

A collaboration between EKWC and Willem Twee Studios.

A residency for artists, designers, musicians and composers

From 24 September to 23 December 2026.

Open Call

What happens when sound and music meet ceramics? EKWC and Willem Twee Studios invite artists, musicians, composers and designers who are interested in the materiality of sound to explore this promising intersection during our new Sound & Ceramics residency. This call is a pilot project and the first collaboration between EKWC and Willem Twee Studio's, with the aim of approaching both disciplines differently and making the unique facilities of both institutes more widely accessible.

We are looking for a project proposal with a clear research question and a hands-on, experimental approach, for which the expertise of EKWC and Willem Twee Studios is essential. The residency period at EKWC will be 13 weeks between 24 September and 23 December 2026. During this period, you will live and work at EKWC. You will also be able to use the facilities and receive guidance at Willem Twee Studio's for 10 consecutive or separate days between 24 September 2026 and 31 January 2027.

The residency is research-oriented and we do not expect any specific outcome. We do, however, ask the selected candidate to give a presentation at the end of the residency for invited guests and, and if desired, for the public. Finally, we ask the candidate to contribute to the EKWC Soundlab's ceramics library; a working archive where various ceramic instruments are collected and where residents' research can build upon previous findings. The residency is fully funded, and the selected candidate will receive a production budget of €2,000 including VAT

Apply

You can apply via the [online form](#) on the EKWC website. The deadline for the open call is 31 May 2026, 23:59 CEST. After the call closes, you will be informed by the end of June at the latest.

Admission

An academic qualification and at least two years of independent, professional work experience are required for admission to the Sound & Ceramics residency. In addition, you must be resident in the Netherlands.



Selection process

The selection process is carried out by a committee comprised of representatives from both partners. We assess applications on quality and feasibility, as well as the urgency of the work. This includes both the social urgency of a project and the individual urgency for the resident's development.

EKWC and Willem Twee Studio's attach great importance to equal opportunities and strive to create an open, inclusive and equitable environment in which everyone has the chance to flourish. We warmly encourage people of all ages, social and ethnic backgrounds, cultures, and with all physical characteristics to apply.

Our selection is made based on:

1. The completed application form
2. A project description including a research question and a statement of purpose (maximum 1 A4 page or a short video).
3. CV
4. Portfolio of recent work (maximum 10 A4 pages)

Accessibility

EKWC and Willem Twee Studios are both accessible to people with disabilities, and all facilities are wheelchair accessible. If you require additional assistance or support, please do not hesitate to contact us and we will discuss the options.

About

The EKWC is dedicated to the artistic and technical development of ceramics in art, design and architecture. In our international artist-in-residence programme, professionals from all creative disciplines are given the opportunity to deepen their practice and explore new avenues. In everything we do, we prioritise challenging experiments and processes that contribute to knowledge development and artistic growth. Click here for more information about the [facilities](#) and [living and working](#) at EKWC.

Willem Twee Studios is a workshop for electronic and electro-acoustic music in Den Bosch. The four different studio spaces house a wide range of (historical) instruments from the 1950s to the 1980s, comprising test and measurement equipment and various (modular) synthesizers. Working with this equipment allows you to listen to – and work with – music and sound in a different way. Instead of working with a mouse and a



screen, here you work hands-on with real instruments. Click here for more information about the [studios](#)

