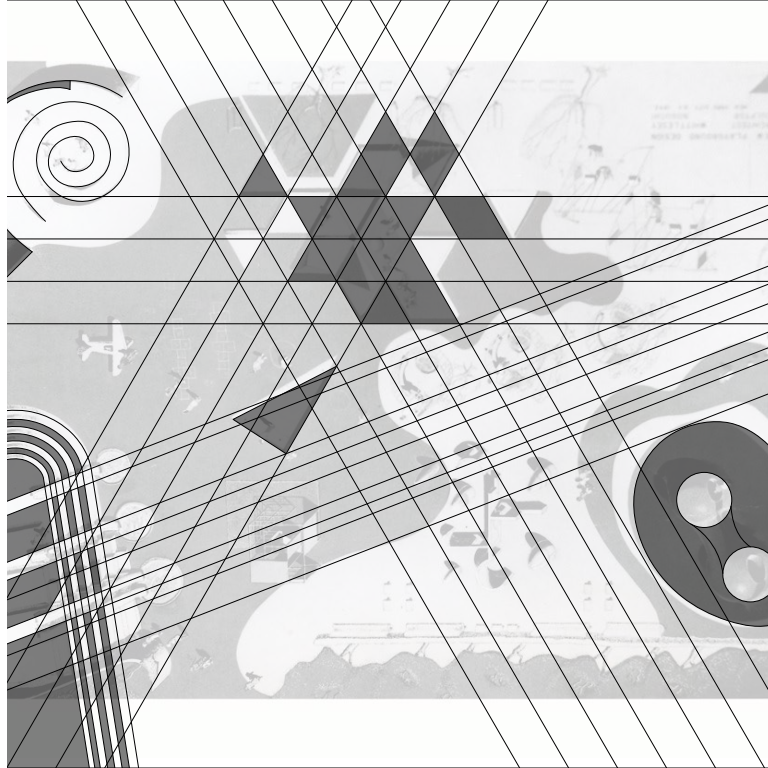


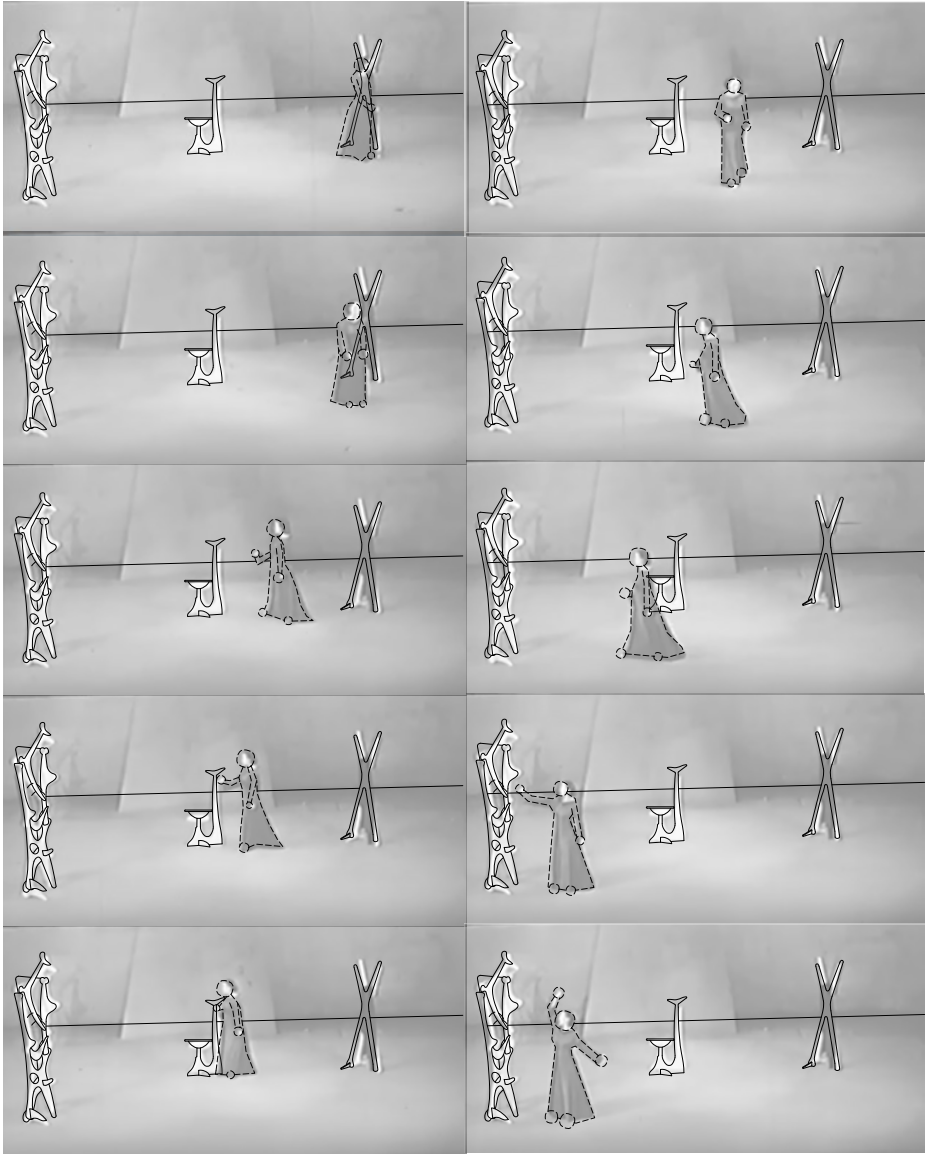
MANIPULATING LANDSCAPE
PANUWICH WONGPAITONPIYA



Cornell AAP Department of Architecture
CURATING MODEL BEHAVIOR Arch 4509/6509 Spring 2020 Seminar
Instructor: Naomi Frangos, Visiting Associate Professor in Architecture

