



STUDIO  
ACTION SYNTHÈSE

Concept Design



The Wizard of Oz

# DOROTHY

## THE STORY OF DOROTHY

DOROTHY IS A YOUNG ORPHAN GIRL FROM MAUS. SHE LIVES WITH HER AUNT EM & UNCLE HENRY IN A FARM SURROUNDED WITH THE WIDE PRAIRIES OF KANSAS.

HER SURNAME IS GALE AND HER AUNT EM IS HER MOTHER'S SISTER.

SHE HAS A LITTLE DOG CALLED TOTO.

ONE DAY SHE WAS CAUGHT UP IN A CYCLONE WHILE SHE WAS TRYING TO REACH THE CYCLONE CELLAR AND TRYING TO TAKE TOTO WITH HER. THE LITTLE HOUSE WAS BROUGHT AT THE TOP OF THE TORNADO AND PUT IN THE MUNCHKINS' COUNTRY.

"YOU ARE WELCOME, MOST NOBLE SORCERESS, TO THE LAND OF THE MUNCHKINS. WE ARE SO GRATEFUL TO YOU FOR HAVING KILLED THE WICKED WITCH OF THE EAST, AND FOR SETTING OUR PEOPLE FREE FROM BONDAGE."  
"I AM ANXIOUS TO GET BACK TO MY AUNT AND MY UNCLE, FOR I AM SURE THEY WILL WORRY ABOUT ME. CAN YOU HELP ME FIND MY WAY?"

"LET DOROTHY GO TO THE CITY OF EMERALDS"

"THE ROAD TO THE CITY OF EMERALDS IS PAVED WITH YELLOW BRICK," SAID THE WITCH, "SO YOU CANNOT MISS IT. WHEN YOU GET TO OZ DO NOT BE AFRAID OF HIM, BUT TELL HIM YOUR STORY AND ASK HIM TO HELP YOU. GOOD-BYE, MY DEAR."

# ~ DOROTHY ~

## THE CHARACTER OF DOROTHY

DOROTHY'S CREATION MAIN INFLUENCE IS OBVIOUSLY ALICE OF ALICE'S ADVENTURE IN WONDERLAND BY MARTIN CARROLL. ACCORDING TO BAUM, DOROTHY'S POPULARITY IS WORTH ALICE'S. THEY ARE BOTH CHILDREN YOUNG READERS CAN EASILY COMPARE THEMSELVES WITH.

THE MOST FAMOUS LINE IS STEMMING FROM THE 1939 MOVIE:

"THERE'S NO PLACE LIKE HOME".

HOWEVER ONE MUST NOTICE THAT OVER THE STORY HER AUNT EM & UNCLE HENRY ARE THE ONES SHE REALLY MISSES, NOT KANSAS.

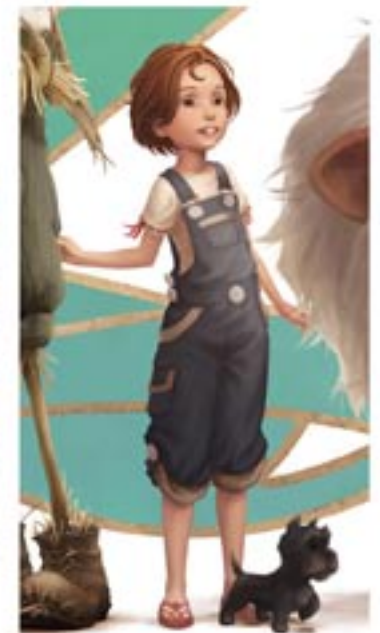
OTHER POPULAR LINES:

WHEN AMERICAN PEOPLE ARRIVE AT A FOREIGN COUNTRY THEY CLICK THEIR HEELS JUST LIKE IN THE MOVIE AND SAY

"WE'RE NOT KANSAS ANYMORE, TOTO".

THIS SENTENCE REFERS TO THE SCENE WHERE DOROTHY DISCOVERS THE COUNTRY OF OZ, WITH MARVELLED EYES, FOR THE FIRST TIME.

THERE ARE ALSO MANY MOVIES AND SERIES THAT REFERS TO OZ BUT IT WOULD TAKE LONG TO EXPLAIN HERE... THAT BEING SAID, DOROTHY IS THAT ANCHORED IN AMERICAN POPULAR CULTURE THAT SHE IS PART OF THEIR COLLECTIVE UNCONSCIOUS.



