

Making desire out of nothing at all

Tiina Nevanperä

The aim of my presentation was to explore if it is possible to produce an artistic and philosophical exploration on the notion of desire in the comics form. Desire of a complete artwork culminates in being an artwork of desire. Or perhaps one should rather use the term passion, as it captures the unison of both desire and suffering. What is expressed is sense – of fiction and fantasy, hence the sense of a work of art is a sense beyond sense. I shall sketch views on desire following contentions like Novalis' and Friedrich Schlegel's. As Schlegel asserts: 'The game of communicating and approaching is the business and the power of life; absolute completion occurs only in death. A poet must constantly strive to expand his poesy and his views of poesy, and to approximate the highest point possible on earth by striving to connect his part to the great whole in most determined manner possible'.¹ It is hoped that my presentation will provide a strong case for how different mediums operate in presenting arts-based research.

¹ Friedrich Schlegel, Dialogue on Poesy (1799), in Schulte-Sasse Jochen et al., *Theory as Practise, a Critical Anthology of Early German Romantic Writings*, Minneapolis: University of Minnesota Press, 1997, p. 181.