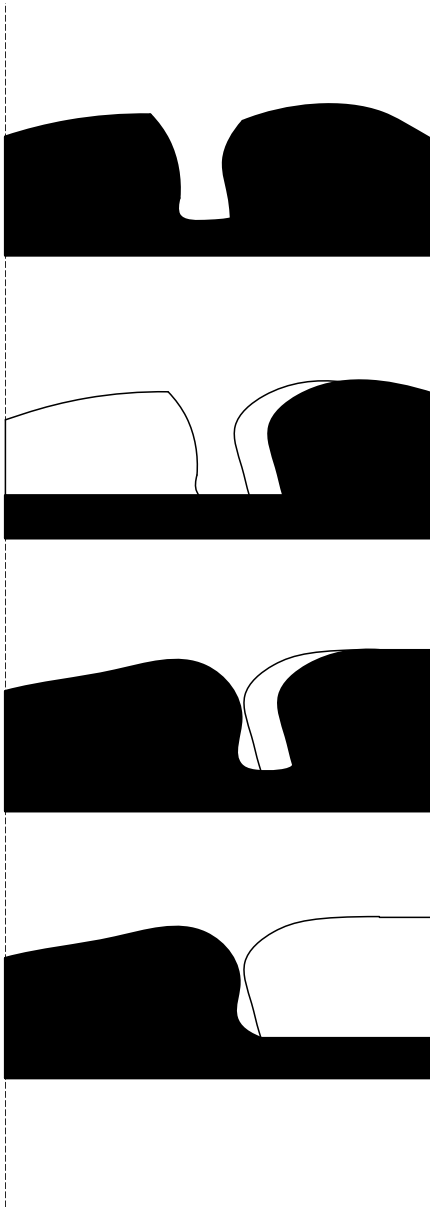
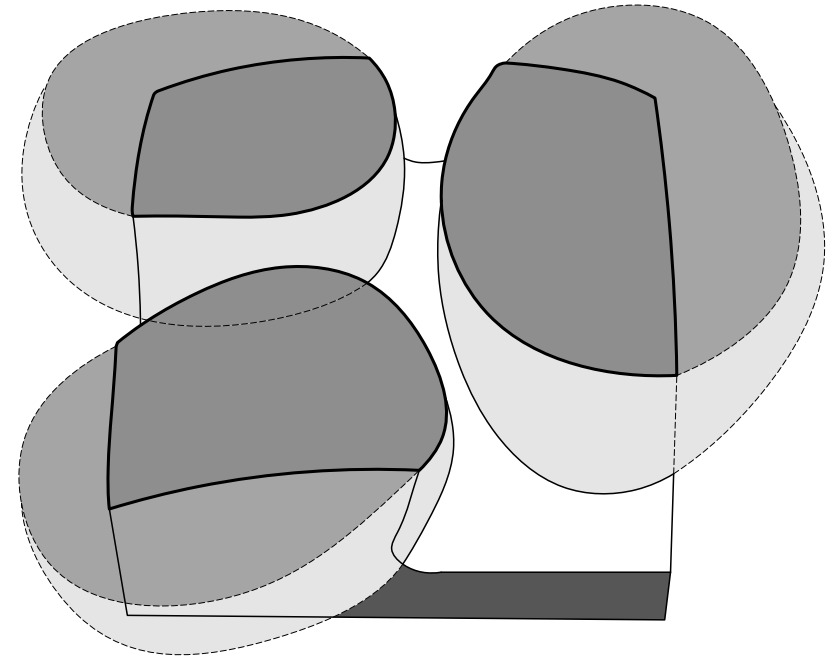