# ~ DOROTHY ~

## SHE LIKES

- UNCLE HENRY
- AUNT EM
- TOTO
- PLAYING WITH TOTO
- HER KANSAS
- THE MUNCHKINS
- GOOD WITCH OF THE NORTH
- SCARECROW
- THE LION
- WINKIES DRESSES
- THE QUEEN OF THE FIELD MICE
- THE KING OF THE WINGED MONKEYS
- THE GOOD WITCH OF THE SOUTH

## SHE DOESN'T LIKE

- CYCLONES
- OZ BAD CREATURES
- CROWS
- THE WIZARD OF OZ
- THE WICKED WITCH OF THE WEST
- WINGED MONKEYS
- HAMMER HEADS
- DO THE HOUSEWORK



# ~ DOROTHY ~

## THE HEROINE'S JOURNEY

DOROTHY IS ONE OF NORTHERN AMERICA'S MOST POPULAR CHARACTER. SHE REPRESENTS THE BEST OF AMERICAN PEOPLE. SHE IS DETERMINED, INVENTIVE AND LOYAL. SHE PERSONIFIES THE WAY AMERICANS WANT TO SEE THEMSELVES. HER CHARACTER TRAITS ARE CHANGING DURING THE STORY, FROM SAD, FRAGILE AND SWEET TO BRAVE, STRONG AND OBSTINATE.

DOROTHY AND THE AUDIENCE'S RELATIONSHIP IS VERY IMPORTANT. IT REPRESENTS WHAT WE ALL HAVE IN COMMON. SHE IS A NORMAL CHILD, WITH THE SAME FEARS AND DOUBTS THAN ANY OTHER CHILD. SHE DOES NOT WANT TO BE A HEROIN BUT HER DESTINY PUSHES HER TO CHOICELESS SITUATIONS AND HAS TO MOVE FORWARD TO THE UNKNOWN IN ORDER TO MAKE PROGRESS.



SHE EPITOMIZES THE CLASSICAL HEROE THROUGH CENTURIES. THE ONE WHO LIVE AN INITIATORY TRIP DURING WHICH THERE IS NO OTHER CHOICE THAN REACH THEIR GOAL:

MOISES JOURNEY, ODYSSEY'S IN HOMER ODYSSEY, KING ARTHUR AND THE GRAAL.

MODERN HEROES: HARRY POTTER, LUKE SKYWALKER AND FRODO BAGGINS ARE EMBLEMATIC EXAMPLES OF HEROIC QUESTS.

ALMOST ALL OF THOSE **HEROINES** ARE GOING WITH A GROUP OF FRIENDS WHO BIND TO THE SEARCH, HELPING EACH OTHER UNTIL THE END OF THE ADVENTURE.



# LION



## THE STORY OF THE COWARDLY LION

THE LION IS THE CHARACTER DOROTHY  
LAST MEET ON THE YELLOW BRICK ROAD  
ON THE WAY TO THE CITY OF EMERALDS.

HE JOINS THE GROUP TO ASK TO THE  
WONDERFUL WIZARD ... FOR SOME  
COURAGE.

THE LION WAS BORN A COWARD AND,  
LIKE HE SAYS " ALL THE OTHER ANIMALS  
IN THE FOREST NATURALLY EXPECT ME TO BE  
BRAVE, FOR THE LION IS EVERYWHERE  
THOUGHT TO BE THE KING OF BEASTS.  
I LEARNED THAT IF I ROARED VERY LOUDLY  
EVERY LIVING THING WAS FRIGHTENED  
AND GOT OUT OF MY WAY.

WHENEVER I'VE MET A MAN I'VE BEEN  
AWFULLY SCARED; BUT I JUST ROARED  
AT HIM, AND HE HAS ALWAYS RUN  
AWAY AS FAST AS HE COULD GO."



DESPITE HIS COWARDICE, THE LION  
SHOWS COURAGE AND WILLPOWER  
WHEN DEFENDING HIS FRIENDS  
AT THE RISK OF HIS LIFE."

THE LION WILL FINALLY TAKE THE  
ROLE HIS WAS MARKED FOR :  
HE IS GOING TO BE THE KING OF  
THE BEASTS.



# LION



## THE CHARACTER

THE COWARDLY LION IS A CREATURE WHO HAS ALWAYS LIVED IN FEAR. HE'S SO FRIGHTENED THAT HIS FEATURES ARE MARKED FOREVER. ONE CAN SEE FEAR & ANXIETY ON HIS FACE. HIS WHISKERS GROW DOWN TOWARD THE GROUND AND HIS EYEBROW'S ARCHES PERFECT COWARDICE WHATEVER FACIAL EXPRESSION HE COULD MAKE.

HE HAS A WHITE MANE BECAUSE HE WAS BORN IN THE COUNTRY OF OZ AND NOT IN THE HUMAN WORLD. BESIDES, HE IS AN OLD LION. HIS HEAD IS ALWAYS TILTING, HIS EARS GOING TO THE BACK OF HIS HEAD WHEN HE IS SCARED (WHICH MEAN QUITE OFTEN...) HIS TAIL BENDS DOWN TO HIS BODY SEEKING FOR WITHDRAWAL.

FEAR HAS DEVASTATED HIM OVER THE YEARS AND HE IS NOT AWARE OF HIS CAPACITIES AND HIS STATUS OF KING OF THE BEASTS.

FACIAL DIFFERENCE BETWEEN THE COWARDLY LION AND A NORMAL LION.



