

OE2131

MYTH MAKING IN THE AGE OF FAKE NEWS



INSTRUCTOR

JAGRUT RAVAL

CEPT, NID

My art practice spans diverse mediums in various scales presented in form of installations, photographic printing techniques, videos, drawings, performances and appropriation of mass produced and found items. I see both ideas of History and Future as malleable. Both can be imagined. Both can be fabricated. Both as speculative.

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OVERVIEW

Participants will create 2-dimensional visualizations about imaginary beings they choose from Jorge Luis Borges' The Book Of Imaginary Beings by placing them in contemporary Indian context in 21st century. The visualization can be made using Photography/Video/Sound/3-D Softwares/Mixed-media, whichever media participants are comfortable in. The re-imagined narratives about the imaginary creature will emerge from participants personal inquiries by relating it to the present time in 2021 and locating them in the city where the participant is based.

OBJECTIVE

By creating images ground up from text, the participant shall develop a personal process for creating narratives. To develop and visualize 2-dimensional images with the help of photography, video, sound, animation, painting or a combination of multiple of them. This elective will try to establish a relationship of mythology with our socio-political environment especially today in contemporary India.

METHODOLOGY

Argentinian author Jorge Luis Borges has systematically put together a list of about 100 mythical creatures from various cultures around the world in The Book of Imaginary Beings. Participants will discover the creature they are most drawn to with series of discussions and presentations. Participants will be exposed to visual artists like Joan Fontcuberta, Joseph Beuys, Gerard Byrne and Walid Raad whose works are at the margins of truth making and exploring visualizations about the nature of reality. Participants will derive visual techniques and methods from these artists who work with an array of mediums including Photography, video, animation, and eventually develop their own narratives. First 5 days are envisioned as conceptually arriving at the local myth as each participant will imagine creature in their city while the other 5 days participants will make the images required to build the myth.

KEYWORDS

Speculation Mythology Story-Telling, Narrative, Unreal

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