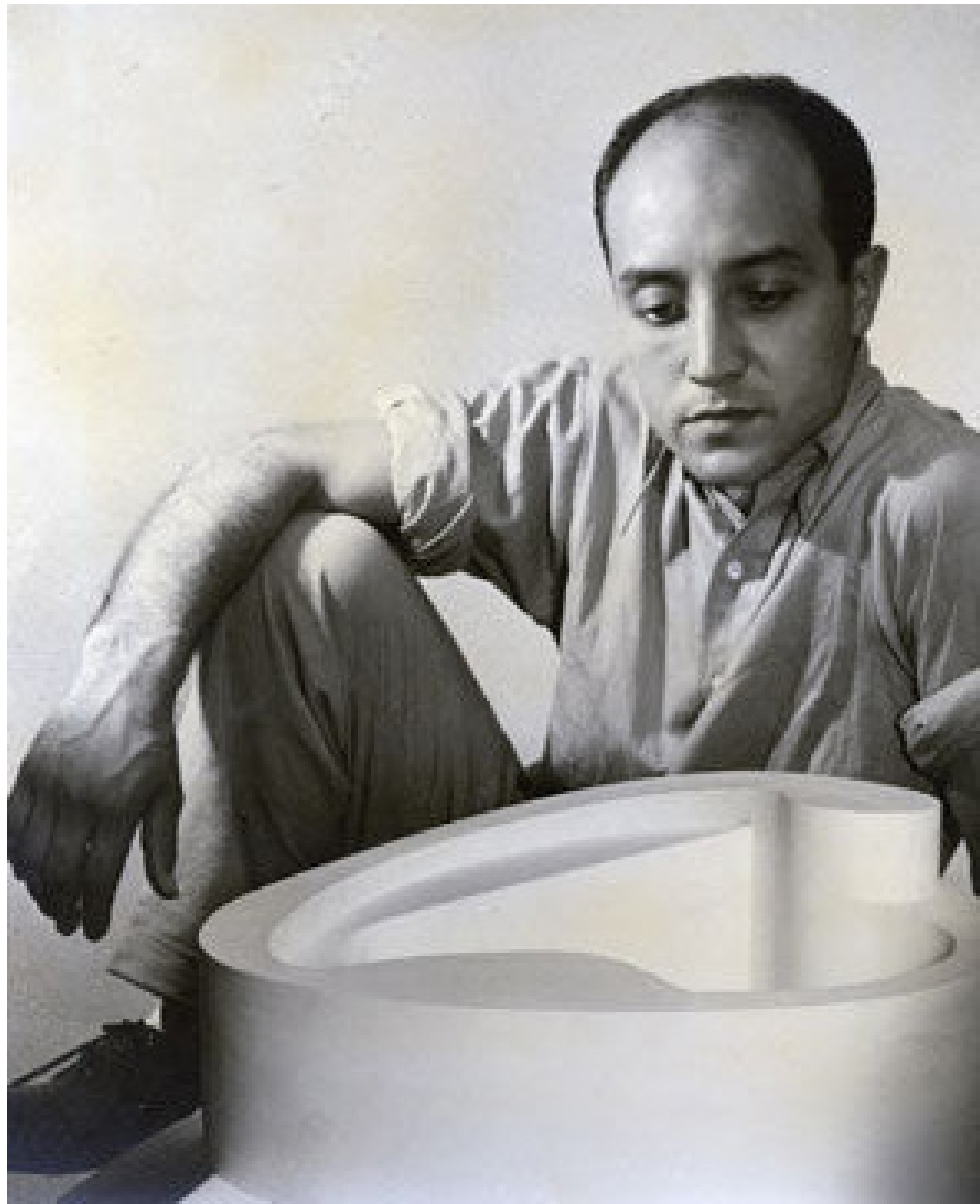
Herodiade, 1944 / New York Times: Martha Graham and Her Dancers



