

PLAYGROUND

MCAD
Fall 2018

BODY AS PLAYGROUND FOR DECOMPOSITION

For this project I will explore how a normally morbid or scary topic, death and our bodies after death, can become a playground for decomposers and scavengers. After decomposing, human bodies leave behind incredibly fertile soil and detritus that benefits anything that grows there. I want to show how those bacteria, fungi, and scavengers create a complex ecosystem within and around a body.

In this illustration I will show a body in an intermediate stage of decomposition, while the body is still partially recognizable, but the most decomposition activity is occurring. I want to avoid anything graphic or visceral as much as possible, while still being accurate to the scientific process that occurs. To do this, I will show selections of different ways a body can decompose, without overwhelming the viewer, and using a bright and warm color palette in a wash like manner so as not to draw attention to any specific animal or fungus.

I want to embody the ecological playground that occurs, and emphasize the natural, cyclical nature it represents.

ASHES TO ASHES, DUST TO DUST



Morgan Moen

