

CALLOUT FOR PARTICIPANTS FROM THE CHAGOSSIAN COMMUNITY:

In August this year a five metre-tall puppet Aura travels through Crawley seeking welcome as part of Creative Crawley's summer programme Enliven: You're Welcome celebrating Crawley New Town's 75th anniversary.

Aura is a survivor from Troy, inspired by Homer's Odyssey, and, after washing up on the Yorkshire coast in April and May, she will travel through Crawley as part of her Odyssey before she moves on to her next destination.

Aura's Odyssey will start at Gatwick airport on Thursday 11th August where she bears witness to those leaving and those arriving, before travelling on an open top bus around neighbourhoods seeking welcome on Friday 12th. She'll be free to roam the town centre on Saturday coming to rest in County Mall Shopping Centre, then spends Sunday in Tilgate Park, where local residents will wish her well on the next stage of her journey.

In the build up to her arrival, a series of creative projects are on offer to Crawley residents to develop welcome artworks for Aura when she visits.

International artists BRiGHTBLACK want to create more spaces where different generations and communities can come and share experiences and time together. This June/July, they are offering a creative space for Chagossians and people of Chagossian descent to come together and explore creativity around your stories – your dreams, memories, family, friends, community. Your group's creations will be displayed along Aura's route through Crawley to welcome her. [BRiGHTBLACK](#) are artists Myra Appannah and Simon Wilkinson. Myra is of Mauritian heritage and a long time supporter of the Chagossian campaign.

Please contact Jenny Pearce on jenny@creativecrawley.com to find out more.

If you'd like to meet BRiGHTBLACK beforehand and see what they do, they will be running taster sessions at HMV in the town centre on Saturday June 11th.

Saturday 11 June at HMV Crawley (26 The Martlets, Crawley, RH10 1ES)

11am – 1pm | 8 – 15-year-olds

2pm – 4pm | 16+ years

MAKE DIGITAL ART // VIDEO GAMES // IMMERSIVE STORIES

What's behind the massive rise in interactive culture like gaming? How do you create virtual worlds? Build 3D objects? Sculpt, rig and animate characters? Light landscapes, underground tunnels, make audio that echoes through them?

Come along to this taster session where BRiGHTBLACK will be showing you how to work with real and digital materials and software to create digital art, video games and immersive stories.

No experience required. Refreshments will be provided.

Sign up for free [here](#).