HIS BODY IS HEAVY, CERTAINLY OLD BUT IMPOSING AND INTIMIDATING. IT MUST EXPRESS FORCE. WHEN ONE SEE HIM FOR THE FIRST TIME, THEY SHOULD BE AFRAID. THERE IS A PARADOX IN HIS APPEARANCE. IT REFLECT THE CONFLICT HE EXPERIENCES WITH HIMSELF: HIS FACE LOOKS SCARED AND SO ARE HIS ATTITUDES BUT HIS BODY IS POWERFULL. ONE CAN BE SURE WHO IS THE MORE FRIGHTENED WHEN THEY LOOK AT HIM IN THE EYES.



# LION



## TOTO AND THE LION

THOSE TWO ARE LIKE THE TINMAN AND THE SCARECROW PAIR: THEY ARE DIVIDED ON EVERYTHING AND YET THEY ARE COMPLEMENTARY. THE LION IS SOLITARY WHEREAS TOTO CANNOT LIVE WITHOUT DOROTHY. THE LION IS FEARFUL AND WALKS WITH HEAD AND TAIL GOING DOWN WHEN TOTO CUT A FINE FIGURE DESPITE HIS TINY SIZE, HEAD AND TAIL GOING UP, LIKE A DOMINANT ANIMAL. THE LION'S VOICE IS LOW AND DEEP WHEN TOTO'S IS HIGH-PITCHED & CARRIES FAR.



## WALK AND BEARING

THE LION WALKS SLOWLY BUT IN A FELINE WAY. SOMETIMES HE SEEMS TO BE HESITATING BECAUSE HE IS ON HIS GUARD. HE SLIGHTLY CRAWLS LIKE A CAT IN A NEW TERRITORY.



### HE LIKES

FRUITS  
BERRIES  
FORESTS  
FLOWERS  
DOROTHY  
TOTO  
THE SCARECROW  
THE TINMAN

### HE DOESN'T LIKE

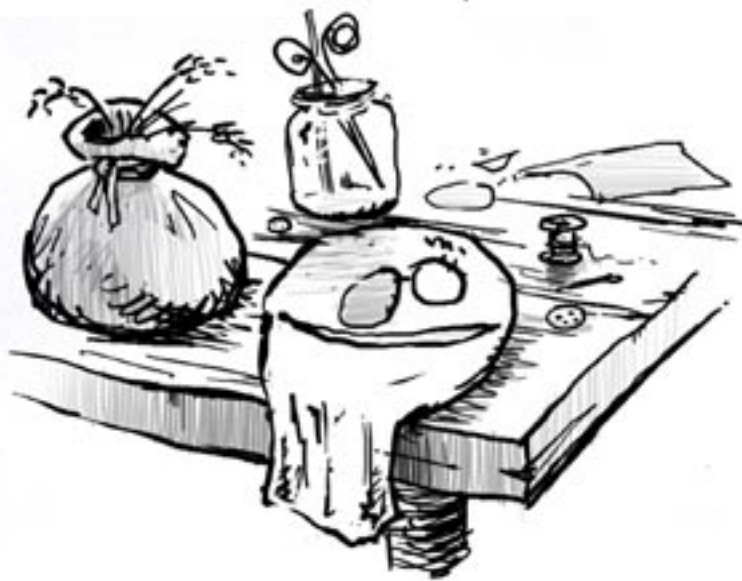
CROWD  
BEASTS MEETINGS  
KAUDAS  
EMPTY SPACES  
DARKNESS  
FIRE  
THE WIZARD OF OZ  
WICKED WITCH OF THE WEST  
WINGED MONKEYS  
SPIDERS

# SCARECROW

## THE STORY OF THE SCARECROW

DOROTHY MEETS THE SCARECROW IN A MUNCHKIN CORN FIELD WHILE SHE IS GOING TO THE CITY OF EMERALDS.

THE SCARECROW JOINS DOROTHY HOPING THAT THE WIZARD OF OZ WOULD GIVE HIM SOME BRAIN. HE WAS CREATED BY A MUNCHKIN FARMER AND HIS DAUGHTER TWO DAYS BEFORE DOROTHY ARRIVED.



AFTER THE FARMER SEWED HIS FIRST EYE THE SCARECROW STARTED LOOKING AT EVERYTHING AROUND HIM WITH A GREAT DEAL OF CURIOSITY.

ONCE HE WAS FINISHED, HE WAS PLACED INTO A CORN FIELD AND HUNG AT A POST. ALL BIRDS THAT CAME CLOSE TO THE FIELD FLEW AWAY AT HIS SIGHT.

THEN AN OLD CROW, FINDING THE FARMER'S TRICK A BIT OBVIOUS STARTED PECKING SOME CORN.

'IF YOU ONLY HAD BRAINS IN YOUR HEAD YOU WOULD BE AS GOOD A MAN AS ANY OF THEM, AND A BETTER MAN THAN SOME OF THEM. BRAINS ARE THE ONLY THINGS WORTH HAVING IN THIS WORLD, NO MATTER WHETHER IS A CROW OR A MAN.'