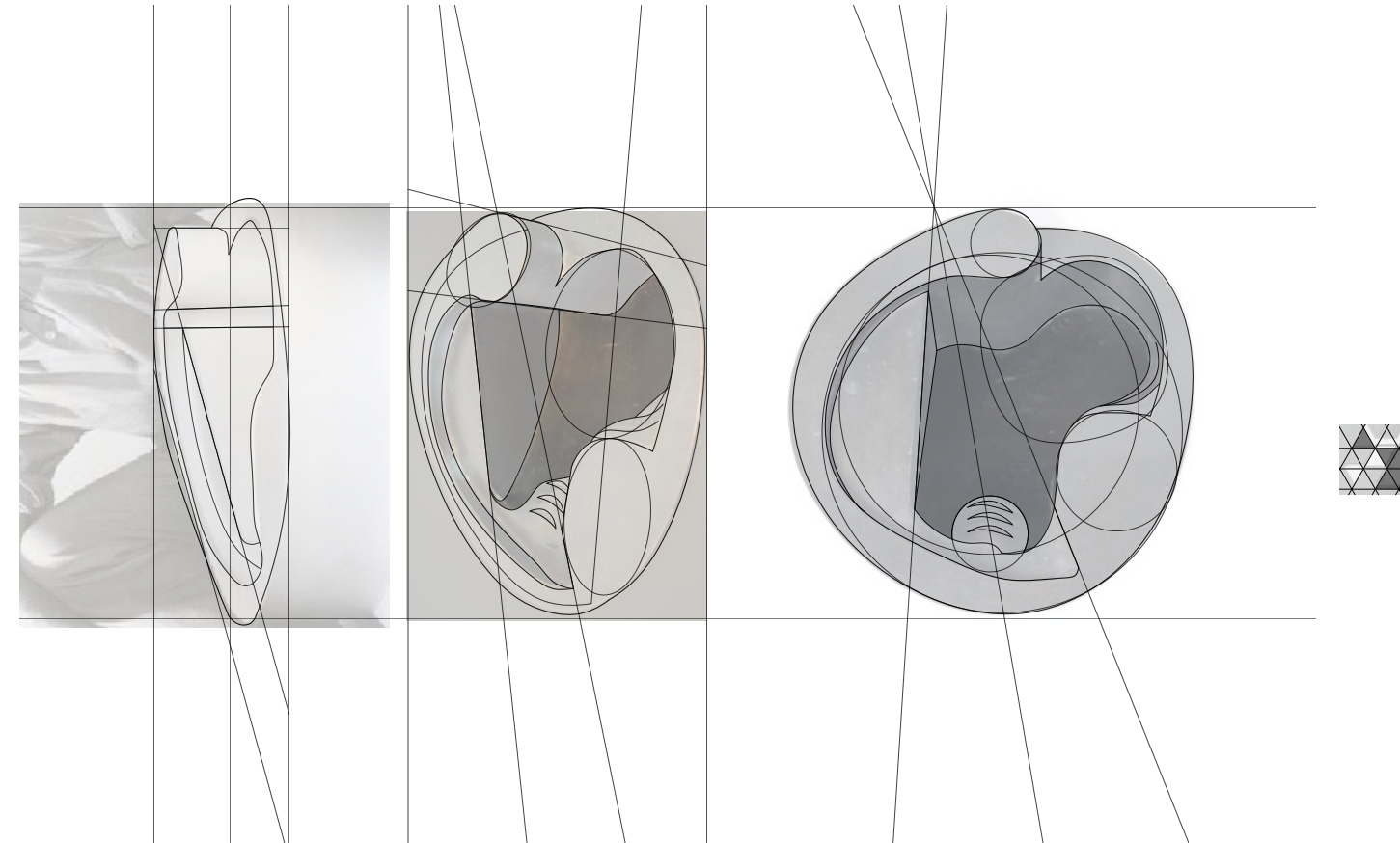


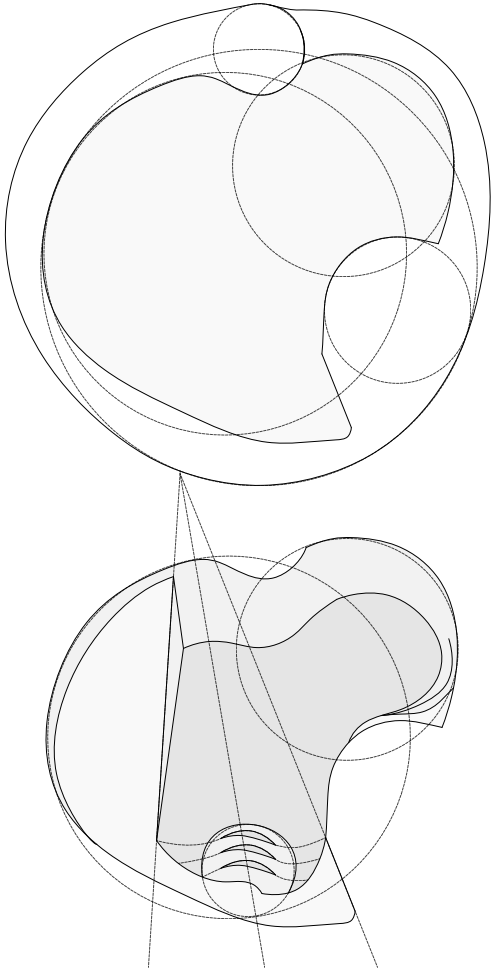
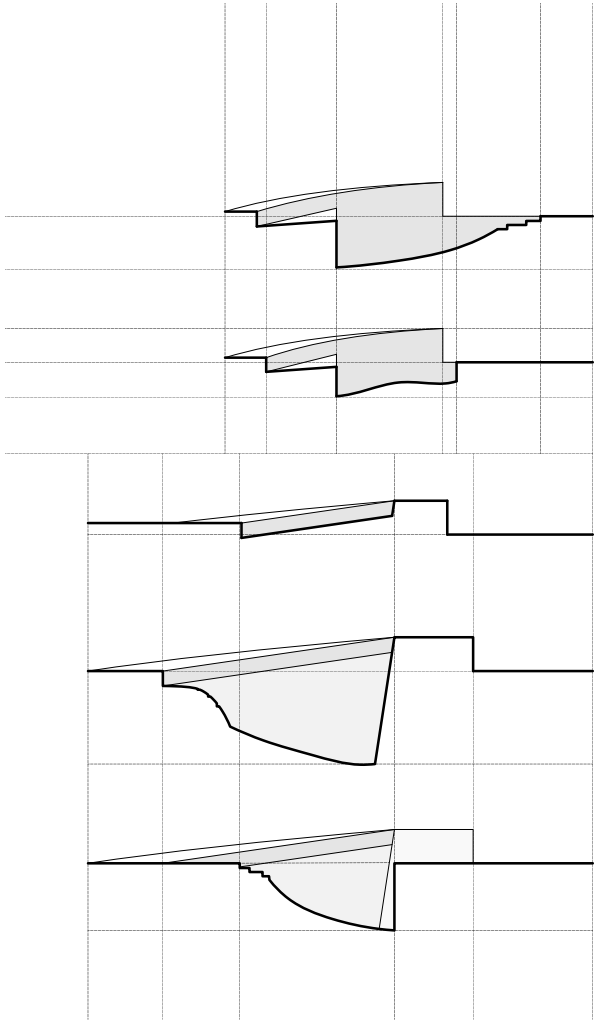
Erosion, 1969 / Noguchi Museum Collection

