

MoMA BOOKS

CHILDREN'S LIST



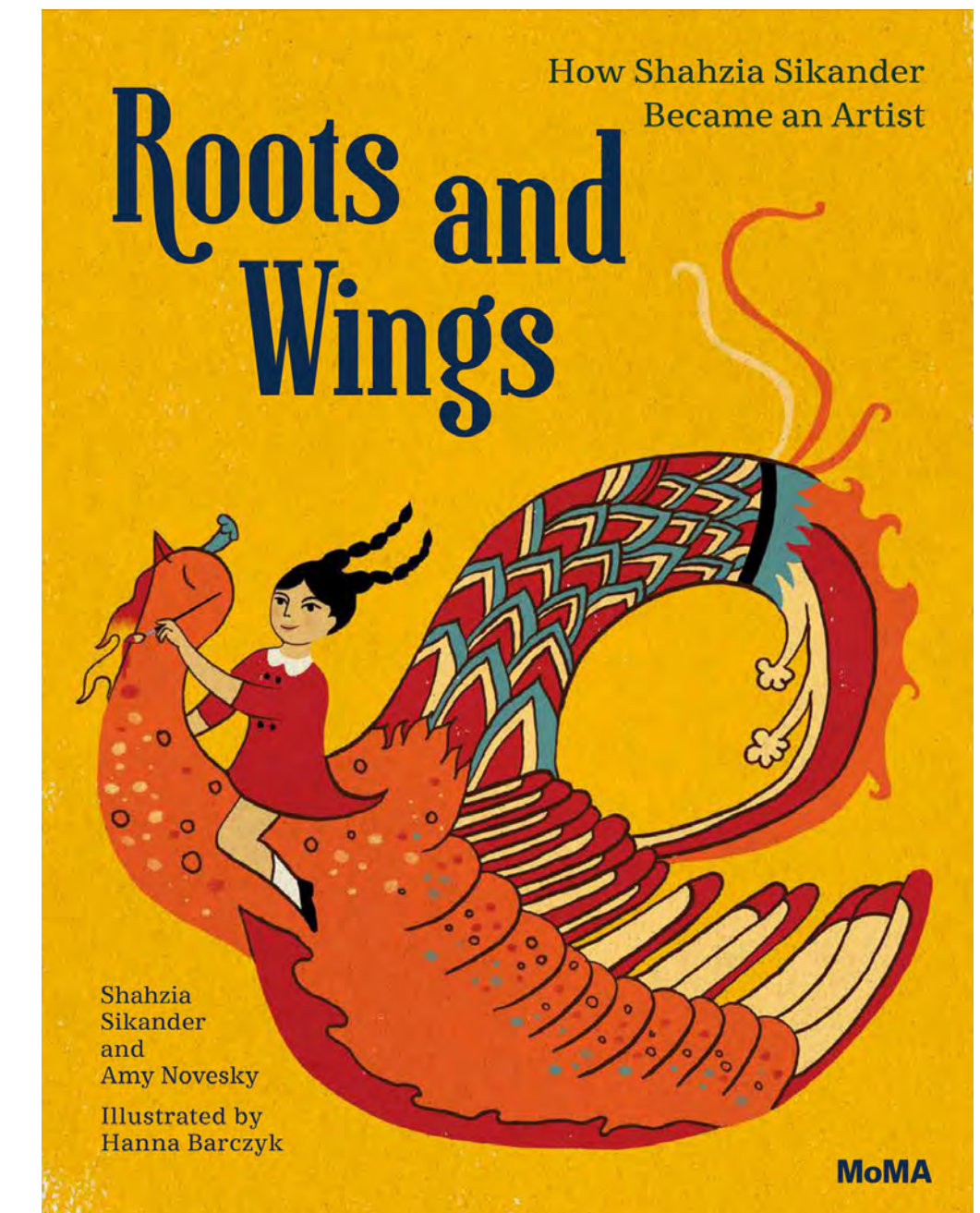
Roots and Wings: How Shahzia Sikander Became an Artist