AFTER THE BIRD HAD GONE, THE SCARECROW THOUGHT THIS OVER AND HE DECIDED HE WOULD DO HIS BEST TO GET A BRAIN'



# SCARECROW

## THE CHARACTER

THROUGH SEVERAL INTERPRETATIONS, THE SCARECROW HAS ALWAYS BEEN REPRESENTED LIKE A POPULAR IMAGE A TYPICAL AMERICAN FARMER.

DOROTHY FEELS A LOT OF TENDERNESS FOR HIM BECAUSE HE REMINDS HER OF HER NATIVE COUNTRY. HE'S GOT A BIG INSIGHT & IS QUICK-WITTED. HE WOULD ONLY NEED SOME SELF-CONFIDENCE.

DESPITE HIS HEAD MADE OF STRAW THE SCARECROW IS A PHILOSOPHER AND IS FULL OF COMMON SENSE.

HE IS LIKE A MAN LOOKING FOR THE HAT THAT IS ON HIS HEAD.

THE JOURNEY WITH DOROTHY GENERATED A GROWING AWARENESS OF HIS MAIN QUALITIES: INTELLIGENCE & WISDOM.



ALL ALONG THE JOURNEY, THE SCARECROW LEARNS THAT WHAT HE WANTS, HE ALREADY POSSESSES IT!

HE CARRIES OUT HIS DEEPEST DESIRE BY CALMING DOWN, TAKING A MOMENT TO THINK ABOUT A SITUATION.

HIS EVOLUTION GOES TOGETHER WITH DOROTHY'S OWN CHANGE.

HE HELPS HER TO UNDERSTAND THAT BETTER IS TO FACE THE PROBLEMS AND THAT LEARNING IS BORN OUT OF EXPERIENCE

# SCARECROW

## THE SCARECROW AND THE TINMAN

THE SCARECROW'S DESIRE TO GET A LITTLE BIT OF BRAIN IS IN PARALLEL WITH TINMAN'S WISH TO HAVE A HEART. BOTH QUESTS ARE COMPARABLE SINCE THEY MEAN A LOT FOR THE TWO CHARACTERS. THEY ARE ALL TIME DISCUSSING ABOUT THE GREATNESS OF EMOTION AND MORALE, TWO VERY IMPORTANT NOTIONS OF HUMANITY.

THESE ASPIRATIONS BRING THE SCARECROW & TINMAN TOGETHER.

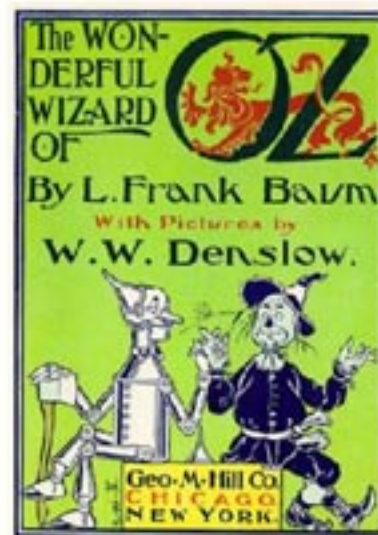
THEY TRY TO PERSUADE ONE ANOTHER THEIR QUEST IS ESSENTIAL AND DOROTHY IS VERY OFTEN CALLED TO WITNESS DURING THE DEBATES SHE IS ATTENTIVE BUT NEVER TAKES SIDE FOR ANY OF THEM AND STAY TUNED TO THEIR SUFFERING, IS INTEGRAL

WITH THEIR SEARCH.

THE SCARECROW HAS CHILDLIKE ATTITUDES AND IS FRAGILE. HE IS CURIOUS AND TALKS FAST.

HE IS OPPOSITE TO TINMAN WHO IS CALM AND STRONG.

HOWEVER, HE IS THE WISER AND MORE SENSITIVE OF BOTH WHEN THE SITUATION CALL FOR IT.



THIS 1900 ILLUSTRATION REPRESENTS THE TOWN/MAN AND THE COUNTRY MAN. THE TINMAN AND THE SCARECROW ARE DIFFERENT BUT COMPLEMENTARY, THEY NEED EACH OTHER.

