

Sophie Krier A LECTURE

H12

HEADS
Collective
Showcase
issue 12

Sophie
Krier
A
LECTURE

can you plant a seed? grow



what are you made of?
who are you?
how do you do?

(when to)
can you bend the rules?

how to design daily care?



the world

the work

can you/it see beneath reality?



what is your handwriting?



you

what is your compass?



this lecture is called the world, you and the work and it's about the wondrous workings of everything that surrounds us...

where is your centre of gravity?



what happens when you move a rock?



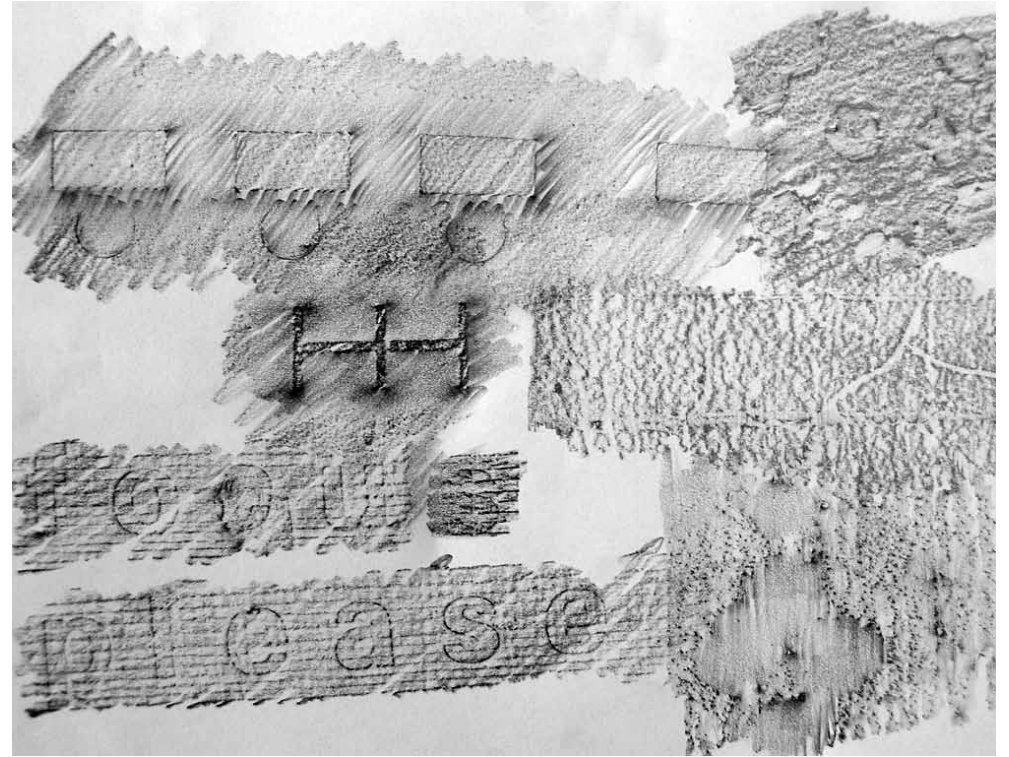
H – HEADS Collective Showcase is a periodical which presents a series of projects and artists that reflect the Heads Collective approach and philosophy, or which are admired by the group. Heads Showcase is open to anyone who wants to contribute or submit their projects or portfolios.

H – HEADS Collective Showcase è una pubblicazione periodica che presenta una serie di progetti e artisti che Heads Collective ritiene interessanti e di cui condivide l'approccio. Heads Collective Showcase è aperta a tutti coloro che vogliono contribuire e inviare i loro progetti o portfolio.

I first got to know Sophie Krier as the girl fighting reality in the body of a cartoon figure that existed in a place where no depth exists – making reality become one dimensional¹. Another time I saw her fighting reality with a fencing sword in a black and white forest. The girl that lived in the nineties had changed into a Marie Antoinette who fought her own shadow². Autobiographic filming to better understand why things are as they are. If you try to understand the world and you call yourself a designer, how then can you approach reality as near as possible? Should you immerse yourself into it, document it or participate in it, or should you move about as a plane in flatland – far away from gravity? Finding a third dimension in the light of film and fiction, Sophie is a reflective maker who tells stories in thin black lines, chapters that embellish our perspective and give us a future. Let her travel, joggle ideas and awake us to perceive the beauty of reality. Keep fighting with beauty, keep fencing with disguised realities.