By Shahzia Sikander and Amy Novesky. Illustrated by Hanna Barczyk

- Written by artist Shahzia Sikander with award-winning author Amy Novesky
- A colorful introduction to a multicultural perspective that will inspire young readers to use art and imagination to explore new worlds
- Gold Award, Motovun Group of International Publishers

Growing up in Lahore, Pakistan, Shahzia flew kites, ate fruit from jamun trees, and devoured Russian fairy tales, American Westerns, and Bollywood films. She also read poetry in Urdu, her own language, and learned the slow and detailed painting technique of Indo-Persian miniatures. And when she moved far from home to study art, she brought her roots with her.

Roots and Wings is a deeply personal story about how an artist grows. It is based on the childhood of Shahzia Sikander, one of the most exciting and celebrated artists working today.



Hardcover
9 x 11.75 in. (23 x 30 cm)
40 pages
Illustrations throughout
\$19.95
Available now

Roots and Wings (cont).



Chien Goris, 41, 2013-12. HD digital projection. Installation view, Shangri La, Museum of Islamic Art, Culture, and Design, Honolulu.

Amir, 2002. Glass mosaic, framed: 64 1/2 x 40 1/2 x 2 1/2. (2015 x 104.8 x 6.1 cm). Minneapolis Institute of Art.

Gopi Centigiani, 2005. HD video animation (color, silent), 3 min. Installation view, Times Square LED billboards, New York, as part of Midnight Moment, organized by Times Square Arts, October 1-28, 2005.

Shahzita Sığander

The Pakistani-American artist Shahzita Sığander grew up in Lahore, Pakistan, and moved to the United States in 1993. Her drawings, paintings, prints, mosaics, and animated films look at tradition, culture, and identity as ideas that change over time. Her interest in math and language led her to illuminated Indo-Persian books. She studied that vivid and detailed technique and its history—which begins in Persia in the thirteenth century—as a teenager at the National School of Arts in Lahore. She takes this traditional genre as a starting point for exploring and examining new ideas.

The painting *Shahzita* examines through a magnifying glass on page 21 in *The Scroll*, which she painted in 1996-98, before she graduated from art school. The whole painting is shown on pages 20-21. The work is done in the miniature technique, but instead of royal courts and heroic stories, the scenes focus on physical and imaginative spaces. A gloriously young woman enters an imagined house and observes every room, where the activities of life are taking place: people playing, reading the newspaper, parking motorcycles, cooking, caring, cleaning, and exercising. As the woman observes, she takes on with her on a journey into time and space.

Shahzita's work has been shown in museums all over the world, and the collection of *The Museum of Modern Art* includes some of her prints, paintings, and drawings. She won a MacArthur Fellowship in 2006 and is considered a pioneer of non-minimalist painting.

For Shahzita, art has always been a ticket to life.

Shahzita in her studio, New York, 2014.

Glossary

Bollywood: India's Hindi-language movie industry. Bollywood films are often spectacular with extravagant musical numbers.

Fractal: Complex and never-ending patterns found in math and nature. The way that new branches keep growing from tree trunks is an example of a natural fractal pattern.

Green card: A document that gives a person not born in the United States the right to live there permanently. Some people who hold green cards eventually become U.S. citizens.

Jalebi: A curly or pretzel-shaped sweet made of deep-fried flour soaked in syrup, popular throughout South and West Asia.

Jamun: A tree that bears sweet and sometimes-tart fruit (also known as black plums).

Michelangelo: A sixteenth-century artist of the Italian Renaissance. One of his most famous works is the ceiling of the Sistine Chapel, in Rome, where more than three hundred figures illustrate stories from the Bible.

Minaret: A slender tower, built next to a mosque from which devout Muslims are called to prayer five times a day.

Qawwali: Spiritual music sung by followers of the Sufi tradition, the mystical belief in Islam.