# SCARECROW

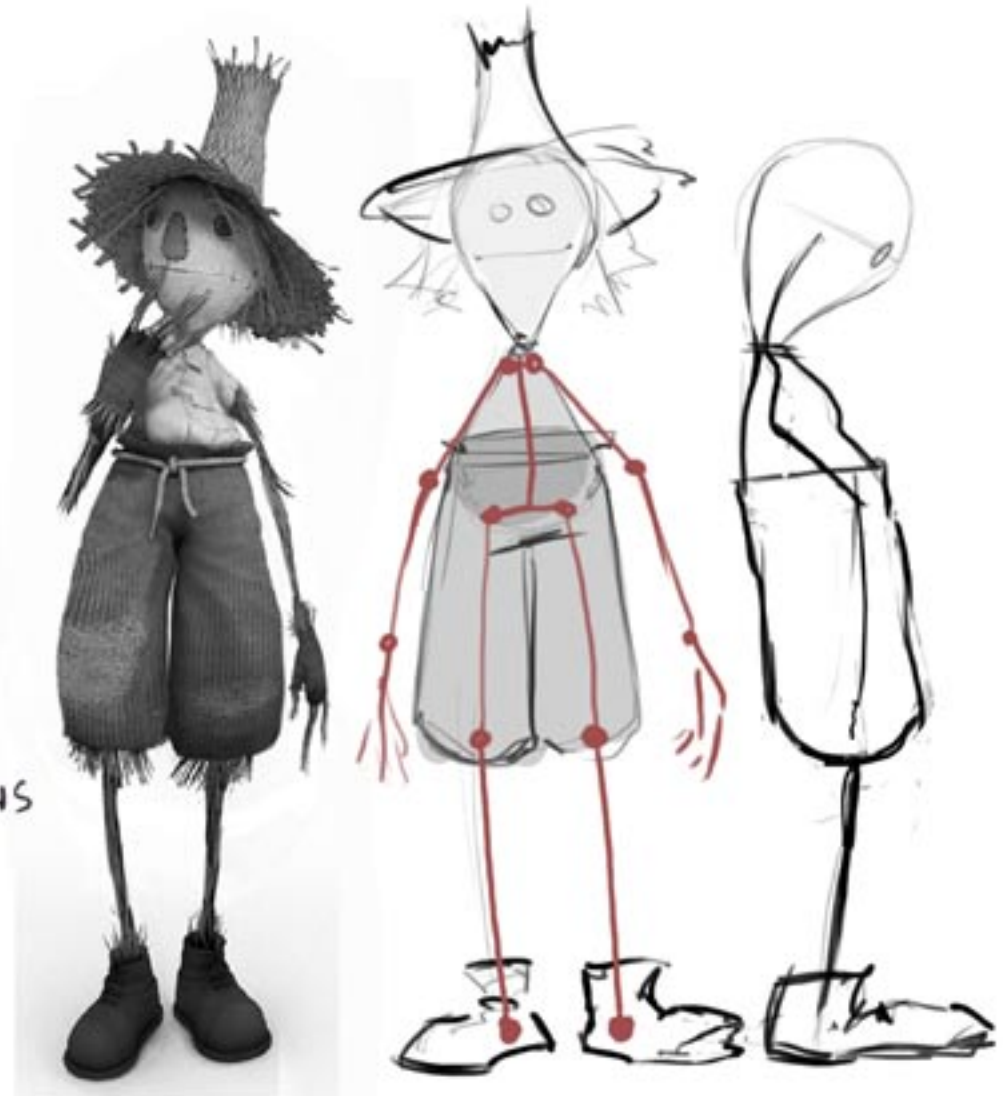
THE SCARECROW MOVES LIKE A BIG BABY  
LEARNING HOW TO WALK WITH  
STILTS. HE HAS NO MUSCLE AT ALL  
BECAUSE HE IS MADE OF A SIMPLE WOOD  
STRUCTURE AND BAGS FILLED WITH  
STRAW.

## HE LIKES

- FRESH STRAW
- MORNING BREEZE
- CORN FIELD SMELL
- NATURE
- OZ LANDSCAPES
- GROUND
- MUNCHRINS
- WINKIES

## HE DOESN'T LIKE

- CROWS
- STRONG WIND
- FIRES
- WICKED WITCHES
- WINGED MONKEYS



# TIN MAN

## THE STORY OF THE TINMAN

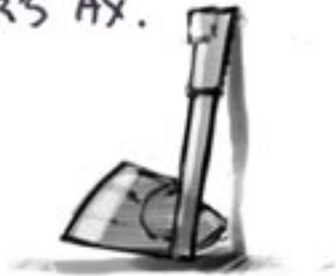
TINMAN USED TO BE A WOODCUTTER, A NATURE LOVER WHO RESPECTED THE FOREST AND THE TREES.

HE WAS SAD TO HAVE TO CUT TREES BUT COMFORTED HIMSELF WITH THE IDEA THAT THIS ALLOWED OTHER TREES TO HAVE MORE SPACE TO BLOSSOM.

ONE DAY HE FELL IN LOVE WITH A MUNCHKIN LADY.

BUT HER MOTHER VIEW A WEDDING BETWEEN THEM WITH AN UNFAVOURABLE LIGHT.

SHE WENT TO SEE THE WICKED WITCH OF THE EAST AND ASKED HER TO PREVENT THEM FROM GETTING MARRIED. THE WITCH CAST A SPELL ON THE WOODCUTTER'S AX.



THEN THE WOODCUTTER LOST CONTROL OF HIS AX, ONE DAY, WHILE HIS WAS DOING HIS WORK. IT FIRST CUT HIS ARM, THEN A LEG AND ALL THE MEMBERS, HIS BODY, HIS HEAD...

EACH TIME HE LOST A PIECE OF HIS BODY, A TINSMITH REPLACED IT WITH A TIN MEMBER.

IN THIS WAY, THE WOODCUTTER COULD HAVE A NEW BODY, THANKS TO A SUBTLE MIX OF ENGINEERING & MAGIC.

