



Comic Illustration Residency Information for applicants

The Victoria and Albert Museum is inviting applications from UK based graphic novelists and comic artists working with, or wishing to work in the medium, who wish to develop their practice through working with the V&A collections and by engaging in the public participatory programmes that the Museum runs. The Residency will be based in the Sackler Centre for arts education at the V&A. This is part of an exciting new programme of residencies. It will take place in London over a six-month period from July – December 2009.

The bursary is open to UK-based artists. It will provide a monthly payment (taxable) to contribute to living expenses, accommodation, travel and some materials. A team, drawn from Museum's staff will provide support throughout the project. We are particularly interested in practitioners who wish to work with the V&A's collections and use the resources of the Museum and who would also welcome the opportunity to work on projects with the public. Applicants should have a track record of development and regular exposure of new work.

The new Sackler Centre for arts education at the V&A, will have two studios for museum residencies to be occupied by artists/ craftspeople/ designers/ writers/ performers/ architects/ film and video makers etc. There will be 4 residencies of 6 months (26 weeks) each year. This programme is integral to the philosophy of the Sackler Centre, helping to make it a dynamic, creative space.

Purpose of the Residency

This exciting opportunity offers practitioners access to the collections of the world's greatest museum of art and design for use as creative inspiration to make new work; support to learn new skills and develop creative practice and drawing upon specialist expertise; opportunities to meet practitioners, curators, and also to work alongside specialist educators to promote greater understanding of art and design research and practice for the public.

The aims of the residency are to:

- Enable the selected practitioner to draw upon the V&A's collections to carry out research, learn new skills and create new work
- Inspire public interest in creative practice
- Offer professional development to the selected practitioner in public engagement and educating
- Create links between the V&A's collections and contemporary art / design etc.

- Undertake an imaginative project to engage the public (this could include workshops, open studios, talks, presentations, master classes etc.)
- Raise the profile of contemporary comic illustration / graphic novels

Expectations

We would like to achieve a balance of benefits for the artist, the public and Museum.

Residents will be expected to:

- be based at the V&A for a minimum of three days per week
- open their studio at the V&A to the public for six half days per month
- display work in progress in their studio (there may also be other opportunities for display elsewhere)
- undertake a project with the public
- contribute to the process of dissemination on the V&A website
- provide feedback for the purposes of evaluation

Selection Criteria

Proposals should be dynamic, ambitious and inspiring – pushing forward the boundaries of perception about creative practice. We are looking for an applicant who can adopt a range of different roles and who is keen to draw upon the resources of the V&A and to enter into a dialogue with the public

Candidates must demonstrate:

- creative originality and professionalism in their work
- dynamic and inspiring ideas about how they would use this opportunity to develop their practice and how they intend to meet the aims of the Residency
- ideas for innovative ways to respond to opportunities to work with the V&A's collections
- an interest in working in educational / community settings

Note : Work created during the residency remains the property of the V&A for the duration of the residency. At the end of the residency ownership will be transferred to the resident. Any work made with during a public workshop remains the property of the V&A.

The resident may wish to donate examples of the work to the Museum's permanent collections and to consider a publication jointly with the Museum.

Payment

The artist will be paid approximately £7180 during their 6 month residency in monthly instalments. This fee will be subject to income tax and National Insurance. This fee is inclusive of travel costs within the UK and living expenses. There will be an additional budget for studio equipment and materials to be agreed with the Residency Co-ordinator.

Studio

The Residency Studios are on the main site of the V&A in South Kensington, situated within the Sackler Centre for arts education.

To apply

Applicants should apply online at the V&A's website at www.vam.ac.uk/jobs where you will be asked to submit a current CV and complete an application form.

In addition to submitting your application on-line, please also upload 8 images of your work with your application. They must be file size 70 dpi and no larger than 9 x 12cm (portrait or landscape), 340 x 255 pixels. These files should be saved as the name of the Image (see below) Within the folder, each image should be labelled with your name and number from 1 to 12 Digital images must be saved as JPEG files and should have the suffix .jpg .Please provide a description of each image following the outline below:

- Image 1 (name of image – please save the file under this name)
- Title
- Materials used
- Dimensions
- Year Made
- Description

Applicants must be available for this project from 5th July – 31st December 2009. The selection process will be carried out by a panel of representatives from the V&A and an external member. Applicants will be short listed from the images and supporting information and those selected will be invited for interview. Interviews will take place on Thursday, 5th February 2009. Candidates must be available for interview on this date.

If you have any queries regarding the recruitment process, you can email us – hr@vam.ac.uk.

Closing date for receipt of applications is 4th January 2009