

Tuch
naportich
kiszevirnech

The Big Map

The map of Ostroco is for me the main chef d'oeuvre alongside the Forgotten Tales which symbolizes the whole project of Ostroco. Once being finished, it will consists of a large map of the Kingdom of Ostroco made a l'ancienne, with detailed readings of towns, cities, castles, woods, rivers, mountains and all sorts of little detail. There will also be in each province a large person that would represent a province, such as a faun, sat on a rock, playing on his flute, or a soldier, or a nymph, or a traditional peasant, and so on. The big map will be surrounded by a large frame-like drawing that one sees in the old maps of the world, and so there would be pillars, gods, calligraphy, columns, maps of towns, portrait of kings and so on. In a word, the frame itself would be as important as the map and this big map will comprise of nearly every ideas I had on Ostroco - monsters, kings, mountains, creatures, battles, cities and all sorts of things. I really hope that this project will sum up all of the Ostroco manifesto in a single, visual element which one would be able to study as a whole.











