

This is a **(non) map** to take with you.*

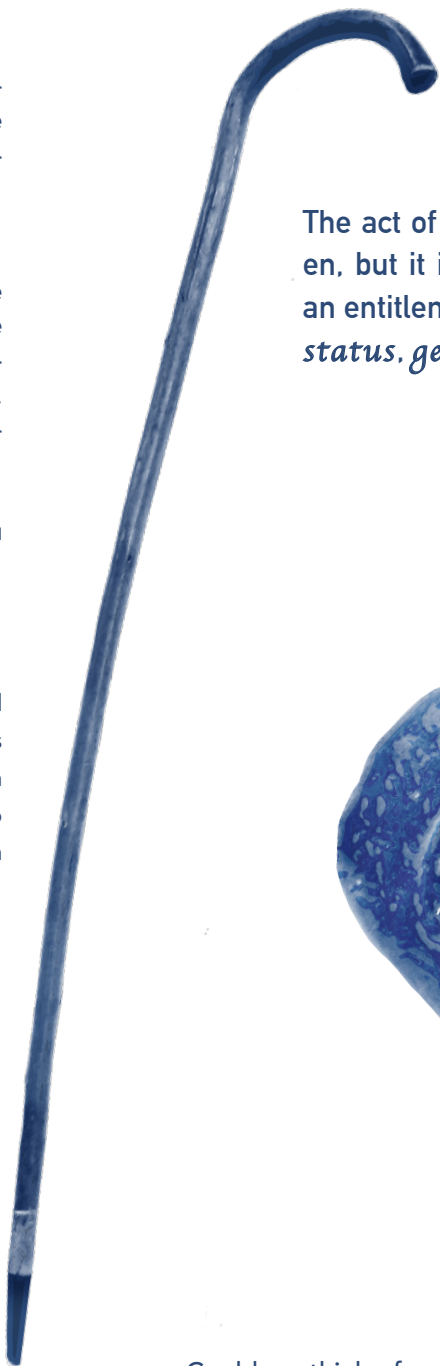
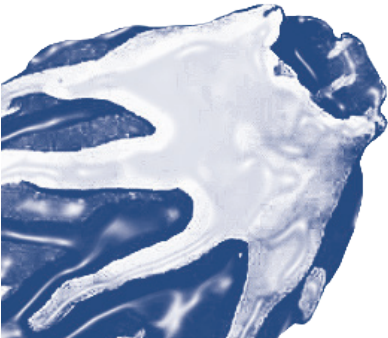
This map is not a compass. This map cannot measure heights or help you to find your way out. The map is not for you alone. It should not be understood nor taken for granted. And it is not in service of you as the hero.

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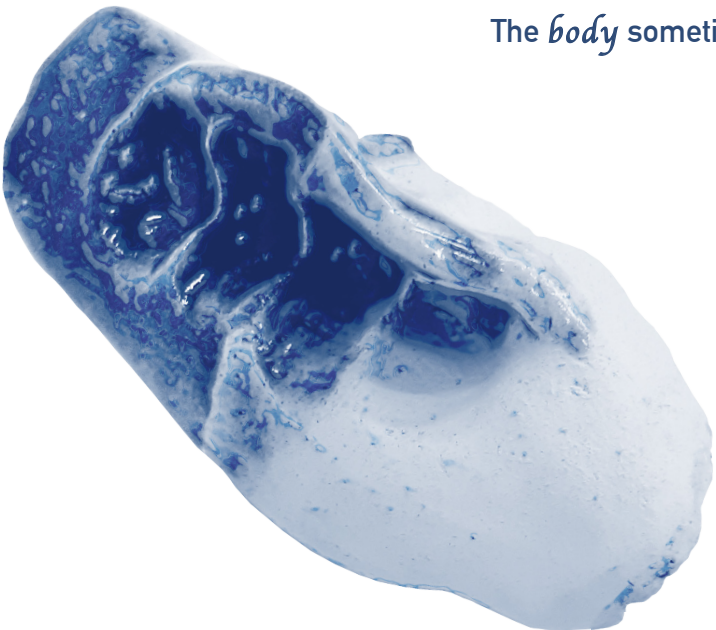
How valuable or non valuable that is, is up to you to decide.