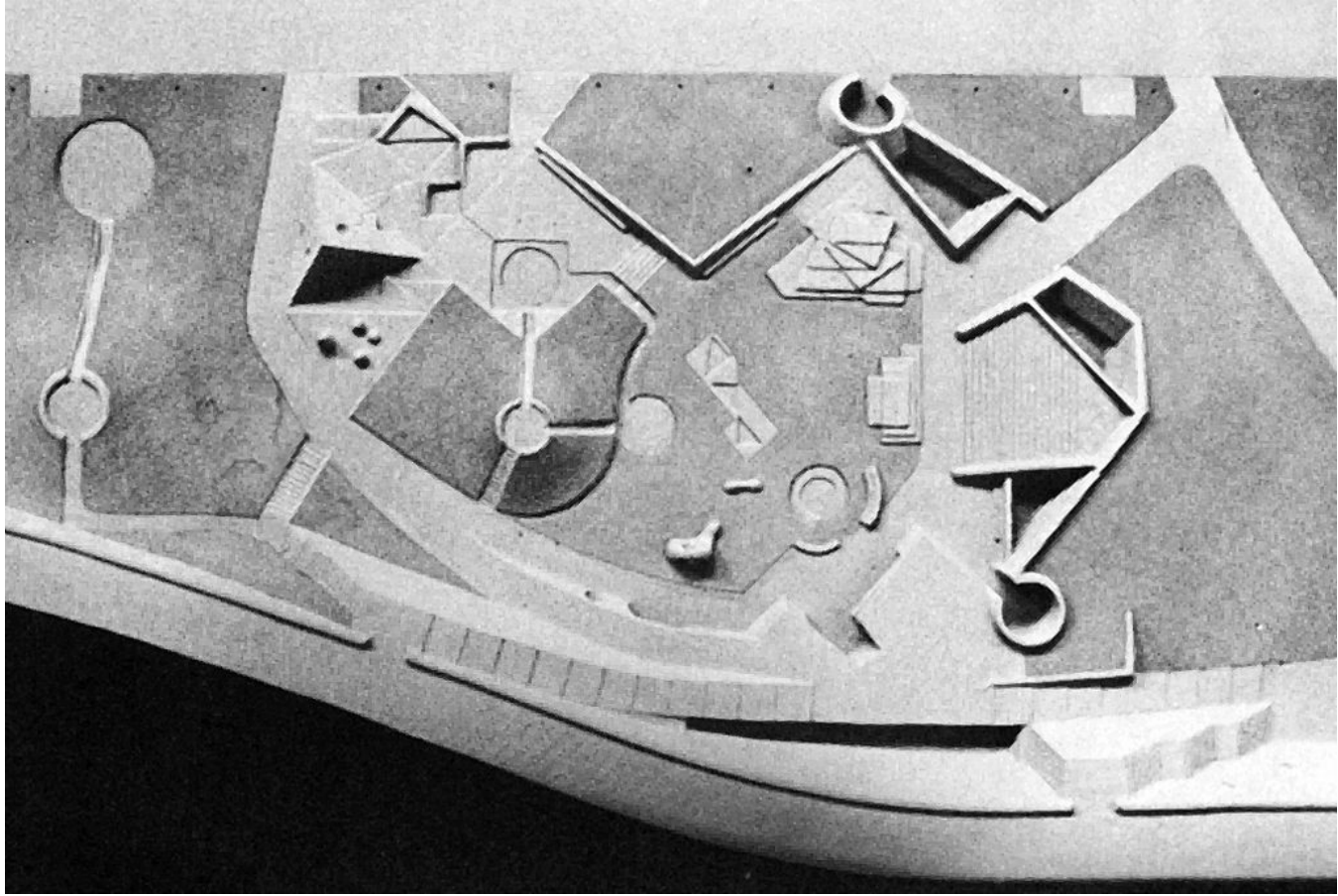




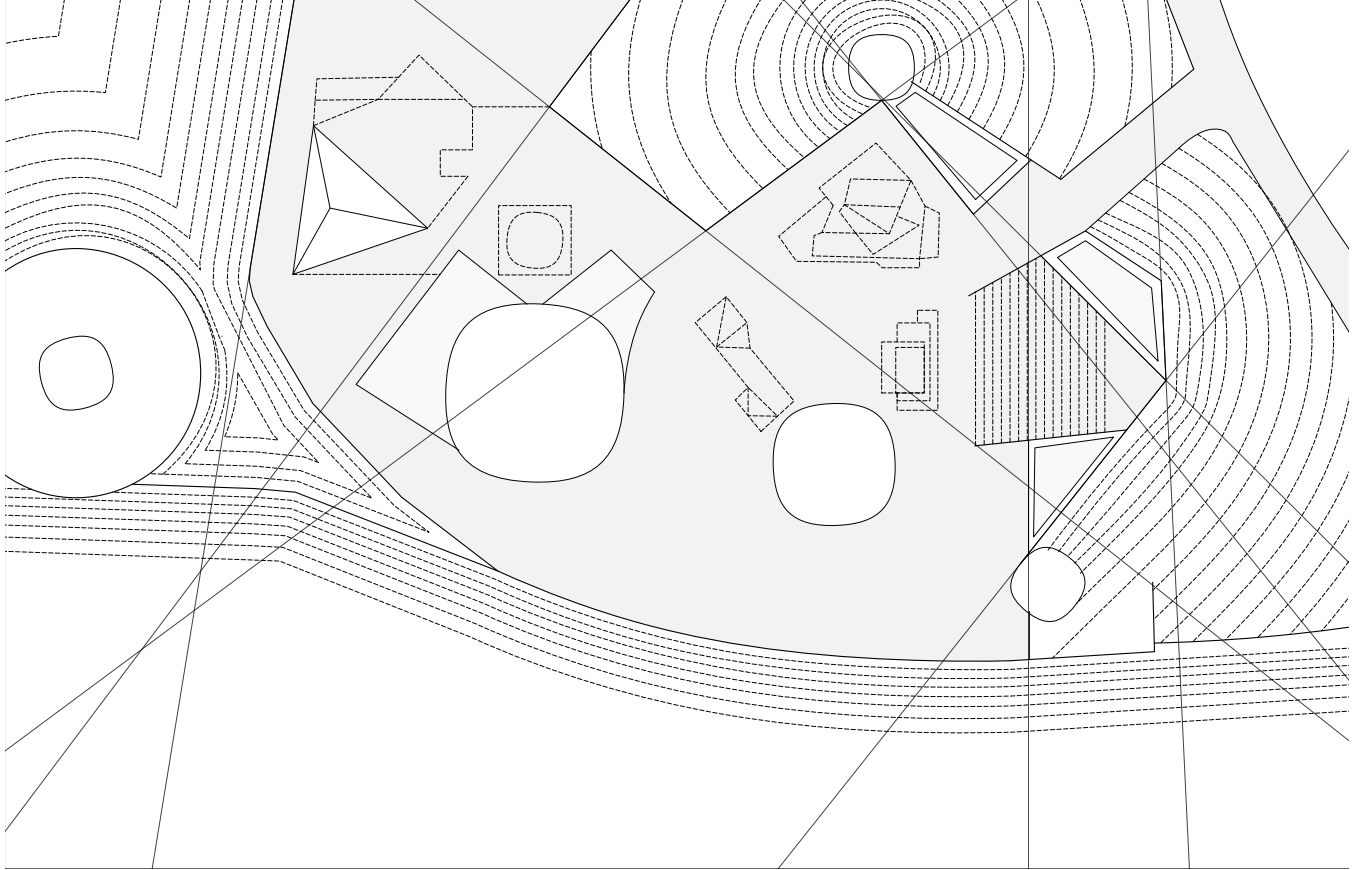
Swimming Pool for Joseph von Sternberg, 1935 / Noguchi Museum Collection