Urdu: The official language of Pakistan.

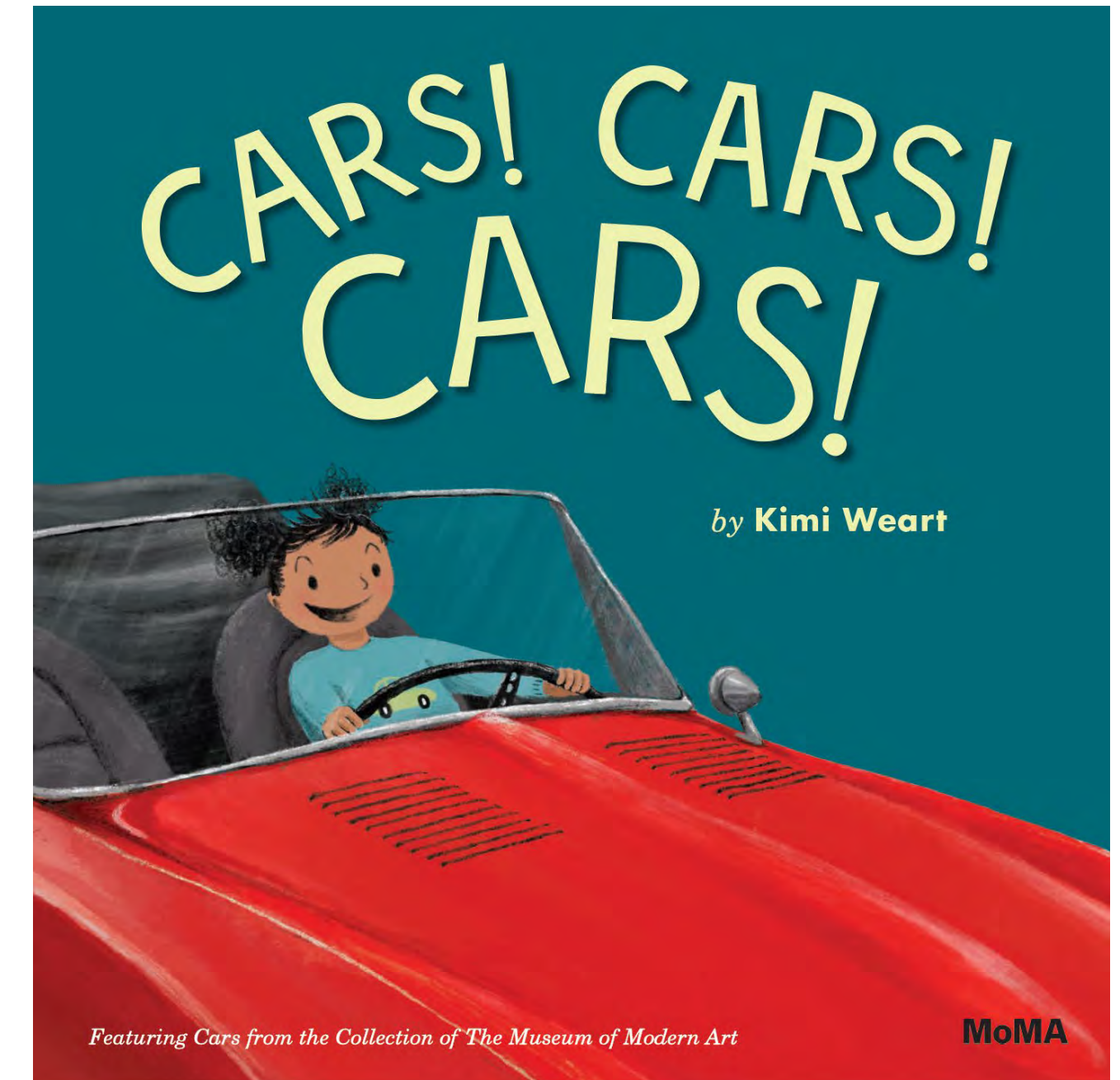
Cars! Cars! Cars!

