

PENDULUM, THE THEME OF 2023

A pendulum or perpendicular (from Latin pendere = to hang) is an object that can swing around its own position. There is something soothing, even meditative about his constant back and forth, but at the same time suggests a to-and-fro movement between two extremes.

When designing, you have to constantly decide, usually between two alternatives or tools that are available. This antagonistic approach of 'conflict' plays a major role, especially at the beginning of the design process. And ... a decision has to be made either way.

Experimental approaches are used to gradually approach best practice. The pendulum of our thinking 'swings' sometimes quickly, sometimes slowly, sometimes broadly, but also narrowly centered and demanding. In the specified workshops we want to deal with these fundamentals of the organization of aesthetic processes in different ways.

PARTICIPATION FEES:

Below 27 years: 290 €

Below 27 from Poland: 170 €

From all countries above 27 years: 450 €

*Prices are including food and lodging.

SIGN UP:

<https://www.scheersberg.de/programm/deutsch-polnische-winterakademie-pendulum>

Please indicate two preferred workshops when registering.

Director:

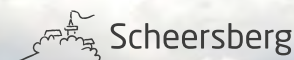
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WINTER ACADEMY SCHEERSBERG
PENDULUM

10. -17. DECEMBER 2023
A POLISH-DANISH-GERMAN CREATIVE EVENT



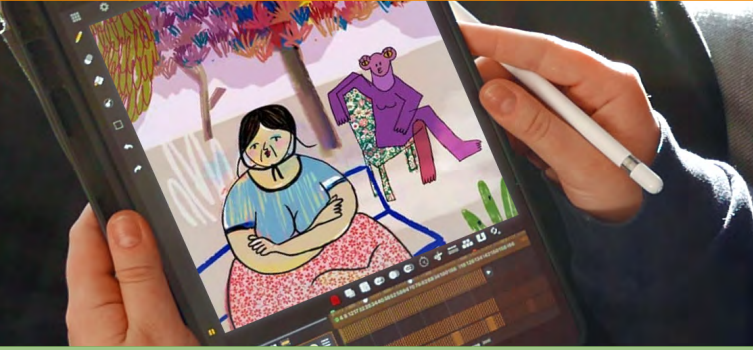
01.

ANIMATION FILM

MAGDALENA PILECKA, WARSZAWA

Each participant will create their own character and a series of short animated movies involving it. No experience in animation is required. However, it is useful to know the basics of Adobe Photoshop, which will allow you to freely draw and work with layers.

Ready-to-use iPads with Rough Animator are available at Scheersberg. The participants can be equipped with their own tools, such as a laptop or iPad. In both cases, it's essential to have a tablet/pen for digital drawing and appropriate software. We will work in the technique of drawn animation.



02.

PRINTMAKING

PROF. ANDREAS WENDT, ALEXANDER FROHBURG, LEIPZIG

As a starting point for our printmaking work, we want to explore the landscape around Scheersberg. Fields, trees, houses will be walked, measured, drawn and photographed – out into the landscape, into the workshop.

We want to work on found material with the techniques of etching, letterpress, typography and digital techniques. Thus, graphic sheets, posters, self-made magazines and animations can be created.



03.

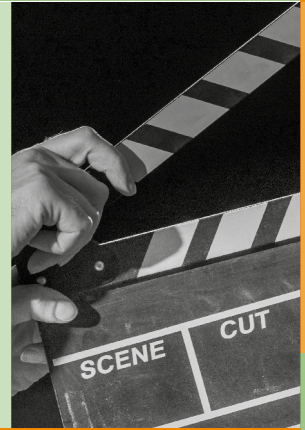
SHORT FILM

FABIO MAGNIFICO, PATRICK JUNG, BIELEFELD & COLOGNE

"Lights. Camera...and action!" In our workshop we will produce inspiring short films from your ideas. The focus will be on film making as part of a group, just like a professional film production.

Just like in Hollywood, we need creative people for all jobs behind and in front of the camera. From directing to costume - everyone is part of the team and therefore part of the film.

We are looking forward to a great production week with you.



04.

DRAWING, PAINTING, INSTALLATION

DR. MAJKA KIESNER & PROF. DR. AGNIESZKA ROZNOWSKA

Let rhythm and absurdity become a challenge and create a creative dialogue between the workshop participants. By tapping out rhythmic sounds let us draw, paint and swing to the beat of the pendulum.

Let's create drawing machines, driven by human muscle power. Machines large and small, simple and complex. Let the music flow from the drawing and become to an introduction to scores from which a new sound will flow.

In the painting part of the workshop, we will compose infinite spaces and polyhedrons through rhythms and solids.



05.

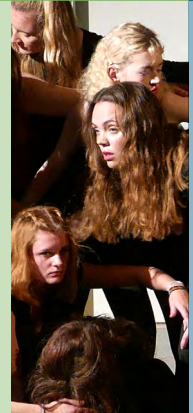
RHYTHM, MOVEMENT & DANCE

PROF. DR. ESTHER PÜRGSTALLER, POTSDAM

Scheersberg's Rhythm, Movement and Dance workshop is predominantly split in to two parts. In the first part, participants are given a variety of improvisation and composition tasks, mainly to explore perception, imagination, and diversity using rhythm, movement and dance.

The second part of the workshop will be spent developing individual and group creations, ideally trying to use some techniques and ideas from the first stages of the workshop.

Previous experience in movement or dance is not at all necessary, but participants are strongly encouraged to get involved with and fully engage.



06.

EXPERIMENTAL PHOTOGRAPHY

PROF. DR. STEFAN PALUCH, DR. MONIKA MASLON, WARSZAWA

Working in a well-equipped photographic darkroom, we will create photograms, pinholes, and other intriguing images. While experimenting with analog techniques we will search for structures in pictures. We will look at the composition of an image, searching for rhythms, relations of elements, and balance.

No prior knowledge of photography or your own photographic equipment is required to take part (Of course you can take the cameras you have with you) in the workshop.



DIGITAL PAINTING

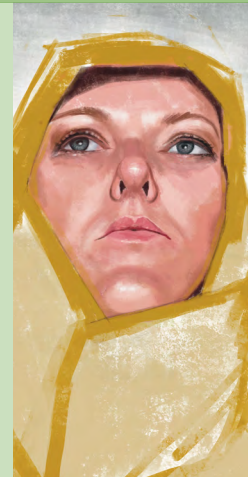
KARSTEN HOOP, ÅRHUS

We will explore the craft of digital drawing and painting on the tablet in our workshop.

You have the opportunity to get to know different design methods and to better understand the connection between analogue and digital drawing and painting. You need concentration, inspiration, determination - but above all a spirit of experimentation and curiosity.

Don't worry - you are not expected to have any prior knowledge. In this way we will explore the basics of sketching and explore composition, construction, light and color.

Towards the end of the workshop, we create an image from imagination.



08.

DRAMA

FOLKE WITTEN-NIERADE, STEINBERGKIRCHE

In the drama workshop we will use the medium of acting to deal phenomenologically with the main theme of PENDULUM. First, the basics of acting are taught: perception, sensitization, body and voice work, improvisation and scene development.

PLAY is the focus of my work. On a second, theatrical level, the world, the big and small themes and questions of our existence can be negotiated and tried out in a new and different way.

A holistic and dynamic training makes it possible to "trust" the play and the others and to let action, movement and language happen in a "game flow".