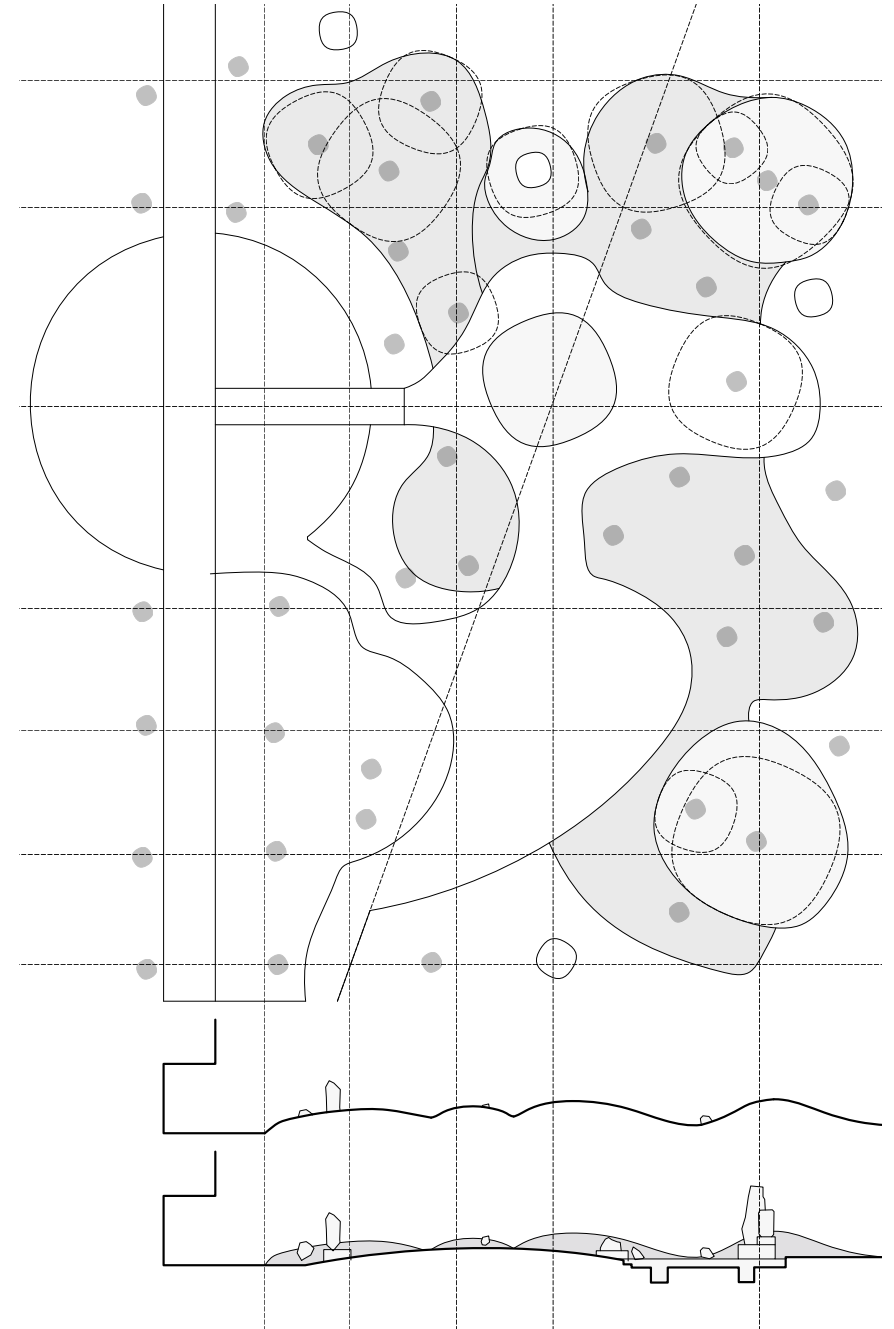


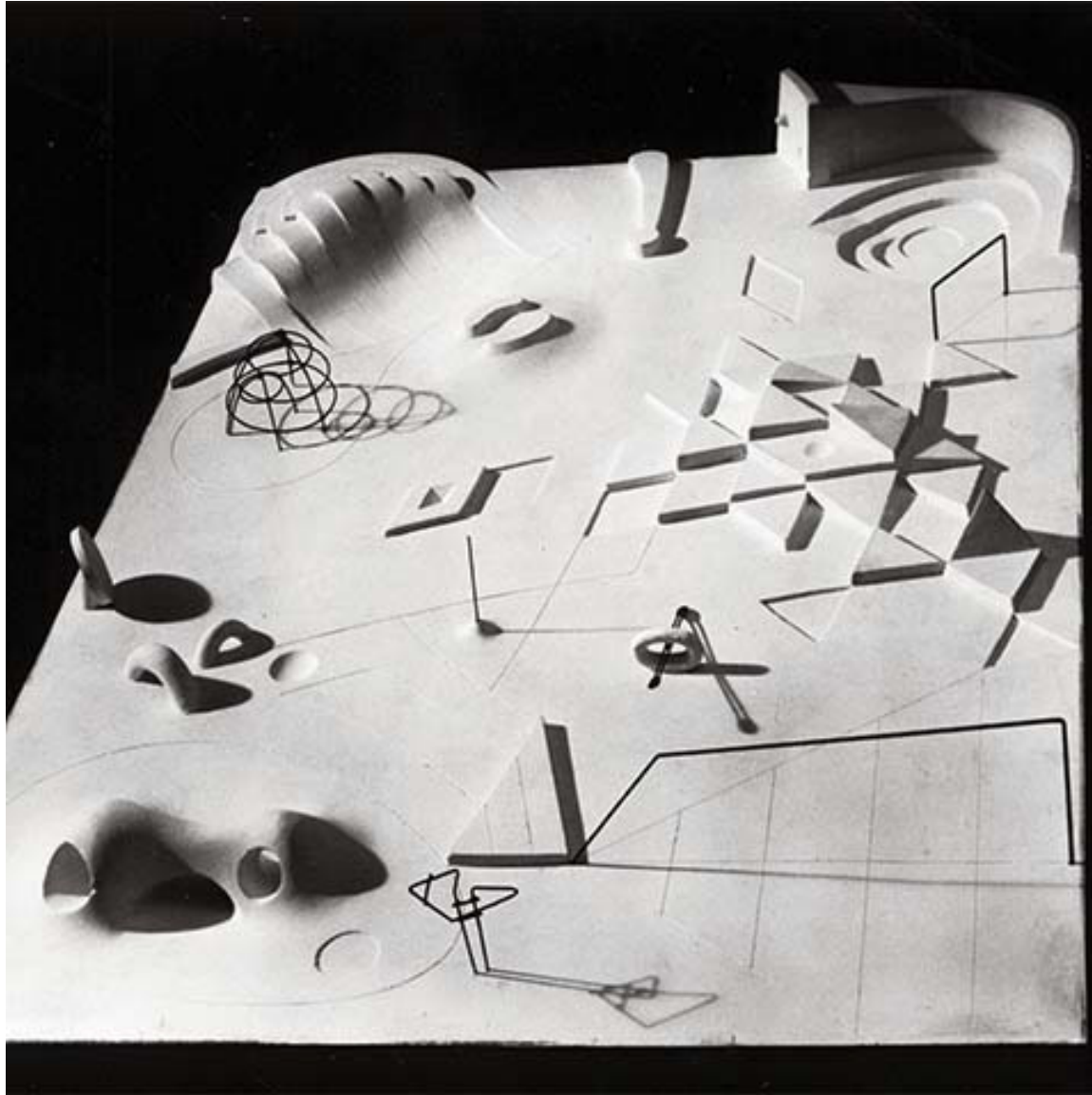
Riverside Playground, 1961 / Noguchi Museum Collection





