

This week, we had to work with elements from past projects that we had used as costumes, scenery, or props and that we hadn't gotten the most out of at the time. In this case, I chose a blanket as an example of a textile piece in which I used textiles with symbolism, either because its creation was inspired by traditional body instruments or because they were versatile and could be played with. I have always liked to choose an object and unlabel it, abstract it and turn it into whatever I want, giving it life. I explained this to my colleagues, and several of them took that blanket and turned it into strange beings, giving it sound, or into endearing characters from an anime movie, endowing them with everyday actions or extracting their physicality and sound. Thus, their textures and shapes changed continuously, as did their functionality or scenic use. A good practice would be to do this with any object randomly taken.