By Kimi Weart

- Written by children’s book author, illustrator, and designer Kimi Weart
- Features ten vehicles from the collection of MoMA, including a Ferrari F1 race car, Volkswagen “Beetle,” and Smart Car

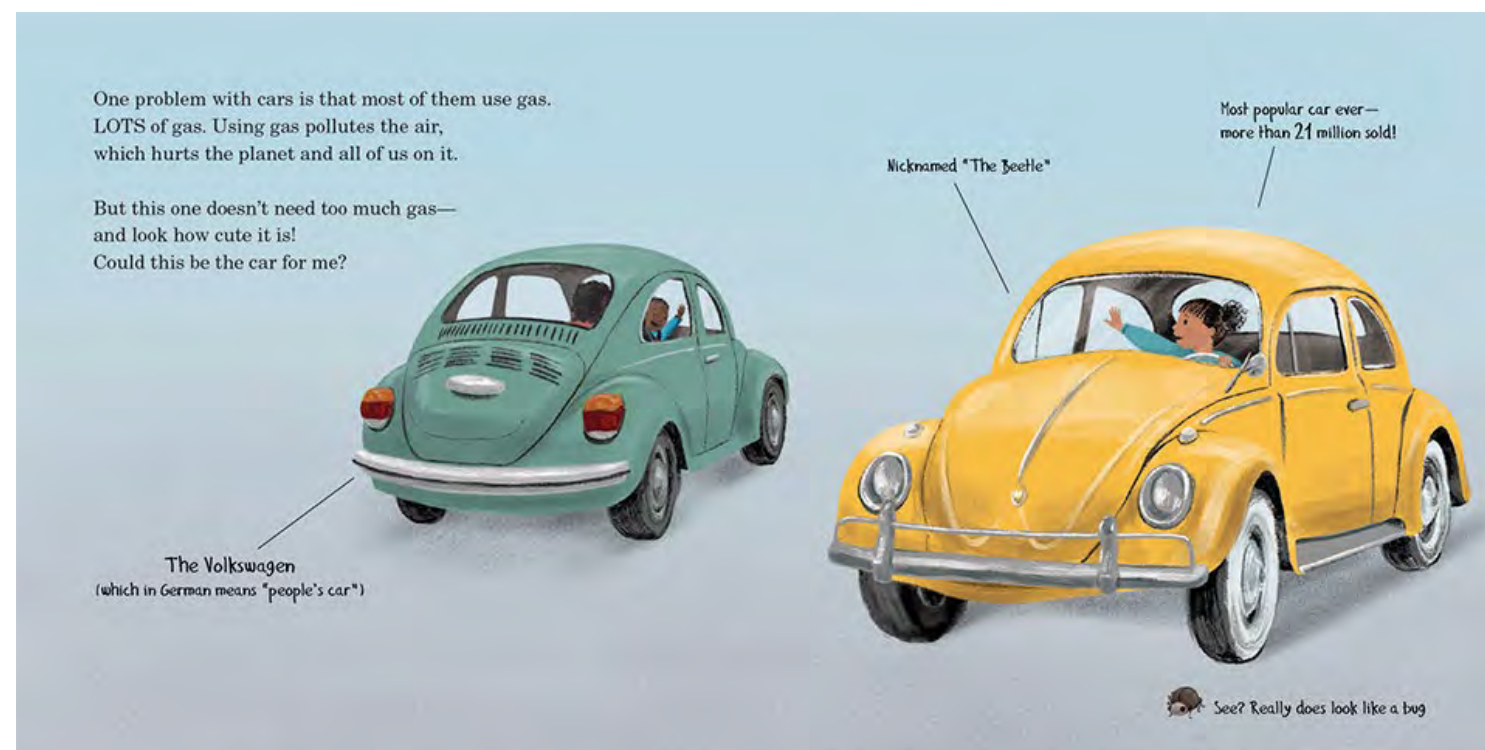
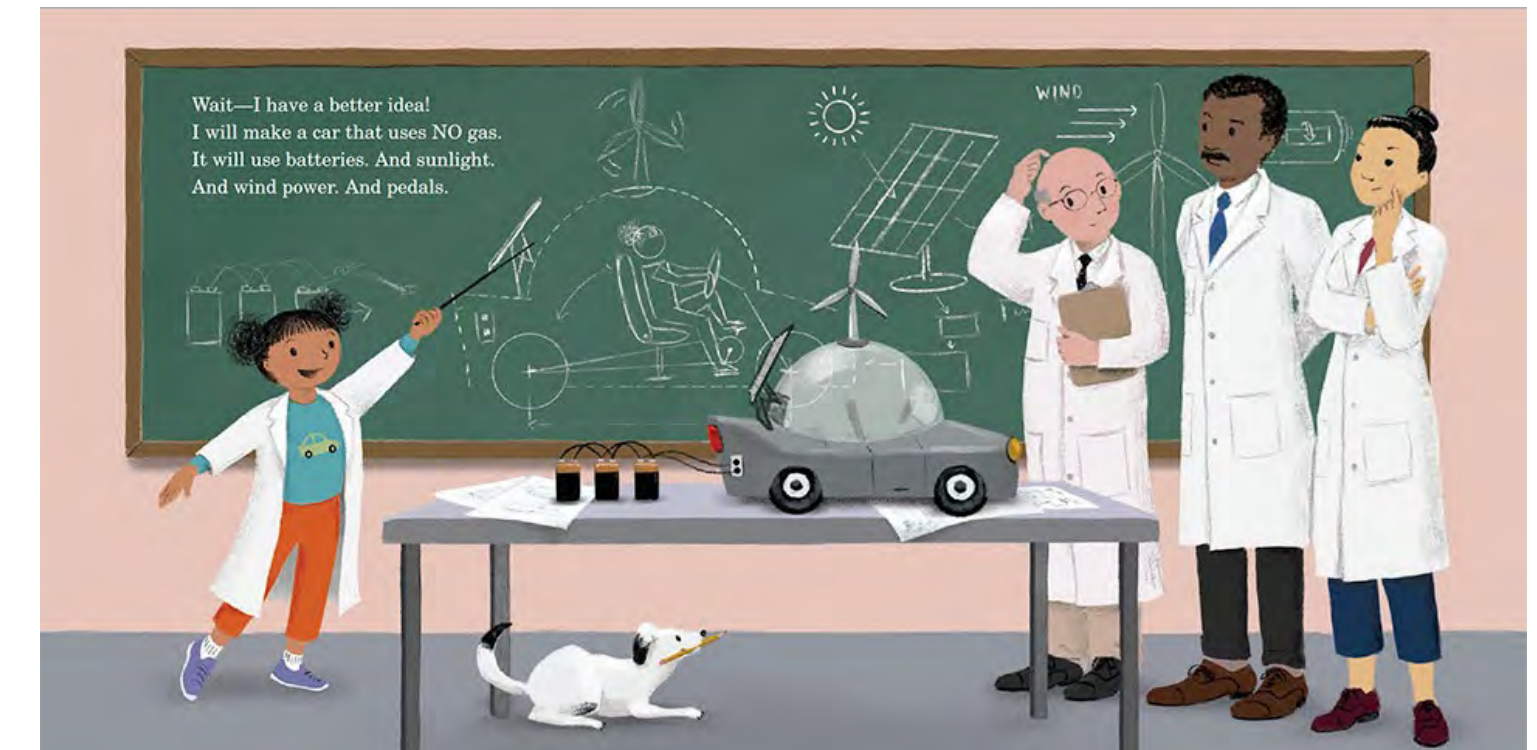
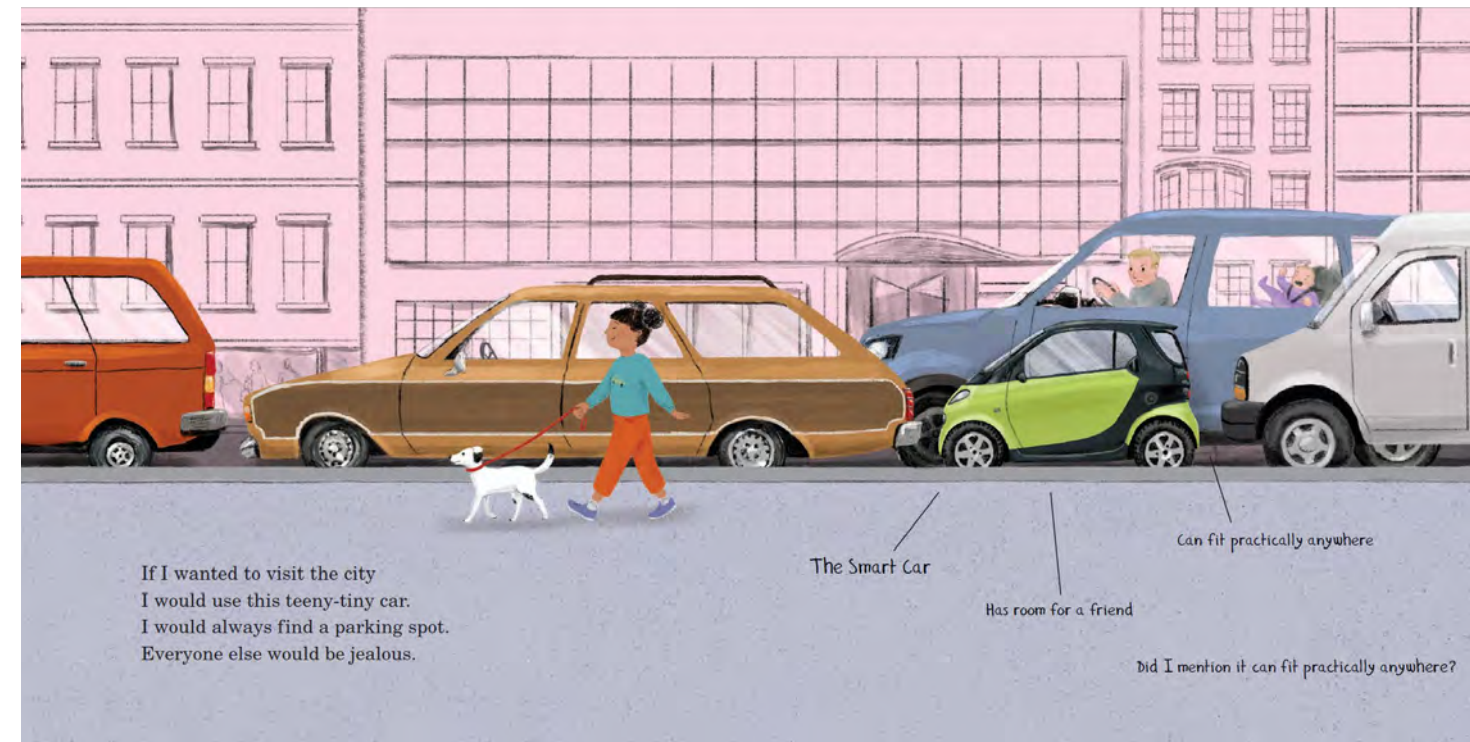
Meet Rosario—she loves cars! She knows everything there is to know about cars. She can’t wait until she can drive a car. But which one does she want? A race car? A spy car? A purple, green, or blue car? Which would you choose?