* The artists wish to acknowledge all who exist beyond the narrow scope of *enabled bodies*, as well as bodies *restrained from roaming*. In the situation that you can not do the walk, you are very much invited to listen to this *soundwalk* from any position you find yourself in right now.

A choice to be *in motion*, to drift, is a continuous collaboration between *mapping*, *(non) mapping*, *registering*, *(non) registering*. It holds visible and invisible *encounters*.



The act of *roaming* the streets might seem given, but it is nothing more and nothing less than an entitlement or a restraint defined by one's *civil status*, *gender* and the *colour of skin*.



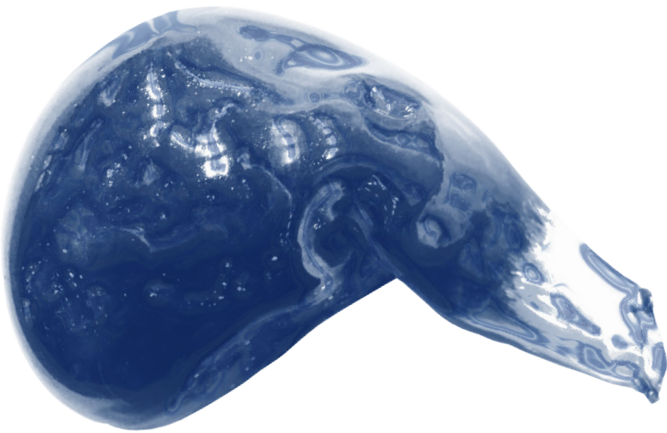
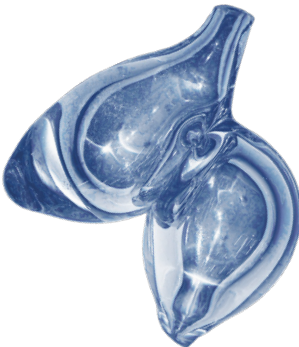
The *body* sometimes just knows where it belongs.

Could we think of a *walking stick* as an extension of our body? As a corporeal prosthetic reaching out, mediating between us and the world?

Maybe consider: a walking stick as a sensorial enhancer; an extra *organ* 'living' outside your body receptive to other organs (real or imaginary). To enrich your touch, to better pick up smell, to measure yourself in relation to buildings, roads, objects, to feel other beings and help you look up, down, straight, left, right – pointing out; poking; collecting; leaning onto.

But be reminded: when walking, we *lean on* more than just sticks and feet. We lean on our identity, our emotions, our memories, our future fantasies.

Organs become vessels of emotions; imaginations; anything you want.



<https://soundcloud.com/user-525918058/soundwalk>

Use your mobile phone to scan the QR code and access the *soundwalk*. Put on your headphones and press play.

dvu(uou)