UNESCO Gardens, 1958 / Dwells: 5 Public Landscapes of Isamu Noguchi



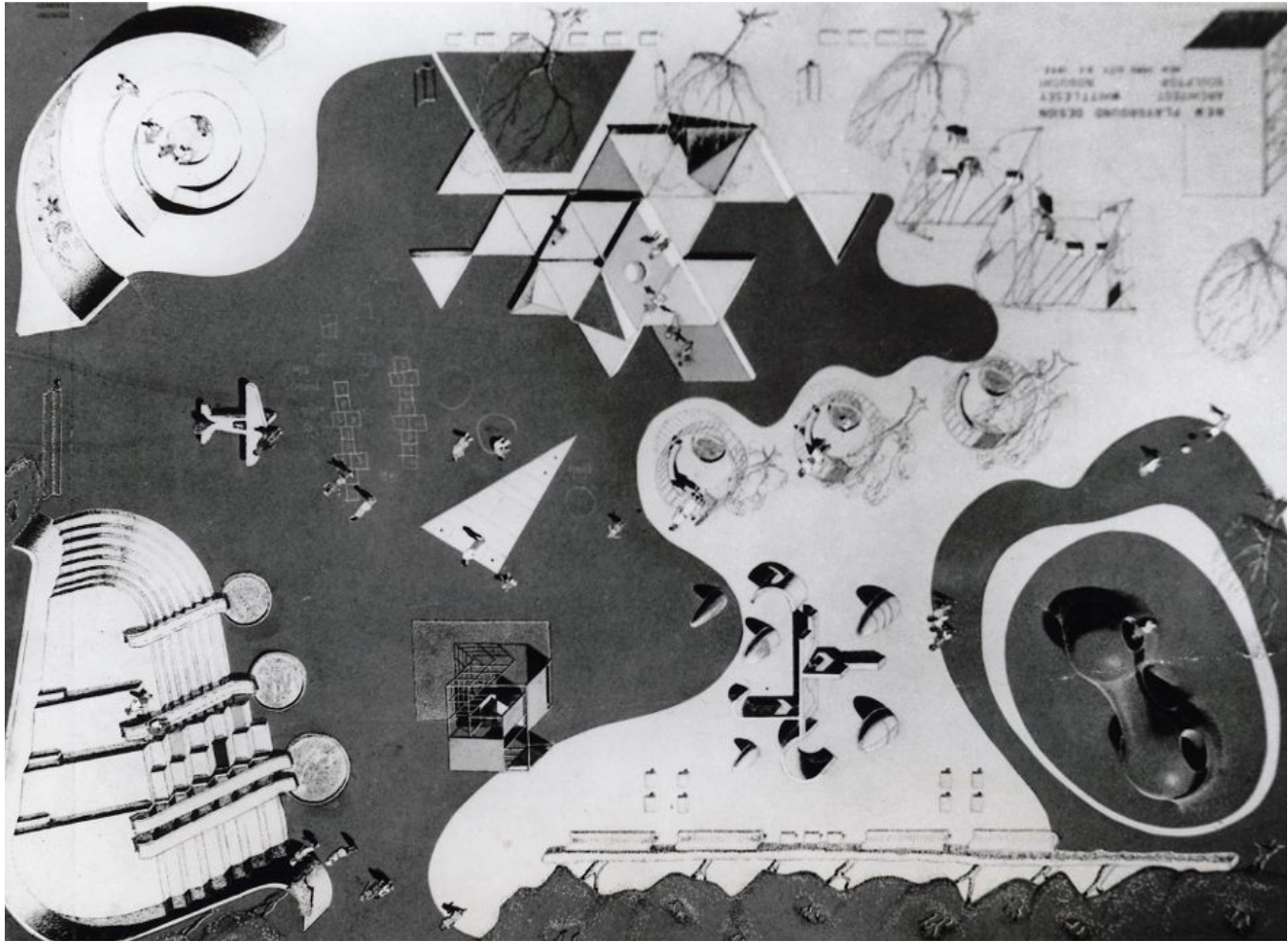


United Nations Playground, 1952 / A Sculptor's World

Noguchi hoped to interest Moses in Play Mountain, his vision for a new kind of playground. It would contain no swing sets, sandboxes, or seesaws—and no cues for how to play on it. Instead, the sculptor's sweeping, tiered pyramid would be a place for undirected play, a place where the imagination could run wild. No other artist in America was designing playgrounds like this one.

Hess was interested in a playground that could foster imagination through beauty and good design, reasoning that “a playground meeting these objectives is befitting the U.N. and the forward looking standards which it sets” and would therefore “signalize [sic] to children what the U.N. stands for.”¹⁹ Her progressive aspirations found a match in Noguchi's singular approach to playground design. His resulting United Nations Playground model (1951; Figure 4) combined aspects of his past three playgrounds, while greatly expanding previous notions of built-in earth modulations and suggesting new forms of “equipment.”

The ground itself would provide shapes and areas for play, more specific to function this time than in Contoured Playground. Two hills would be hollowed out as areas for climbing and a wider mound cut with ridges for steps and slides. A “step pyramid,” tentatively brightly colored, would provide exercise from jumping and climbing. The plaster model also included wire maquettes, which are reminiscent of jungle gyms, and suggest frames for swings, and forms meant for free climbing and crawling to foster imaginative development.



Manipulating Landscape



Panuwich Wongpaitoonpiya

