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Intro to Narrative

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Art of the Tempest

The Tempest is a theatrical piece of literature and considered the final work of world renowned play writer: William Shakespeare. It focuses on a large storm that leads to a shipwreck, stranding several characters on a Caribbean Island. During their time being stranded, many key elements are brought into play that include power, treachery, and love.

Power is portrayed in many different ways throughout the span of the play. For instance, becoming the Duke of Milan was Prospero's natural right but his brother has taken that away from him. Prospero later acquires power from the books he was left and uses that to his advantage when he saves the character Ariel from being stuck in a tree. The play centers mostly around the plot of Prospero reclaiming his stolen throne so there is a sense of "justice," however, the way that Prospero decides to take back possession of the crown can be seen as manipulative. He uses the power he has to control the lives of many different beings on the island, particularly ruthless in his enslavement of the spirit Ariel and disfigured Caliban. Though some may argue that he only does this in order to get back at those who wronged him, It makes it difficult to invoke sympathy for Prospero when he is playing with the fates of others.

The purpose of my project is to depict what is occurring in the story but including the subtleties that may have become lost in narration. The form of my project serves this purpose because you are able to see the symbolic images of the story as well as my own additions, and interpret them as you would the playwriting.

The methods I employed in realizing my project were deciding what symbols I wanted to incorporate or leave out, as well as what colors i'd use and what each feature in the picture represents. It is simply colored pencil on paper but the parts depicted all have a particular meaning to them. For instance, the chess pieces on the board have come to symbolize the characters in my eyes. Some shackled like slaves despite their obvious power, and some just oblivious pawns, though all tied together by the red thread of fate.

The audience I intended for this project consist basically of my peers and any others, meant to be encountered visually. While creating this image I hoped it would at least be a bit thought provoking and make readers of the Tempest look closer at small details in the story. The process that lead to the project's conception and completion was myself going over the entirety of The Tempest. While reading in depth, a lot of things can go undetected and some of the plot points distract from the main injustices. For example, at the end of the play everything is cleared up and Prospero and the others decide to go back to Milan. This would be a clean cut resolution as long as you forgot all the enslaving and manipulation Prospero did prior to their departure from the island. Prospero's throne was usurped but in response to that he urged Ariel to shipwreck his brother and companions, torment them on the island, set up his daughter's

marriage, and overall 'play god' with the lives of others. In light of this, I decided to portray that in my drawing to show that readers aren't fooled by the assumed happy ending.