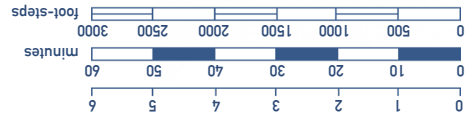
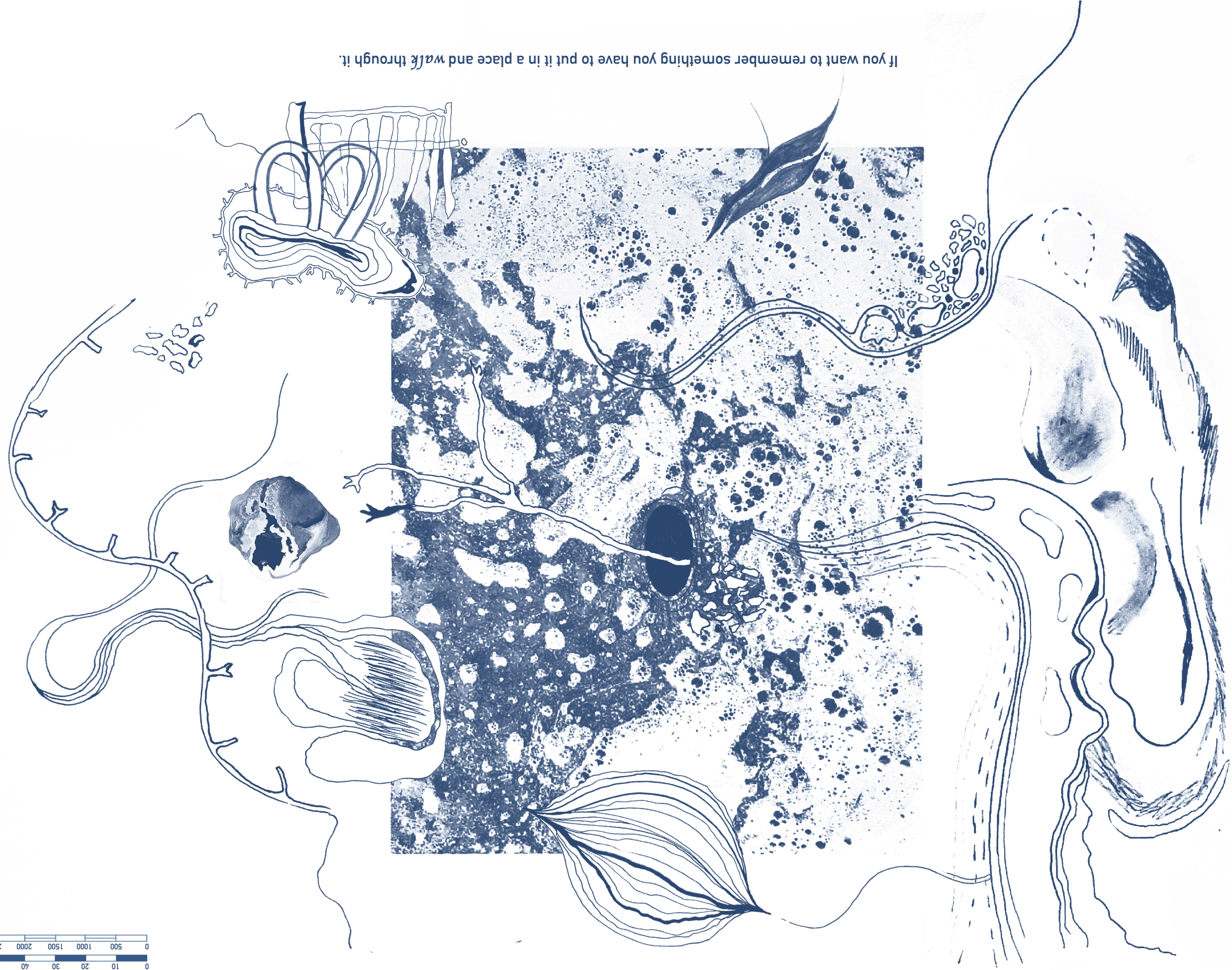
concept:
Juliette Brederode, Jelly Hogendorp, Eva van der Zand

<i>soundwalk</i>	<i>(non) map</i>
words voices: Juliette Brederode Nikos Doulos Jelly Hogendorp Eva van der Zand	text: Juliette Brederode Nikos Doulos Jelly Hogendorp Eva van der Zand
narration: Michael Krass	map: Jelly Hogendorp
sound design: Rick Haring	design: Nikos Doulos