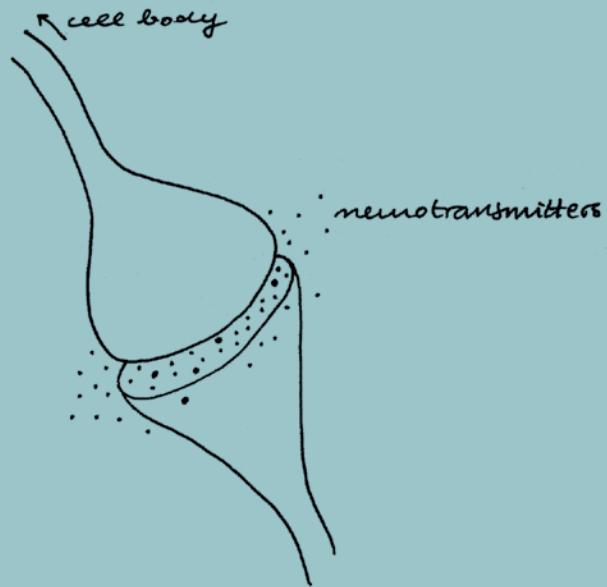
Jurgen Bey
designer

Incontrai Sophie Krier per la prima volta nelle vesti di una ragazza che combatteva la realtà, nel corpo di un personaggio da fumetto che esisteva in un luogo privo di profondità – trasformando la sua realtà in uno spazio unidimensionale¹. Un'altra volta, la vidi affrontare la realtà con una spada da schermo in una foresta in bianco e nero. La ragazza degli anni novanta si era trasformata in una Marie-Antoinette che duellava contro la propria ombra². Filmati autobiografici per capire meglio perché le cose sono come le vediamo. Se provate a capire il mondo definendovi un designer, come fare per avvicinarsi il più possibile alla realtà? È meglio immergersi, documentarla, parteciparvi, oppure muoversi come un piano in flatlandia – lontano dalla gravità? Trovando una terza dimensione alla luce dei film e della finzione, Sophie è una creatrice riflessiva che narra storie con sottili linee nere, capitoli che abbelliscono la nostra prospettiva e ci danno un futuro. Lasciamola viaggiare, giocare con le idee ed insegnarci a percepire la bellezza della realtà. Continuare a confrontarsi con la bellezza, a duellare contro le realtà truccate.



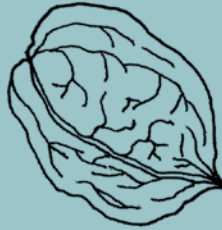
Concentrati per favore

what are you made of..?
\
how do you do ?
(the things that you do)



Di cosa sei fatto?
Come stai?
(Come fai le cose che fai?)

CAN YOU GROW
A SEED?



Riesci a fare crescere un seme?



what is your compass?



Qual è la tua bussola?



can you see what's
underneath reality?



Puoi vedere cosa c'è sotto la realtà?



*What happens when
you move a rock?*



**Cosa succede quando
sposti una pietra?**

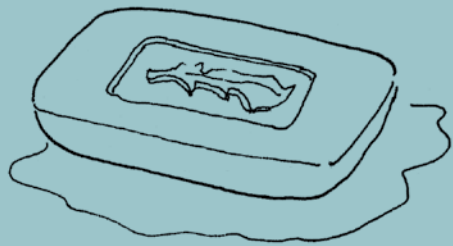


can you bend the rules ?



Puoi piegare le regole?

can daily care be designed ?



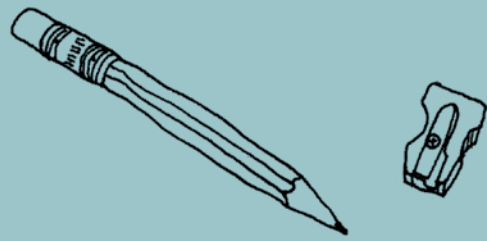
Si può disegnare la cura quotidiana?



*where is your
centre of gravity?*



Dov'è il tuo centro di gravità?



what is your handwriting?



Qual è la tua scrittura?

$$\text{design} = \frac{\text{intention} \times \text{behaviour}}{\text{situation} \text{ (place)}}$$

Photographs, drawings

Pages 1–28 (cover)
Diagram, 2012

Page 5
Focus please
Rotterdam, The Netherlands,
Frottage, 2008

Page 6
Every encounter is in fact
a chemical reaction. Synapses
are the control switches of our
nervous system - through them,
electrical impulses travel through
our body, continuously emitting
and receiving signals.

Page 7
This man smiled at me in silence
for fifteen minutes. I didn't move.
Nepal, 2008

Page 8
Seed (palm tree, walnut)

Page 9
The sea blue gnome in front,
made by 5 year old Jos, wants
to live in an aquatic world.
Nieuw-Vennep, The Netherlands,
2009

Page 10
Ursa major, and other star
constellations.

Page 11
A varda is a traditional way-finder
made by piling up stones.
Hafnarfjörður, Iceland,
2012

Page 12
Forked twig for water witch.

Page 13
The crate, plastic bag, and can
were enough to stop the traffic.
Casablanca, Morocco, 2010

Page 14
340 ton granite megalith
Levitated Mass, Michael Heizer.

