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Creation

Kiene Brillenburg Wurth

Creation is **speculation**. To *speculate* is to consider, to think through, and to guess. The uncertainty, the openness inherent in the verb *speculate* indicates our direction to think through creation. The oldest frame for conceptualizing creation is *creatio* ex nihilo, the speculation about absolute beginnings that bring in the new: to generate something new out of nothing. For a long time – we tend to say until the Romantic era – creatio ex nihilo was an activity preserved for the gods. It was an activity beyond existing knowledge, beyond existing rules: an act of freedom. What was created was truly new, that is to say, distinct from god, and it was good, as it emanated from an overflow of gratuitousness (Blowers 2012, 168–169). We can see in this early conception of creation the kernel of modern conceptions of human *creativity*: the ability to operate beyond established criteria and rules of the game, to produce new modes of thinking, feeling, experiencing, sensing, or knowing. The overflow of gratuitousness of a creative god already announces, we might say, the Kantian purposefulness without a purpose that was to be the blueprint for Romantic creativity. To create out of freedom something that need not serve a purpose outside of itself – that modern notion of art as autonomous holds within itself a religious idea of creation. Wordsworth's "overflow of powerful feeling" signals this embedded presence of creation.

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Sigmund Freud invokes this process in Jenseits des Lustprinzips (1920) where he thinks the creative **entanglement** of life and death in terms of molecular diffusion: the pressure of matter to return to its original, inanimate state. Elaborating on Arthur Schopenhauer and contemporary speculative biology, Freud suggests that matter may have once been shocked out of inanimation, and then inadvertently became ever more complex to preserve itself. Evolving life is, as it were, a constant attempt to ward off the shock of animation of which it is the effect. What drives such matter is a compulsion to return: Life is just a detour to death, and as such not "its own" but an ongoing effect of a primary trauma. Creation here no longer emanates from a single principle (God) but is present as an irreducible trace in every

divinity but is an ongoing presence: the cut that creation marks is

the onset of a process.

being as becoming - or rather, a becoming that veils a desired unbecoming. The shock of animation is not an identifiable single moment: It is, comparable to Derrida's concept différance, a movement that may signal beginnings (and deferrals) but no origins. Freud's speculation very sharply shows us creatio continua as processual de-creation. Towards the end of the twentieth century, Jean-François Lyotard (1997) would adopt this Freudian logic of accidental, ongoing creation in his aesthetics of the sublime: the instance of the "now here happening," an instant that overwhelms through its incalculable occurrence. The sublime is invasive as it makes the soul or anima, as Lyotard calls it, aware of its own dependability on an "outside." The soul is not itself, but an other that propels its animation or creation: "Existing is to be awoken from the nothingness of disaffection by something sensible over there." (Lyotard 1997, 243) In the feeling of the sublime, the soul senses its vulnerability, its contingency on a violence that poses itself as "external" but is at the same time always already internal in its constitutive force. The experience of the sublime could thus be seen as an experience of one's own creativity.

To regard creation as continuous, and happening in every moment, is not only to allow for change but also to acknowledge *potentiality* as an ontological force – in everyone and everything. Creation in this perspective is *distributed* and *as such* can be thought of as a "first" principle. This is a way of thinking about creation that can in part be traced to Henri Bergson's notions of virtuality and of duration as differentiation (Bergson 1911, 1946). Duration is the space that opens up becoming. As Elizabeth Grosz explains the double movement of duration:

Duration is that which undoes as well as what makes: to the extent that duration entails an open future, it involves the fracturing and opening up of the past and the present to what is virtual in them, to what in them differs from the actual, to what in them can bring forth the new. This unbecoming is the very motor of becoming. (Grosz 2005, 4–5) Difference propels becoming as a continuous multiplicity. Continuous multiplicity is what constitutes the virtual: a dynamic estuary of the actual that can only be gauged through intuition. In intuition, we appreciate and tap into the flux that perception casts as static material. Though never opposed to the intellect, intuition requires a different kind of thinking that is creative to the extent that it combines concentration with distraction: it is fluid.

A wonderful example of such a fluid, creative thinking is offered in the picture book – the search book – *The Yellow Balloon* by Charlotte Dematons (2004). This book offers a series of landscapes that include different time scales simultaneously - eighteenth-century air balloons alongside twenty-first century planes, medieval German farmhouses next to twentieth-century Dutch houseboats – as if they were cities in which such time scales have been spatially deposited. It is clear for us to see that The Yellow Balloon is in fact not just about looking for a yellow balloon drifting through different landscapes with their multiple time scales. Rather, it is about the exploration of the conceptual space of storytelling: there are no plots or margins, no words or storylines, just fragments of events that give the impetus to multiple narratives. An endless number of narratives could be created. Yet, The Yellow Balloon is not about distraction and multiplicity alone: It shows us the double movement of intuition. On the one hand, there is the purposive- or directedness of searching for the tiny yellow balloon on each page. On the other, and at the same time, there is the purposelessness of the virtual - the dynamic estuary of virtual stories that is real, though not yet actualized, on every page.

The felt and fruitful tension between such a limiting and limitless thinking epitomizes creation as a constant becoming and differing – in being, but also in art. In twentieth-century psychology, these contrasting but interrelated attitudes of thinking have come to be known as convergent and divergent thinking: thinking in a specific, perhaps pre-determined direction, and

thinking that is freer in that it does not start from a set goal. Convergent thinking means finding the "right" answer, based on skills and knowledge, while divergent thinking means finding as many (unapparent) answers to a problem as possible, based on analogical patterns. Divergent thinking is what Gilles Deleuze and Félix Guattari preached when, in What is Philosophy? (1994), they posited philosophy (and science) as an inventive discipline, opening up new fields with the creation of new concepts. Divergent thinking is the production of novelty and the production of novelty that is useful and valuable nowadays makes up "creativity." While philosophy and critical theory after Deleuze have spent a lot of time thinking through difference, repetition, virtuality, and creation as becoming, the concept of creativity has not been thought through as rigorously. We need to turn to psychology and cognitive theory to make the transition from creation to creativity, from ontology to epistemology and aesthetics. If creation is differing, how can we critically conceive of creativity as an ability to generate novelty? If we start from the concept of creation as sketched out here, we would want to move beyond the idea of a creative author (whether artist or common individual) paralleling the idea of a creative god. We would have to invoke our knowledge of inter/intratextuality, actor-network theory, and new materialism to rethink creativity as productive potentiality: a potential in things, generating ever new forms, images, and ideas in the collision with other things. However, creativity requires an entirely new entry in this book of critical concepts. Alfred North Whitehead, thanks to whom the term "creativity" became current in the twentieth century, would be the logical starting point for such an entry.

We have moved from theology to philosophy to a little psychology, from being to thinking, to unravel creation as a critical concept. This entry has only done a little justice to this concept (for instance, it did not even begin to invoke philosophers like Baruch de Spinoza and Gottfried Wilhelm Leibniz) because, as we have seen, creation is bound up with the most pressing questions

in Western philosophy: questions about origins and beginnings, about the future, perception, experience, experimentation, the infinite, the soul, time, language, and difference. At the same time, it is difficult to carve out the concept of creation in itself because we still lack a specific critical theory of creation and creativity. Such a critical theory is especially urgent today now that creation and creativity has been appropriated all around us, from innovation sciences to organizational psychology, without a proper conceptual regime.

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