

Un bosque de malas hierbas [A forest of weeds]

Antía Iglesias

Previous dates and locations: RAC Roson Contemporary Art Foundation, Pontevedra, Galicia 12th to 20th July 2024

Casa Galega da Cultura, Vigo, Galicia 5th September to 8th November 2024

The exhibition A Forest of Weeds emerges as the result and part of the doctoral research Graphic Ecosystems: A Scientific-Artistic Investigation on the Fate of Vegetal Waste from Exotic [Invasive] Species, developed within the Creativity, Social Innovation, and Sustainability program at the University of Vigo, Galicia, Spain.

The works presented aim to visualize the collaboration between art and science, addressing, through the hybridization of both languages and methodologies, the issue of vegetal waste from exotic and invasive species. The exhibition seeks to offer a transdisciplinary perspective on a complex ecological problem that directly affects our ecosystems. The research focuses on a specific area in Galicia where four species were identified as having an impact on the local flora. These include the tree species *Eucalyptus globulus* and the herbaceous plants classified as invasive: *Arundo donax*, *Phytolacca americana*, and *Tradescantia fluminensis*.

One of the main objectives of the project is the utilization of organic waste from the selected species to develop materials that can be used in artistic practice, particularly in graphic arts, such as paper and ink. The raw materials used and the technically developed materials proved to be suitable for this purpose, yielding a variety of aesthetically and technically interesting supports, which were employed in works with different formalizations.

The pigments extracted were tested for the production of oil-based inks used in printmaking. Additionally, the experimental processes of material development in the laboratory were observed from a creative and aesthetic perspective, leading to a series of artistic installations. The scientific process merges with expanded field graphic processes, extending from the wall to the floor, from more traditional formalizations like pure engraving or drawing, to parametrized digital processes or bio-art installations.

As a whole, the proposal offers an experiential approach to the research content. Playing between literalism, abstraction, and construction, it presents another perspective on nature, our relationship with it, and the conceptual and practical challenges we face.

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