



V&A reveals further details for Adobe Creative Residency display that explores illustration, wearable art, and ceramics

Artists at Work: Museum Residencies 2024
10 December 2024 – November 2025
V&A South Kensington

The V&A announces further details of a display that will showcase the work of its first cohort of Adobe Creative Residents. Opening on 10 December, **Artists at Work: Museum Residencies 2024** brings together three creative practitioners working across costume design, global ceramics, and illustration.

The display is the culmination of this year's Adobe Creative Residency at the V&A, a multi-year collaboration with the Adobe Foundation. During the 12-month residency based at V&A South Kensington, each artist is provided with a dedicated onsite studio, mentorship, and the opportunity to engage with museum audiences.

This year's residents are ceramicist Jacqui Ramrayka, artist Luca Bosani and illustrator Rachel Sale. Each spent the year developing their creative practices inspired by their interactions with visitors and the V&A's collections, as well as contributing to the museum's learning programme. To improve access to creativity and design, Jacqui worked with schools, Luca with young people and Rachel with families.

Focusing on the process of making rather than simply finished pieces, the display will explore the residents' creative journey at the V&A, the connections they created with different communities and how their experiences at the museum changed their ways of working.

Luca Bosani has developed their interest in performance and fashion to test the boundary between shoes and sculpture. Inspired by their grandfather's career as a shoemaker, the residency offered the opportunity to learn new techniques to reconnect with their family trade. For the display, Luca will present wearable shoe sculptures – or 'Unidentifiable Performing Objects (UPOs)' – which they brought to life through live performances in the galleries.

Jacqui Ramrayka has explored pottery as a means of exploring diasporic perceptions of 'home'. During her residency, Jacqui sought to push the boundaries of her craft by combining elements that do not usually fit together, such as ceramic remnants alongside fine porcelain. She developed 'Clay and Conversation': a series of workshops that served as a shared space for women from the Indo-Caribbean diasporic community to explore themes of memory, grief, and

belonging. In the display, recordings of these conversations will serve as the backdrop to pieces produced in the workshops.

Rachel Sale has used illustration to explore the future of museums. During the residency, she created a collaborative project that invited cultural organisations around the world to contribute their ideas for museums of the future. Using new techniques she has developed over the past year, for the display Rachel has produced a range of posters, objects and merchandise for 25 future museums imagined by 150 people from around the world.

The Adobe Creative Residency programme at the V&A is part of the new Adobe x Museums programme and runs in conjunction with the Adobe Creative Residency programme at the Museum of Modern Art (New York City, USA).

Helen Charman, Director of Learning & National Programmes at the V&A, said: “The V&A Adobe Creative Residency Programme places contemporary practice in art, design and performance at the heart of V&A Learning. This inaugural display celebrates the 2024 residencies in thought-provoking new artworks by the V&A Adobe Creative Residents, inspired by the V&A collections and by inclusive approaches to engaging with diverse audiences across our schools, families and young people’s programmes.”

Adobe Creative Resident Luca Bosani said: “This residency has allowed my practice to strengthen and greatly develop, steadily, day by day, as the programme progressed. I see identity as a playground, and working with young people at the V&A, I supported and facilitated their ability to experiment, play and create. The final display is a unique opportunity to present my work to a diverse and curious audience, and the ideal springboard for my practice and career to move a step forward.”

Adobe Creative Resident Jacqui Ramrayka said: “As well as the opportunity to work with school groups, this residency has offered a unique opportunity to engage with the amazing V&A collection and reach an underserved audience. I’m really grateful for this opportunity to engage with the underrepresented Indo-Caribbean diaspora to explore ideas of identity and belonging through objects. I hope that this display will help visitors make deeper, unexpected connections with the materials I use and demonstrate the rich stories objects can tell.”

Adobe Creative Resident Rachel Sale said: “The residency has provided the space and resources for me to grow my ideas, but also deepen my understanding of how to work collectively with other people. My making skills have also developed as I’ve finally had the time to learn and practice new techniques – I’ve fallen back in love with making and will leave feeling fully nourished creatively. Before this year, I would get nervous about hanging my work on the wall. But now I feel confident in the project I’m exhibiting; so I’m not scared, I’m excited...which is lucky as so many people will see it at the V&A!”

Artist biographies:

Luca Bosani is an award-winning multimedia artist, specialising in wearable and performance art. They conceived the concept of *UPOs* (*Unidentified Performing Objects*) to open up limiting binary and artistic categorisation. *UPOs* are wearable artworks that reject categorisation and sit between definitions of performance and studio art; ever-changing, they aim to transform both the wearer and the viewer. Their practice focuses on breaking down barriers and labels through

both display and performance to ask key questions such as: When does a costume become a tapestry? When does a shoe become a sculpture?

Jacqui Ramrayka is a British-Guyanese ceramicist working with porcelain. Her current practice explores ways to articulate notions emerging from the themes of memory and grief, through the Indo-Caribbean diasporic identity which particularly since the Windrush era has morphed into a hybrid crafted by different cultures. In her practice she explores how objects can embody these concepts, exploring connections between personal and collective memories; trying to give form to something intangible using residue, remnants, and erosion, to embody fragments of memories, decay and time.

Rachel Sale is a south-east London based illustrator working at the intersection of visual communication and community organising. She founded FAT Studio CIC, a not-for-profit creative studio based in an ex-shop on Old Kent Road in south-east London. FAT Studio collaborates with people of all ages and backgrounds on local community-focussed art projects, clubs, workshops, markets, talent shows and publications. Their aim is to keep the door to the arts wedged open; to bring people together through joyful making; and to nourish a sense of collective potential in the neighbourhood. She also teaches illustration at Camberwell College of Arts where she and her students aim to expand their thinking around what illustration practices can be.

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For further PRESS information about Artists at Work: Museum Residencies 2024, please contact Grace Morgan on g.morgan@vam.ac.uk

A selection of press images are available to download free of charge from pressimages.vam.ac.uk

Notes to Editors

The Adobe Creative Residency is supported by the Adobe Foundation.

About the V&A

The Victoria and Albert Museum, London (V&A) is the world's leading museum of art, design and performance with collections unrivalled in their scope and diversity, spanning 5000 years of human creativity. It was established in 1852 to make works of art available to all and to inspire British designers and manufacturers. Today, its purpose is to champion creative industry, inspire the next generation, and spark everyone's imagination.

About the Adobe Foundation

The Adobe Foundation creates positive change through support for creative and digital literacy, social equity and opportunity, and active engagement in the communities where we live and work. The Adobe Foundation is a private foundation created and funded by Adobe Inc.

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