This book invites young readers to imagine their own ideal vehicle, and to think about what’s best for the environment and the future. They may be surprised by what Rosario picks at the end . . .



Hardcover
9.5 x 9.5 in. (24 x 24 cm)
40 pages
Illustrations throughout
\$18.95
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Cars! Cars! Cars! (cont).



Meet the Cars in the Collection of The Museum of Modern Art

The Museum of Modern Art was the first museum to draw attention to cars not just as useful machines but as true works of art—the catalogue for the 1925 exhibition *Automobiles* dubbed them "belle, rolling sculptures." In 1972 the first car was added to MoMA's permanent collection: the gorgeous and extremely rare Cisitalia (only 170 were ever made). The collection has grown ever since.

Cars are symbols of power, freedom, and luxury, but they must also be recognized as a danger to the planet. Their emissions are one of the leading causes of global warming; they create toxic pollution that shortens life spans, and making a new car (even an electric car) depletes natural resources.

Engineers and designers are working to forge a better car for a cleaner future. One day cars will be so advanced that the ones we now see cruising along our streets and highways will look as ridiculous and old-fashioned as the rotary telephone. Children may one day look at the cars in this book and ask, "What's that?"

This is why MoMA's collection becomes even more important. The history of the car is one of innovation and artistic achievement. These objects of power and beauty, these rolling sculptures, deserve a spotlight in a museum of art.

	Cisitalia 800 GT car Designed 1926 (this example 1928) Designer: Floriano Bertoni, Paolo Pinin Manufacturer: Itala Carrozzeria Pininfarina, Turin Gift of the manufacturer
	Porsche 911 coupé Designed 1963 (this example 1965) Designer: F. A. "Boss" Porsche Manufacturer: Porsche AG, Stuttgart Gift of Thomas and Gwendolyn
	Jaguar D-Type roadster Designed 1952 (this example 1952) Designers: Sir William Lyons, Malcolm Sayer, and William M. Heynes Manufacturer: Jaguar Ltd., Coventry, U.K. Gift of Jaguar Cars
	Ford 200F city car ("Clampdown") Designed 1937 (this example 1940) Designer: Doro Giesse Manufacturer: Ford Truck, Ford Gift of Fiat Chrysler Automobiles Heritage
	Alfa Romeo 164 roadster Designed 1989 (this example 1993) Manufacturer: Alfa Romeo, Milan Gift of Alfa Romeo, Inc.
	Volkswagen Type 1 sedan Designed 1928 (this example 1930) Designer: Ferdinand Porsche Manufacturer: Volkswagenwerk AG, Wolfsburg, Germany Acquired with assistance from Volkswagen of America, Inc. Construction was made possible by a partnership with Volkswagen of America, Inc.
	Ferrari Formula 1 racing car 6412 Designed 1960 (this example 1960) Designer: John Barnard Manufacturer: Ferrari SpA, Maranello, Italy Gift of the manufacturer
	Jeep MB&A utility truck Designed 1952 (this example 1953) Manufacturer: Willys Overland Motors, Inc., Toledo, Ohio Gift of DaimlerChrysler Corporation, Paris
	Smart Car coupé Designed 1998 (this example 1993) Manufacturers: Mercedes-Benz, Smart Car, Germany and France Gift of the manufacturer, a company of the DaimlerChrysler Group
	Citroën DS 19 sedan Designed 1946-47 (this example 1973) Designers: Flaminio Picotti, Paul Maga, and Robert Opron Manufacturer: Citroën, France Gift of Christian Brea, Zurich, and Silvanus and Pierre Nordmann

(p. 1: The double-decker electric bus is made up, but I bet someone will make one soon)

