

Maria Manhattan - Sketches

Manhattan: In our early discussions about Artopia—this place—we talked about its being almost like a world's fair or, uh, a series of buildings or pavilions—something that would be a land that had separate parts to it, but yet were united by some common thing. Um, so these were some very early sketches that I did that would, uh, uh, I guess, epitomize that idea.

Um, the one thing that did survive...well, a couple of things survived from my original sketch...one was the music pavilion being shaped like an accordion, and that was a tribute to my dad, who was a professional accordionist. Um, but you can see how some things, you know, this is all very rough. I knew that maybe the media pavilion should look like a camera. Uh, or the art pavilion should have sort of a palette and brushes on top. Um, this was the theater...the idea for the theater section. Things like this...I mean, this is such a very, very rough sketch, but it's the way I start.

And, um, this was the painting lobby, which, uh, you'll see in the finished...it still does evoke this idea. I knew that I wanted the lines to be on a slant. I knew that the...our little girl narrator had to be in a little booth.

Um, and one of the things you're always figuring out are--how do you portray the links to the other sections, uh, through doors and signs and things of that sort? So that was, uh, that's always part of the planning process.

The grid process...in the painting section, we have an example of artists using a grid to enlarge an image--uh, going from a small image to a large image. And, um, I was trying to figure out exactly how to work that out, and this was early sketches, uh, of that.

But, uh, generally...in fact, whenever I'm teaching, I always stress the importance of sketching. And some people just are not used to drawing and sketching. And no matter how funky it looks, it's just important to do it—to get it down.

And frequently, early sketches, to me, are the most interesting part of a project, because they have the, the power of the idea in them. It's just very, very important to work out my ideas in this way, and then move to the computer.

End of video.