IMMORTAL MUSIC OF PERU (MÚSICA INMORTAL DEL PERÚ)

turntablism / vinyl manipulation

a project by Mariano León at SOCORROpolivalente.

Lima, February 27th, 2025

PRELUDE PROLOGUE

The deconstruction of music that has become 'immortal' is a way of confronting a legacy and questioning how it is assumed today. In this sense, the postmodern heritage has led us to reprocess elements of traditions and their legacies - which do not necessarily correspond to our Zeitgeist - but nevertheless bring us a hint of curiosity if not nostalgia for a world that we only learn about through documents and the testimonies of others. It is clear that many themes, because of their transcendent contribution, remain in the collective memory of the so-called popular culture... but this is also a container of diffuse borders that mutates

according to who is questioned.

In any case, Mariano León rummages through the vinyl document, finding 'classics' of the Peruvian musical production of the past 20th century, jewels of yesterday, and which bear witness to the symbolic struggle of the selected authors to establish legitimacy in their proposals (in a country of racist and classist memories); and from the vinyl - as a material

support - to remain and try to transcend the time that was present to them.

Mariano León's proposal is established from post-production: the manipulation and editing of existing material, and from that beginning his work is a proposal of assemblage from material outside his authorship. Plastic art and music are the genres from which he operates. Thus his universe of patchwork, collage, assemblage, remix, sampling and intervention, appeal to a distinctly national post-production (with all the porousness that this implies). A possible

eclectic and mutant symphony for a multiverse and complex country.

Carlos León-Xjiménez

artist and art curator

socorropolivalente.org @socorropolivalente

**Project Documentation:** 

Música Inmortal del Perú

Mariano León:

@marianno leonn

Behuá Icará: bandcamp / soundcloud