



Recipes for Baking Bread  
*September 2016*

Sara Nesteruk

Recipes for Baking Bread.  
Information submitted -  
Progression Report -  
September 2016,  
Leeds Beckett University

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# Recipes for Baking Bread: Exploring Stories from Holodomor - Ukraine, 1932-1933

Sara Nesteruk  
PhD transfer Panel Report

## Abstract

A series of short, motion graphics films -  
exploring drawing, motion, drawing as, in motion,  
to explore histories, personal, collective  
memory and identity.  
Drawing on the work, and ideas, of Rilke,  
Samuel Beckett, Oulipo poetry, John Berger,  
Ted Hughes, contemporary motion graphics  
in television and on screen.

## Keywords

raw,  
unprocessed,  
Prelude  
repetitive  
Conversational  
Mainstream  
human,  
warm,  
engaged,  
remembered

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### Additional Information

A series of famines took place in rural Ukraine in the early 1930's, under the Stalin Communist government.

Widely known as Holodomor - The Great Famines, the events had an enormous impact on the rural farming populations in Ukraine, under the collectivisation programme under Communist rule.

The events are now recognised widely as genocide.

This work intends to explore the stories, history and in particular, the worst year of the famine, the winter between 1932-1933.

Using oral histories, found and archived material, fragments, documents and conversations.

An exchange, shared, through baking, food and love.

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## Past

I have been exploring -  
approaches to motion graphics practice,  
history, outcomes, forms and content. Character  
- and archetype, Jung, exploring, Japanese Nō  
theatre, the structure of the drama, interstitials,  
wipes, TV production, and the art of Japanese  
Nō. Project structure, the use of the frame. I  
have been learning Ukrainian, and - about Ukraine,  
at the Ukrainian Cultural Centre, in Manchester.  
Bach, preludes, postscript. Beckett's. Rests,  
absences - the Oulipo group. G# minor, Dire  
Straits, Lady Gaga, and 19th Century Soviet  
Composition - Scriabin, the keyboard of light,

Contemporary motion graphics - practice and  
theory. Betancourt, Jane Cheadle, Tal Rosner,  
Svetlane Alexievich, oral histories, Jordan  
Baseman - Little Boy. Motion graphics, type on  
Screen, Theodore Ushev. Fish. The Ukrainian  
Calendar, context, animation practice and TV.  
The oven. Rebirth - Recipes, generational  
rebirth. Moth, personal histories, motion graphics  
drawing. Gentle Ease. Archives, notes, Publishing  
documents and storage. Personal histories.

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## Present

I am working on a series of written pieces - exploring motion graphics practice, theory, approaches to project construction, TV design, contemporary storytelling, and motion graphics, as a practice.

These include work, experimental - written, and visual, in particular, about the relationship between drawing and motion graphics.

I am developing a series of production ideas, plans, maps and diagrams, to locate my project in time and space, in context, using frameworks from TV production design.

I am in the process of developing a visual style, and identity for the project, expanding the website and digital archives, and a use, and space, housing - the physical material.

Approaches to oral histories, and - drawing.

I am working on a key shot for the film - a Sky Shot. A moment, pause, in the film.

Pending. Important, because of it's absence and lack of action - a significant turning point.

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## Future

The intention for the next 12 months, is to expand the project, themes, ideas and research. Create more, of everything.

I am looking for participants, and stories to include in the work - I want to do this in the UK and Ukraine. Approaches to audio - collection, oral histories, sound design, music, notes - ideas for exploring, a breakdown of the structure, including, and incorporating the ideas produced so far.

At the end of year 2 - September 2017, I want to publish the research collected, in print, an exhibition, publish the online material. Create a presentation point, for participants, engagement, open up the stories, spaces for collaborataion and input.

The process, the basis, and answer - to the research question - is to be resolved at this point, in a short 10 second piece of moving image material. A design for a process. The production of the films - either 3 years part-time, or one year full-time, is to begin from October 2017, the material will be ready to go into production at this point.