Page 15
The girls found a way to share
the heavy construction work-
Kathmandu, Nepal, 2008

Page 16
Paperclip converted into key

Page 17
The man in the corner has
extended his garden every year.
Casablanca, Morocco, 2011

Page 18
Soap bar

Page 19
Every morning, women cover
their doorstep in new mud,
against bacteria and bad spirits.
Bhaktapur, Nepal, 2008

Page 20
Plumb-line

Page 21
In Tokyo Dome City, dwellers
escape reality amidst urban life.
Tokyo, Japan, 2009

Page 22
Pencil and sharpener

Page 23
Being able to witness this
Teshuinat drawing remains a gift.
Akakus desert, Lybia, 2006

Page 24
Tentative equation: Design is
intention multiplied by behaviour,
and divided by situation (place).

Design is about scratching reality,
making contact, raising issues,
finding your way, losing it and
finding it again and losing it,
learning to speak other languages,
and to recognize signs, working
with what's given, seeing windows
of opportunities, taking care,
anchoring your work, nurturing
tactility, and trying things out.”
Download the full audio lecture at
www.sophiekrier.com
www.headscollectice.com/h12

“Il design consiste nel graffiare
la realtà, stabilire un contatto,
sollevare questioni, trovare
la tua strada, smarrirla per poi
ritrovarla e perderla di nuovo,
imparare altre lingue,
riconoscere i segni, lavorare
con quanto ti è dato, vedere
finestre di opportunità, avere
cura, ancorare il proprio lavoro,
coltivare la tattilità e provare
le cose.”

Scaricate l'audio integrale
della conferenza su
www.sophiekrier.com
www.headscollectice.com/h12

Credits:
All Drawings by Sophie Krier.
All photographs by Sophie Krier
except page 9, Gnome Revolution,
by Henriette Waal.

Footnotes:
1 [www.sophiekrier.com/
projects:fake](http://www.sophiekrier.com/projects:fake)
2 [www.sophiekrier.com/
projects:engarde](http://www.sophiekrier.com/projects:engarde)

Artist
Atelier Sophie Krier, based
in Rotterdam, explores the
periphery of the design field
through editorial research and
experimental projects. Sophie
Krier recently curated a series
of symposia on education, craft,
and visual culture. For the self-
initiated journal Field Essays
(published at Onomatopoeie.
net), she documents and writes
about the dynamics of design
processes. Between 2004 and
2009 Krier led designLAB, a BA
course at the Rietveld Academie,
Amsterdam. She lectures and
conducts international workshops
and fieldwork regularly. Current
projects include curating a show
about craftsmanship and the
working landscape for Utrecht
Manifest 2012, and a yearlong
adventure program that will
explore new interactions with
nature. In short, Krier develops
'tools for collective narration
and reflection'.

L'Atelier Sophie Krier, con sede
a Rotterdam, esplora i confini
del design attraverso una ricerca
editoriale e progetti sperimentali.
Sophie Krier ha recentemente
curato una serie di convegni
sull'educazione, l'artigianato
e la cultura visiva. Per la rivista
Field Essays, creata da lei stessa
(pubblicata su Onomatopoeie.net),
documenta e commenta
le dinamiche dei processi
del design. Dal 2004 al 2009,
la Krier ha diretto designLAB,
un corso di laurea alla Rietveld
Academie di Amsterdam.
Tiene conferenze e dirige
regolarmente workshop
internazionali e ricerche sul
campo. I suoi progetti in corso
comprendono la cura di uno
spettacolo sull'artigianato
e il paesaggio lavorativo per
Utrecht Manifest 2012, e un
programma di avventure lungo
un anno volto ad esplorare nuovi
modi di interagire con la natura.
In breve, Sophie Krier elabora
“strumenti per la narrazione
e la riflessione collettive”.

www.sophiekrier.com

HEADS

HEADS
Collective

via
IV Novembre
28/c
31100
Treviso
Italy

tel +39 0422
302428

fax +39 0422
308654

info@
heads
collective.
com

www.
heads
collective.
com

Heads is a collective
of international creative
professionals coming
from different cultural
backgrounds that researches
and develops projects on
the crossover of art, visual
communication, design,
video, illustration,
photography and music.
Heads represents a new
way to conceive the creative
work: the core concept
is a real “collective”
with a central nucleus
that works with external
creatives and experts
that share the same vision.

Heads è un collettivo
di creativi, provenienti
da diverse esperienze
e background culturali,
che ricerca e sviluppa
progetti interdisciplinari
tra arte, grafica, design,
video, illustrazione,
fotografia e musica.
Heads rappresenta un
nuovo modo di concepire
il lavoro creativo in cui
il concetto di “collettivo”
si esplica in un nucleo
centrale attorno a cui
gravitano creativi ed
esperti che condividono
la stessa visione.

Thanks to



Tipolitografica CS S.r.l.
www.tipocs.com

3000 copies printed
Aprile 2012