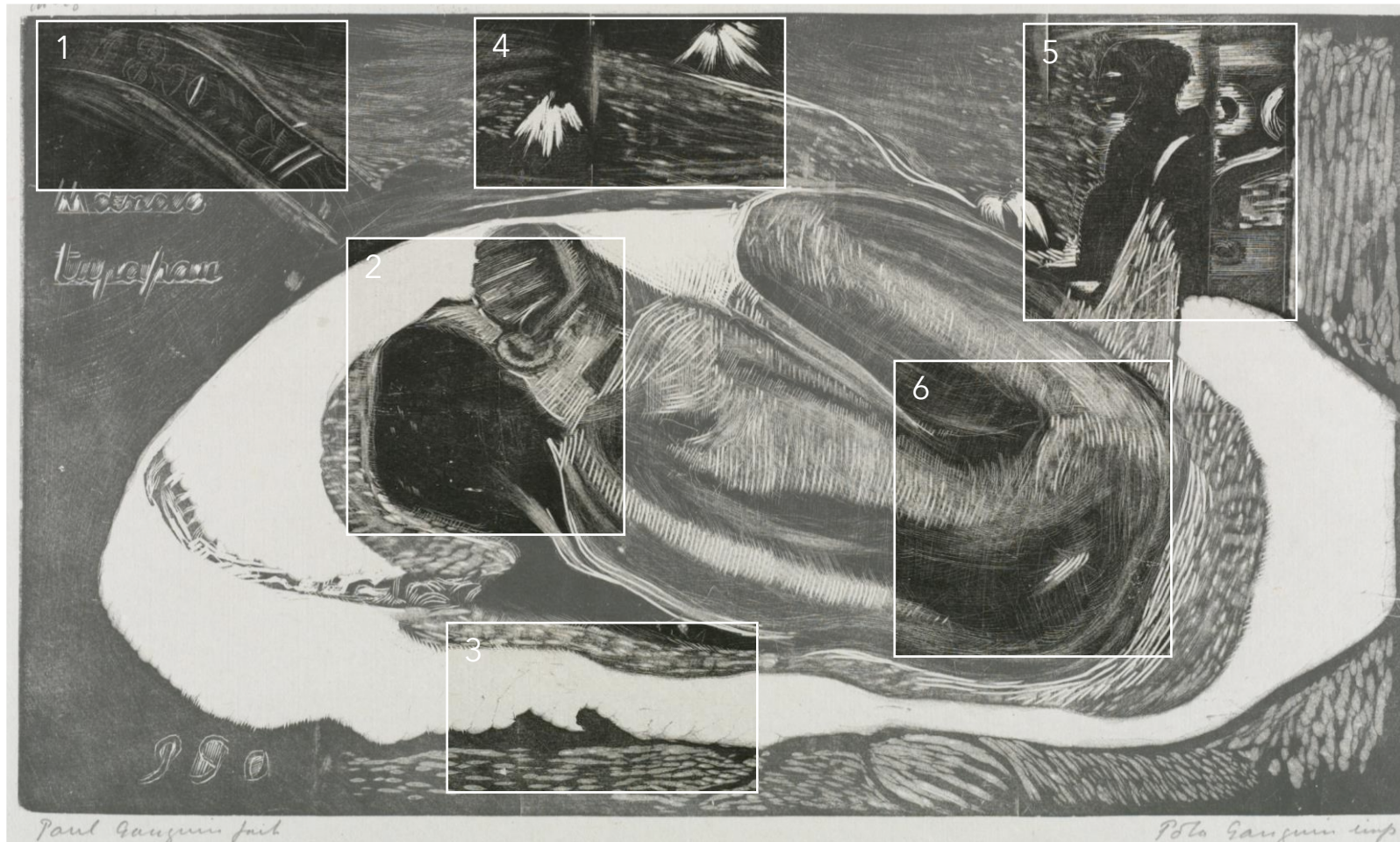


Paul Gauguin (1848-1903) was a French post-Impressionist artist who spent ten years living on the Pacific island of Tahiti. There, fascinated by Tahitian mythology and a way of life that contrasted dramatically with European society at the time, he created *Noa Noa*, a series of ten woodblock prints.

One of the series, ***Manao Tupapau*** (1893-94) 'She Thinks of the Spirit/The Spirit Thinks of Her', depicts a young woman in touch with her spirit-ancestors, represented by the sinister black tupapau in the top right. The scene is emotional, indicated by both the composition and the huge range of rough tool marks.



Manao Tupapau, Paul Gauguin, 1893-94



1 In the background there is a piece of furniture which Gauguin has carved with a basic interpretation of Tahitian folk art. Why might he have included this in the scene?

2 Gauguin has depicted the girl curled up, with her hand curled and covering her face. Is she sleeping, or perhaps cowering? Why is she in this position?

3 Surrounding the girl is an enclosed sea of white, which could be her bed. How does this give the viewer more of a sense of what the girl is doing and feeling? How do the marks and the light and shade created help to give this impression?

4 In the background are rough and quick marks. What is the scene the viewer is looking out on? Are these sparks of light, flowers or mountain tops? How does this relate to the figure in the foreground?

5 The dark, shadowy figure in the background is the young woman's ancestral spirit, it's position suggesting a sense of fear and dread. How has Gauguin connected the two figures?

6 Gauguin's son, Pola, spent two years learning how to print the woodblocks to show all of the marks that his father made. Gauguin used a wide range of instruments to make his woodcuts, including razor blades and whatever tools he had to hand. How does this range of marks help to convey the different aspects of the image?

Look closely at Gauguin's *Manao Tupapau* woodblock print and try out some of the marks he used to create light, shade and texture in the image.

