

PUPPET & DESIGN
European Project

Waste Puppet Design
What I am, what I was
Plastic Arts Workshop

date : 11-15/05/2020

hour : total 42 hours

place : Padova - Atelier - via Luigi Pastro 7 https://www.antoniopanzuto.it/_contatti/

conductor workshop : Antonio Panzuto <https://www.antoniopanzuto.it/biografia/>

In each country involved in the wider European **Puppet & Design** project - Italy, Slovenia, Spain and the Czech Republic - a group of artists will be engaged in a laboratory, open to students and professionals from the world of theater and design, aimed at developing sensitivity and skills in the field of recycling and creative reuse of waste materials. The workshop will be organized in collaboration with local municipal waste disposal companies. It will be a matter of recovering from landfills objects, instruments, appliances, waste materials with which to create dramatic and scenographic elements in the perspective of a show or an installation. An opportunity to reflect on the limits of the consumer society, on planned obsolescence, but above all on our hasty relationship with everyday objects, discovering that often they retain in themselves, even when they have exhausted their function, the memory of their past - and sometimes from the past of those who used them.

The first workshop will take place in Padua until 11 to 15 may 2020 and will be conducted by the Italian production designer Antonio Panzuto together with the Spanish designer Miguel Leiro. The results of the laboratory can be presented in a performance-installation at the laboratory headquarters - the Panzuto atelier in Padua - and on the occasion of the Puppet & Design festival which will take place in Gorizia in September 2020.

WHAT I am, WHAT I was

Let's take a portrait with our objects

"... The artist, the one who over time has always dealt with the deepest things in life, sometimes considered as inspired by the Gods themselves, now chooses to deal carefully with the elementary poverty of straw ... the piece of cardboard, the debris, boxes of sweets, traces of the wind, the drain of the rain, broken dishes ... and hundreds of other things".

Antoni Tàpies

Starting from the shape and aesthetics of "our" object, to transform it.

Find the lucidity of an intuition to consciously dominate it.

Dare the paradox of imagination to build unexplainable forms.

Use the technique to reverse the logic of the operation.

Dominate the hidden side of things, to study its ironic and surreal side.

Playing with the potential of chance

We can use:

alarm clocks, glasses, maps,

glass bottles,

drawings, sheets, envelopes, paper, coffee machines,

twine, ropes, glue, cups,

jars, old pieces of wood,

pieces of wood found on the beach,

nails, hammers,

boxes, brushes, buckets,

pieces of rust, postcards, plastic bottles,

books, fans, balls, old toys,

new toys, fabrics, curtains, cushions, feathers,

computer parts,

irons, plates, scissors, tapes, shoes, clothes,

photographs, light bulbs,

phone directories, playing cards,

posters, newspapers, irons,

electrical switches,

pens, markers, pencils, wheels, wheels, gears,

suitcases, cartons, propellers, springs,

balls, chess,

umbrellas, iron wire, keys,

bicycle parts,

headlights, automobile arrows, rubber bands, chairs,

rugs, toothbrushes,

brushes,

brooms, tin boxes, vases, wicker baskets,

tennis balls, socks, thread, wool,

clothespins, combs, sponges,

colors, pencils, colored glasses, stones, bamboo ...

To have this material available, **we ask each participant to bring from home several objects that represent it**, of various sizes, non-trivial and that can be reused without problems to create their own "portrait", immersing themselves in the unattainable slopes of a work art.

We will use the hammer and nails, the welding machine and the computer, the pencil and the string, the stone and the paper, the motors and the clay, the look and the attention but hands more than anything else.

Antonio Panzuto

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