazine and exploiting the media characteristics (paper, page to page narrative, visual storytelling, layout etc...)
- a brief self-presentation and motivation to participate in the residence
- If available, their portfolio or the link to their website.

Echoing the theme "playgrounds" and the collaborative vocation of the magazine, the dialogue between artists and the editorial staff will be at the core of the residency, to create a real collective project. To be flexible, willing to work together and open to dialogue is a requirement. All the artworks will be created during the residency: projects can also include collaboration with the other participant artists.

**All submissions must be sent before 30th June 2017 to our mail address**  
**[xrivistadartista@gmail.com](mailto:xrivistadartista@gmail.com)**

- The residency will be held at “**La Maga**”, independent art space in St.Gilles, Brussels.
- We demand no contribution to artists. Nevertheless, we can't provide artists with room and board. A fund raising is ongoing to have a production budget at disposal.
- As we did for our previous issues, an **exhibition** with the works of selected artists will be held following the hardcopy launch.
- For any questions or further information concerning the open call do not hesitate to contact us at **[xrivistadartista@gmail.com](mailto:xrivistadartista@gmail.com)**

In attached the theme of the second issue and the presentation of the magazine.

**We invite you to check out our previous issues on [www.xrivista.org](http://www.xrivista.org) and to follow us on Facebook, Instagram and Twitter.**

Attached n.1: THEME

**X=PLAYGROUNDS**

**What's...**

*The playground is a green area where kids can play, mainly outdoors, usually near schools.*

*The playground is a place where a specific group of people can privately enjoy themselves, freely, and doing what they want with whoever they want.*

*The playground is the common ground of meeting and clash, eventually allowing creation, like the stadium, the theatre, or the recreation.*

*Inside the playground there are some toys: if it is a children's playground there are slides, sandpits and swings; if it is a playground for older people, there may be cocktails, slot machines or other people.*

**The time...**

*Playing is spending time doing something enjoyable and entertaining, not thinking too much, without any practical aim.*

*Playing is what the cat does with the mouse, amusing itself before killing it to eat it; sometimes it doesn't even eat it.*

*Playing sometimes means performing a character or aping someone.*

**Mr Wolf ?**

*Sometimes to play up helps to free one's mind. It can be a hard game if someone plays along with others.*

*What are playgrounds today ? Who do they belong to?*

**Dinner time !**

## Attached n.2: PRESENTATION OF THE MAGAZINE

### *What is **XRIVISTA**?*

An independent artist's magazine aimed to the young artists and conceived through a collaborative approach to tell about the creation process of the artists.

### *Why **XRIVISTA**?*

Facing the lack of spaces for an in-depth analysis of the independent art scene, X= has been conceived as new reference point, granting the reader a direct encounter with the practice of the artist, and giving the latter an opportunity for exchanges and comparisons with other languages. X= offers an exhibition space "on paper": a different site in which to experience the artwork and the artists' practice.

X= aims to be specialised and targeted, but above all oriented and dedicated to artists.

### *Why an **artist's magazine**, not an **art one** ?*

X= believes the best way to discuss art is by means of a work of art; for this reason its conception is inspired by artists' books.

Every issue is prepared taking great care in the appearance of both graphic and content elements, in order to trace a visual narrative in collaboration with the artists involved. Differently from a normal journal, X= rejects a fixed graphic design, readapting it every time following the meeting with the artists and their work. X= is an open equation.

X= makes artistic promotion an artistic act in itself.

### *How is **XRIVISTA** composed ?*

X= is structured into three sections:

**X= Fields**, meets the artist in their workspace.

**X= Notes**, behind the scenes of a work of art.

**X=Canvases**, carte blanche to the artists.

### *Who is **XRIVISTA**?*

X= is created by four young italian artists: Francesco Battaglia, Giammarco Cugusi, Stefano La Rosa, Olmo Missaglia. With them, Guilherme Raj is in charge of the communication and production of the magazine.

Having met in Venice, they now work in different European cities: Paris, Brussels, Ghent, Florence.

A passion for art and the will to build a common project are the framework for the conception of **XRIVISTA**, the ideal place for a constant exchange and confrontation, a visual blend fruit of new professional experiences.