DURING THE METAMORPHOSIS, THE TINMAN HAS DEHUMANIZED HIMSELF AND HIS JOB HE LIKED SO MUCH CAME TO TURN INTO A HUMDRUM AND COLD WORK.



# TIN MAN

## THE CHARACTER

THE TINMAN'S SYMBOUSM IS LIKE THE FACTORY WORKERS OF THE BEGINNING OF THE XX'S CENTURY IN USA. HE IS OPPOSITE TO THE SCARECROW WHO REPRESENTS THE COUNTRY MAN.

IF THE TINMAN DOES NOT BLINK THAT'S BECAUSE HE DOESN'T NEED IT AS HE DOES NOT CRY, AT LEAST THAT'S WHAT HE THINKS. HE SEEMS TO BE FREE OF HUMAN FEELINGS. BUT THIS ASPECT OF HIS PERSONALITY WOULD DISAPPEAR GRADUALLY UNTIL DOROTHY'S DEPARTURE WILL MAKE HIM BE IN TEARS.

HIS ONLY CONCERN IS NOT TO GO RUSTY. THAT'S WHY HE OFTEN CHECKS HIS JOINTS ... I MEAN ... SOMETIMES ... WHEN HE THINKS A LITTLE BIT ABOUT HIMSELF.

THE TINMAN REPRESENTS THE INDUSTRY, THE WORLD OF FACTORIES AND MECHANIZATION. HE DIVERTED HIMSELF FROM HUMAN NATURE. HE IS CONSEQUENTLY DEPENDS ON HIS OIL CAN THAT PREVENTS HIM FROM RUST.



# TIN MAN

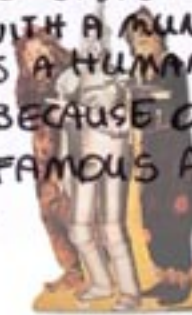
THE TINMAN HAS LOST HIS HEART, AND A LOT OF SENSES BECAUSE OF THAT. FORTUNATELY HE STILL HAS HIS SIGHT AND SPEECH. HE ALSO HAS COURAGE AND PERSEVERANCE WHICH OFTEN BRING HIM TO HAVE RASH OR EVEN SUICIDAL BEHAVIOR. AS



AS HE DOES NOT FEEL PAIN, HE IS NOT AWARE OF THE PAIN HE SOMETIMES IMPOSES TO HIMSELF.

## CORRECTIONS REGARDING THE 1939 MOVIE

THE TINMAN IS NOT A HUMAN BEING! HE IS A MUNCHKIN, SHORT SIZED MAN LIVING IN THE COUNTRY OF OZ. HE IS A PROFESSIONAL WOODCUTTER AND IS IN LOVE WITH A MUNCHKIN GIRL. IF HE HAS A HUMAN SIZE IN THE MOVIE THAT IS BECAUSE OF THE CASTING THAT CHOSE A FAMOUS ACTOR TO PLAY THE TINMAN.



### HE LIKES

- TREES
- THE FOREST
- HIS WORK
- ROMANCE
- A MUNCHKIN LADY

### HE DOESN'T LIKE

- WATER
- THUNDER (IT MAKES HIM SNEEZE)
- WICKED WITCHES
- RUST
- RAIN
- HIS AX

# TIN MAN

AND HIS

OILCAN

THE TINMAN IS  
A SENTIMENTAL...

MAY BE THAT'S BECAUSE  
HE LIKES THE FOREST  
VERY MUCH. IT IS LIKE  
A THEATER TO HIM,  
WHERE HE CAN SEE  
MAJESTIC TREES,  
THE BEAUTY OF NATURE,  
BE ALONE WITH  
HIMSELF... MAY  
BE TOO LOVELY...



APART FROM HIS  
AX, HIS MAIN  
ACCESSORY IS HIS  
OILCAN WHICH  
PREVENTS HIM  
FROM RUST...  
LIKE, FOR INSTANCE,  
WHEN HE CRIES.

# TOTO

AND DOROTHY!

TOTO IS DOROTHY'S DOG. HE IS A CAIRN, A SMALL SIZED DOG FROM SCOTLAND, QUITE HARDY.

TOTO'S NAME IS PRONOUNCED LIKE TOE TOE. HE IS BRAVE DESPITE HIS SMALL SIZE, FAITHFUL AND AUTHORITARIAN AND THIS IS NOT AN EASY JOB WHEN YOU'VE GOT TO TAKE CARE OF A CHILD LIKE DOROTHY!

WHEN SHE LIKES HIM LIKE A DOG, HE CONSIDERS HE IS IN CHARGE OF HER.

HIS ROLE IS TO COMPLETE HER EDUCATION. HE IS LIKE HER MAJOR-DOMO, PROTECTIVE AND THOUGHTFUL ALWAYS THERE WHEN SHE NEEDS HIM:  
THE BRUCE WAYNE'S (BATMAN) ALFRED  
IF YOU'D PREFER.



HE BRINGS HER JOY AND COMFORT.



# — TOTO —

TOTO IS THE ANTAGONISM OF THE  
COURAGEOUS LION (SEE NOTES ABOUT HIM).  
ACCORDING TO HIM, SIZE DOES NOT MAKE  
THE DIFFERENCE.

