

The Legend is Not the Map: Cartography of Experience

Ephemeral Perception Traced in the '*fragamap*'

I capture a very brief moment within the perception of urban space by the various senses and, memorizing this fragment, simultaneously render it on the paper's surface.

The spontaneous marks, lines, dots and shapes are traced with colour pencils and in graphite. Here they lie side-by-side, above and below one another, messy and flustered, as a means of communicating. Scribbled fragments of manuscript notes lie over or under the marks and appear here as a kind of cartographic legend. This result in both an empirical, and a playful, convergences within the research project. However, it also offers me both, a serious, and an exciting, enhancement of the means by which a representation might be made of sensory perception. I designate this combination of drawing and notation *fragamap*, in order to indicate its fragmentary qualities and function as a form of mapping. The *fragamap* has a specific role to play in my research, allowing me to approach the research topic both intellectually, and intuitively, at the same time. They are representations of fragments of the perception of urban space as it is experienced.

Fragamaps are purely research material, rather than drawings in a traditional sense.

The depiction of experienced reality is here heterogeneous. Assembled on a sheet of paper the mental map, the urban map and the manuscript notes create a relation, and an interaction, amongst themselves, which is a very specific. One of the characteristics of the *fragamap* is that provides a means of visualising problems arising from the interaction of the diverse factors at work within representation itself, but also a visualisation of the role that the *fragamap* itself has to play within the research project.

The *fragamap* may well contain more than it is at present understood and may have much more to offer beyond this, presently declared, role. They may be carrier of an unexpressed knowledge as yet undiscovered. This possibility will require further reflection and analysis.] The presently understood role of the *fragamap* involves exploration. From this arise various questions concerning representation, both virtual and analogical, and the static, objective and ephemeral qualities of maps. ?

The *fragamaps* are also instruments designed to overcome, or to reach beyond, (?) the carefully realised, and idiosyncratic, aesthetics embodied in my previous drawings. They are therefore intended to provoke my thoughts concerning drawing itself and to further my investigation into aesthetics.

November 2008 Edinburgh
Maria J. Lichtsteiner