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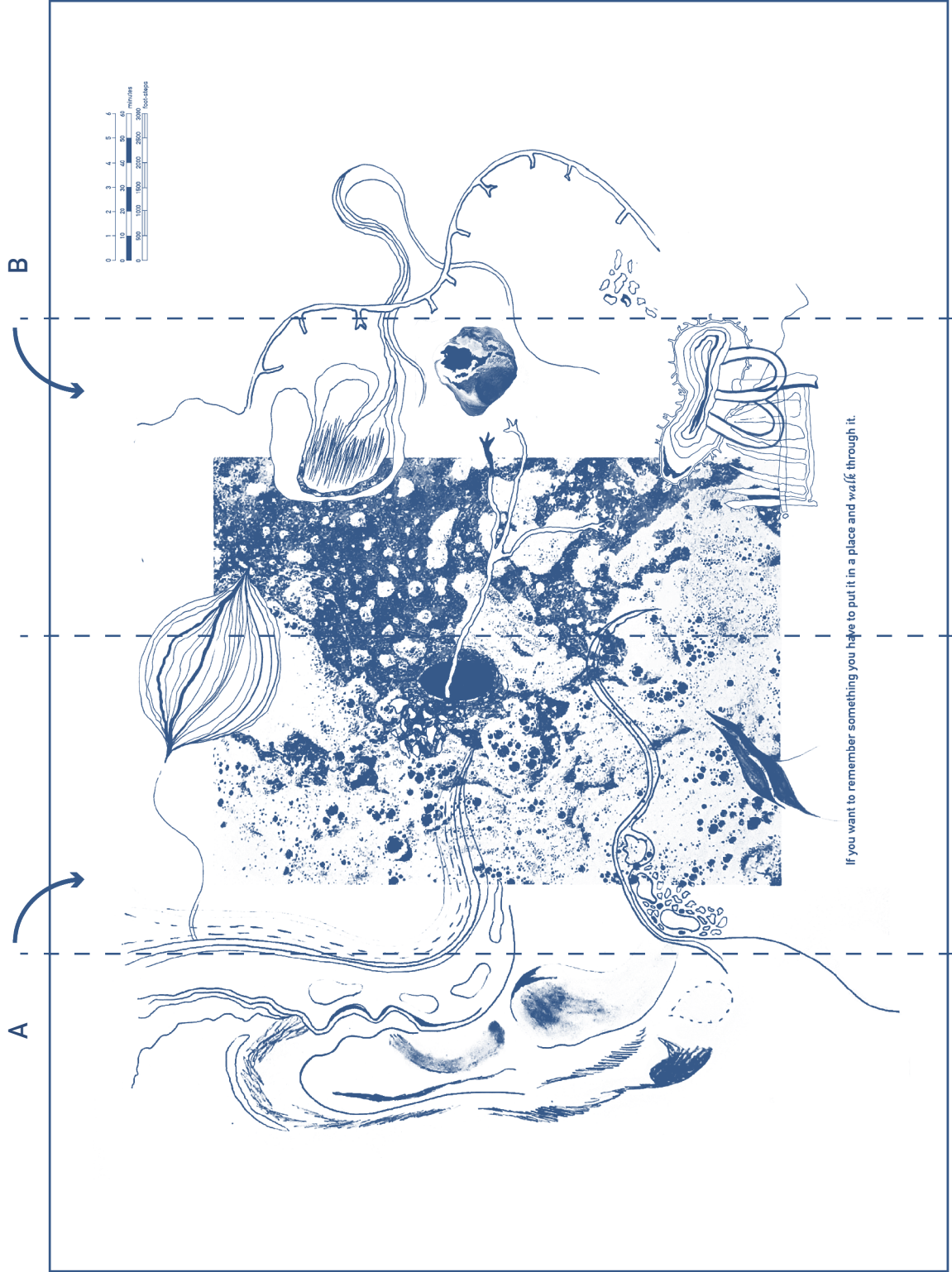
(non) map is complimentary to a soundwalk stemming from What We Walk About When We Talk About Walking led by Nikos Doulos in the context of Studium Generale Rietveld Academie - Resilient Bodies: Strategies and Practices for Fluid Embodiments. *(non) map*, *soundwalk*, along with a series of sculptural objects are part of Fluid Walkscapes — Corporeal Imaginaries; a project realised for Rietveld Uncut 2021.

If you want to remember something you have to put it in a place and *walk* through it.

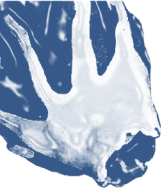


(non)map

fold-out instructions



1. Fold A & B *inwards* to the centre of the A3.



A choice to be *in motion*, to drift, is a continuous collaboration between *mapping*, *(non) mapping*, registering, *(non) registering*. It holds visible and invisible encounters.

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<https://soundcloud.com/user-525918058/soundwalk>

concept:
Juliette Bredenoede, Jelly Hogendorp, Eva van der Zand

soundwalk *(non) map*

words & voices:
Juliette Bredenoede
Nikos Doulos
Jelly Hogendorp
Eva van der Zand

narration:
Michael Kraas

sound design:
Rick Hering


map:
Jelly Hogendorp

design:
Nikos Doulos

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(non) map, soundwalk, along with a series of sculptural objects are part of Fluid Walkscapes — Corporateal Imaginaries, a project realised for Rietveld Utrecht 2021.



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2. Fold C *outwards*.

3. Fold D *outwards*.