HE IS BRAVE AND SELF-WILLED. HIS  
SMALL SIZE DOES NOT INFLUENCE HIS  
DETERMINATION IN PROTECTING DOROTHY.

TOTO IS THE ONLY CHARACTER WHO  
DOES NOT HAVE ANYTHING TO ASK TO OZ.  
BUT WHY? BECAUSE HE ALREADY GOT  
EVERYTHING HE WANTS!



HE IS THE CAUSE OF MANY KEY EVENTS  
IN THE STORY.

- DOROTHY DOES NOT REACH THE  
CYCLONE CELLAR BECAUSE OF HIM.
- HE IS THE ONE WHO DISCOVERS THE  
SECRET OF OZ.
- DOROTHY WAS ABOUT TO CLIMB THE  
WIZARD'S BALLOON BECAUSE OF HIM  
AGAIN.



← TERRY, THE SUPERSTAR  
DOG OF THE 1939 MOVIE



# THE CITY OF EMERALDS

## THE CITY OF EMERALDS AND THE LAND OF OZ

ONE KNOWS THAT THE LAND OF OZ IS SURROUNDED WITH DESERTS. THE LAND IS DIVIDED INTO 5 COUNTRIES REFERRING TO THE 4 CARDINAL POINTS PLUS



WONDERFUL CITY OF OZ

A CENTER: THE WONDERFUL CITY OF OZ IS LOCATED IN THE VERY HEART OF THE LAND. IT ALSO ENDS THE ROAD OF YELLOW BRICKS.

THE CITY IS ON THE TOP OF A ROCK, SURROUNDED BY HUGE WATERFALLS.



## ARRIVING AT THE CITY

THERE ARE FOUR YELLOW BRICK ROADS THAT LEAD TO THE WONDERFUL CITY OF OZ.

EACH ROAD START FROM ONE OF THE FOUR COUNTRIES. THOSE ARE THE ONLY WAYS TO ACCESS THE CITY. THE WATER FALLS AROUND THE CITY ARE CRYSTAL-LIKE AND DIFFUSE GREEN GLINT.

THE FOG FROM THE WATERFALLS MAKES BLURRED EFFECTS AROUND THE CITY. WHEN A VISITOR TAKES THE ROAD AND GOES UP TO THE CITY HE IS DAZZLED BY ITS BRIGHTNESS.



# THE CITY OF EMERALDS

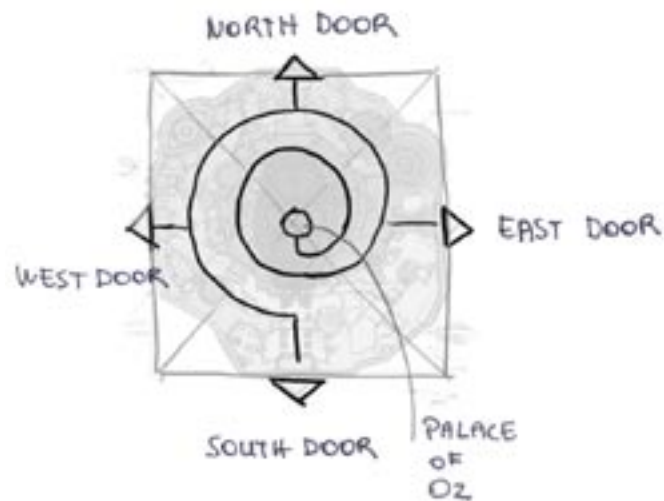


## THE CITY

THE WONDERFUL CITY OF OZ IS ALSO SURROUNDED BY RAMPARTS. IT IS STRUCTURED IN A SPIRAL. IT IS IMPOSSIBLE FOR A NOVICE TO REACH THE PALACE DIRECTLY TO SEE THE WIZARD. A VISITOR HAS TO DESERVE THE RIGHT TO SEE HIM!

THE INHABITANTS OF THE CITY KNOW THE SECRET WAYS TO GO STRAIGHT TO A PLACE AS THE SPIRAL IS JUST THE MAIN ROAD INSIDE THE CITY OF EMERALDS BUT NOT THE ONLY ONE.

THE CITY IS BUILT WITHIN A SQUARRED AREA AND THE PALACE IS IN THE EXACT CENTER OF IT.



## EMERALDS, WHAT ELSE?

IN HIS FIRST BOOK ABOUT OZ L. FRANK BAUM WRITES THAT THE WALLS ARE GREEN, BUT THE TOWN IS NOT.

WHEN PEOPLE ENTER THE CITY, THEY MUST WEAR SPECIAL GLASSES THAT CREATE THE EMERALDS EFFECT: ANOTHER TRICK OF THE WIZARD!



IN THE SECOND BOOK "THE MARVELOUS LAND OF OZ", THE

CHARACTERS STILL HAVE TO WEAR THE GLASSES BUT THEN, AT HALF OF THE BOOK, THEY DONOT WEAR THEM ANYMORE OR, AT LEAST, THE WRITER DO NOT TALK ABOUT THEM, BUT THE CITY IS STILL OF EMERALDS.

