Creation ::: a circular process

If something new is to be created, there are basically two paths, both of which can be followed. Either you produce "from your gut" or you first create a theoretical construct, i.e. a plan. Which order you take and where you start depends on many factors and is also linked to personal preferences. But - both forces have to occur, otherwise you won't be able to 'create' anything worthwhile.

With spontaneous access, regularities are experienced and recognized intuitively; they occur gradually. The experiment, which does not necessarily have to be targeted, plays an important role here.

A plan is primarily a theoretical concept that expresses a certain, logically oriented intention, whereby the connection to design or technical conditions is of secondary importance. However, the creative output can also be significant here. Transposing to the aesthetic level is not always obvious, but it is possible.

Now which way is better? Neither of them are separate from each other. These approaches are inextricably linked to one another in a circular way, but cannot stand alone.

We want to practically test this integration of aesthetic and logical forces, which is so important for the creative process, in various workshops - and dare to use both approaches reciprocally.

Prof. Dr. Klaus-Ove Kahrmann

Participation fee

up to 27 years old: 290 € up to 27 yaers old from Poland: 170 € all countries from the age of 28: 450 €

Accommodation is provided in multi-bed rooms. Single rooms are available but subject to an additional charge.

Registration



info@scheersberg.de Tel. 0049 4632 84800

Please specify two desired workshops when registering.

You will then be assigned to one of these workshops.

Artistic Direction:
Prof. Dr. Klaus-Ove Kahrmann
0049 461 96754
kkahrmann@googlemail.com



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Jugendhof Scheersberg
Scheersberg 2
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Administration: Karsten Biermann biermann@scheersberg.de 0049 1724275386 0049 4632 84800





Creation

::: a circular process

December 8th to 15th, 2024

A POLISH-DANISH-GERMAN CREATIVE EVENT

Workshops

Printmaking Prof. Andreas Wendt,

> Starting points arise from the diverse landscape around Scheersberg. The sketches made outdoors are further evaluated in the workshop using various techniques and styles.

Alexander Frohberg, Leipzig/D

Animated film Magdalena Pilecka, Warszawa/PL

The participants realize their own ideas and produce a series of short animated

Performative theater

> Wiktoria Kaczmarek-Rutkowska, Zofia Swigder, Sebastian Swigder, Warszawa/PL

With the help of the medium of acting, a phenomenologically oriented engagement with the foundations of perception, sensitization, improvisation, and scene development takes place.

https://pedagodzyteatru.org/en/a bout-us/

Short film

Patrick Jung, Bielefeld and Cologne/D

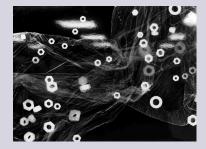
The focus here is on film production as a group project. It progresses gradually from the initial idea to the planning storyboard and then to various film production techniques.

Drawing, painting, action

Prof. Dr. Majka Kiesner, Warszawa/Pl Prof. Dr. Agnieszka Roznowska

By experimenting with various techniques and design approaches, the paths of intuition and conception are approached in such a way that completely different, previously unplanned realizations emerge. The individual results contribute to a performance as a collective effort.





Experimental photography

Prof. Dr. Stefan Paruch, Warszawa/PL

Here it's about systems through which thoughts and feelings can be expressed in various creative ways. The traditional darkroom and the depths of digital realization both represent equally valid frameworks for orientation.

07

Digital painting and drawing

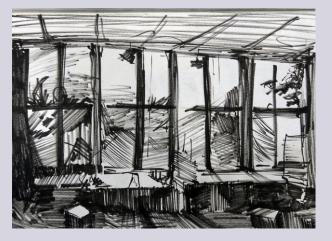
Karsten Kjærulf-Hoop, Aarhus/DK

Here, an attempt is made to explore the possibilities of digital design and experience the various connections that arise with 'traditional' design methods.

Textile design and screen printing

Annekatrin Lockton, Flensburg/Handewitt/D

In the broad field of fashion and design, screen printing plays a significant role. We aim to create design templates using drawing and painting techniques, and then apply the screen printing process.



View into the painting studio, Scheersberg