IN THE FIRST BOOKS THE CITY IS MADE OF GLASS, EMERALDS AND OTHER PRECIOUS MATERIALS BUT IN THE LAST BOOK IT IS ALL GREEN AND THE BUILDINGS ARE DECORATED WITH GOLD.

# THE CITY OF EMERALDS

## INSIDE THE CITY

THE CITY IS INSIDE AN AREA WITH PLENTY OF ACTIVITIES. THE INHABITANTS FARM THE LAND, BREED ANIMALS FOR FOOD AND THERE ARE MACHINERIES.

THE CITY LIVES IN AN APPARENT AUTARKY.

THERE ARE PLENTY OF GARDENS, LONG WATERWAYS ALONG THE STREETS, WATER FALLS FROM THE

WALLS, WHICH THE TINMAN HATES, THIS MAN IS DEFINITELY NEVER HAPPY WITH ANYTHING! BUILDINGS ARE COLOURED WITH DECORATIONS OF BLUE, YELLOW AND GREEN.

ITS SHAPE, COLOURS AND ARCHITECTURE, ITS LUXURIANT GARDENS AND THE WATERWAYS CONTRIBUTE TO GIVE BRIGHTNESS TO THE MAJESTIC CITY OF EMERALDS.

BUT WHERE DOES THE GREEN GLEAMED WATER COMES FROM?



SOME PEOPLE WOULD SAY THERE IS A SPRING IN THE CITY. SOME OF THEM SAY THAT THE WIZARD DISCOVERED IT BEFORE HE BUILT THE CITY. SOME OTHER SAY HE CREATED IT.

THE SPRING WATERS THE WHOLE LAND AND BRINGS MAGIC OVER IT. IT ALSO ALLOWS MECHANIZATION: THERE ARE MECHANICS, PIPELINES AND TRANSPORTATION VEHICLES WORKING THANKS TO THIS WATER.

THE SPRING WATERS THE BEAUTIFUL GARDENS, THAT REMIND THE BABYLON GARDENS AND GIVE BEAUTY TO THE CITY.

THE SPRING MAKES OF OZ A LAND OF MAGIC.



BABYLON GARDENS



CITY OF OZ

# THE CITY OF EMERALDS

## CREATION OF THE CITY

ACCORDING TO THE BOOK, THE CITY WAS BUILT BY THE WIZARD A FEW YEARS AFTER HIS ARRIVAL IN THE LAND. THE SCARECROW EXPLAINS THAT MOMBI, A WITCH, HAS TAKEN THE POWER FROM THE HANDS OF PASTORIA AND THE WIZARD ENTHRONED HIMSELF.



PASTORIA



MOMBI

AS A CONSEQUENCE, OZMA, PASTORIA'S DAUGHTER SHOULD BE THE LEGAL HEIR OF THE FORMER KING PASTORIA AND WEAR THE CROWN.

## OZMA OF OZ

OZMA WAS IS PASTORIA'S DAUGHTER. THE WIZARD OF OZ ENTRUSTED HER TO MOMBI TO BE SURE SHE WOULD NOT CLAIM THE THRONE.

MOMBI TRANSFORMED OZMA INTO A LITTLE BOY AND HIM TIP (TIPPETARIUS).

OZMA, UNDER TIP'S SHAPE, WAS RAISED



LIKE A BOY AND HAD NO MEMORY OF BEING A GIRL IN THE PAST. LATER ON, GLINDA, A GOOD WITCH, FORCED MOMBI TO GIVE OZMA HER REAL APPEARANCE AGAIN, FOLLOWING THE SCARECROW'S ADVICE. OZMA WAS APPOINTED QUEEN OF OZ.

NOTE: OZMA IS IN EVERY BOOK ABOUT OZ, APART FROM "THE WONDERFUL WIZARD OF OZ"!



# THE CITY OF EMERALDS

## THE SYMBOLISM OF THE CITY OF EMERALDS

FOR THOSE WHO WANT TO SEE IT AS POLITICAL ALLEGORY (THE CITY WOULD REPRESENT WASHINGTON D.C. WHEREAS THE EMERALD CITY IS THE NICKNAME FOR SEATTLE):

"SEATTLE, WELCOME TO THE EMERALD CITY"  
AND WASHINGTON IS "THE EVERGREEN STATE".

GREEN IS ALSO THE COLOUR OF THE AMERICAN \$, A REPRESENTATION OF WEALTH AND POWER.



## REFERENCES FOR THE BOOK

BAUM'S MAIN INSPIRATION (AND DENSLAW FOR THE ILLUSTRATIONS) IS LIKELY TO BE THE WHITE CITY OF THE 1893 WORLD COLUMBIAN EXPOSITION CELEBRATING C. COLUMBUS "DISCOVERY OF AMERICA".



BAUM WAS ALSO INSPIRED BY THE HOTEL DEL CORONADO HE WAS PARTICULARLY FOND OF.



Sets, atmospheres....