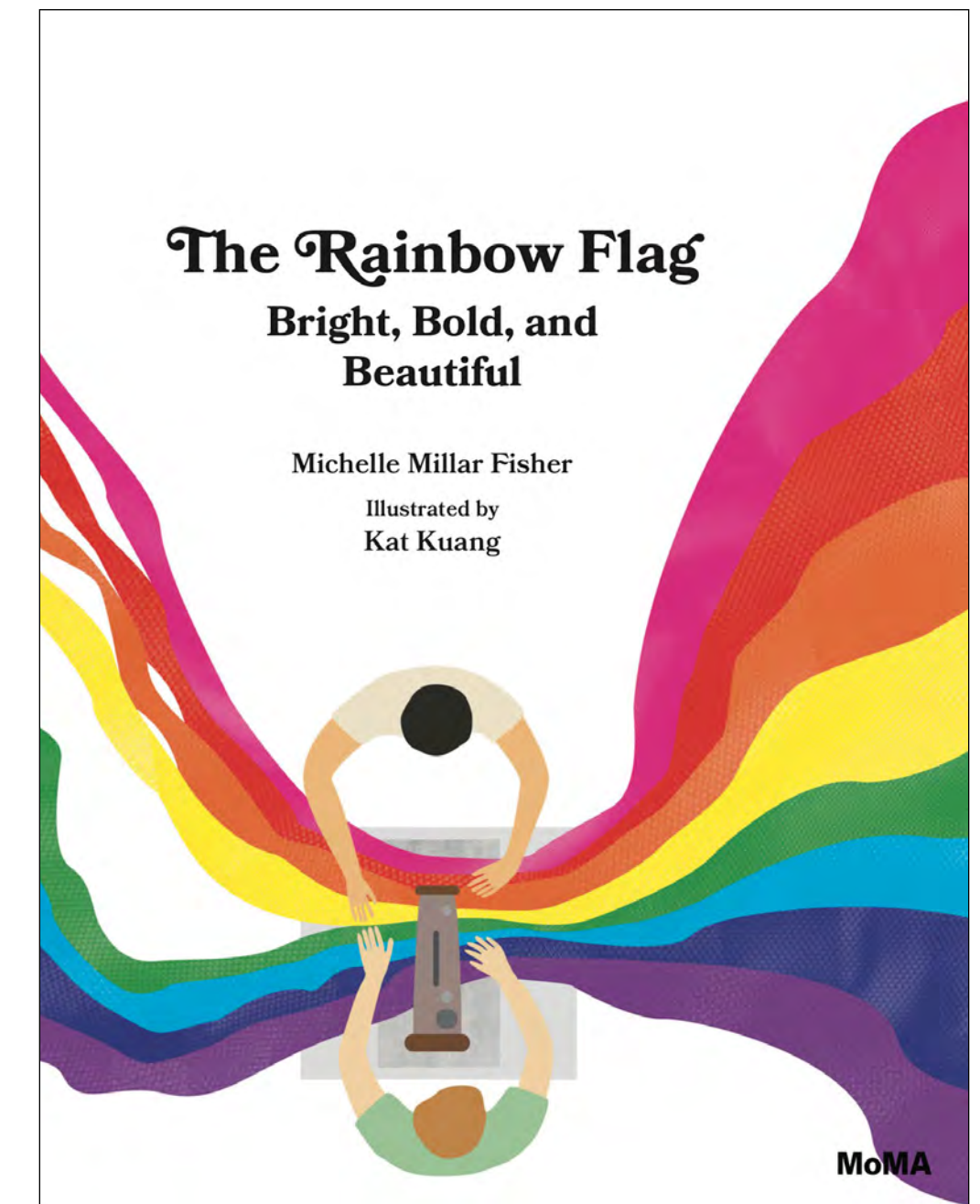
The Rainbow Flag: Bright, Bold, and Beautiful

By Michelle Millar Fisher. Illustrated by Kat Kuang

- Written by Michelle Millar Fisher, part of the curatorial team who helped acquire the Rainbow Flag for MoMA's architecture and design collection
- Based on extensive interviews with activist and designer of the Rainbow Flag, Gilbert Baker, before his death in 2017

What happens when a group of friends gets together to design and create a flag?

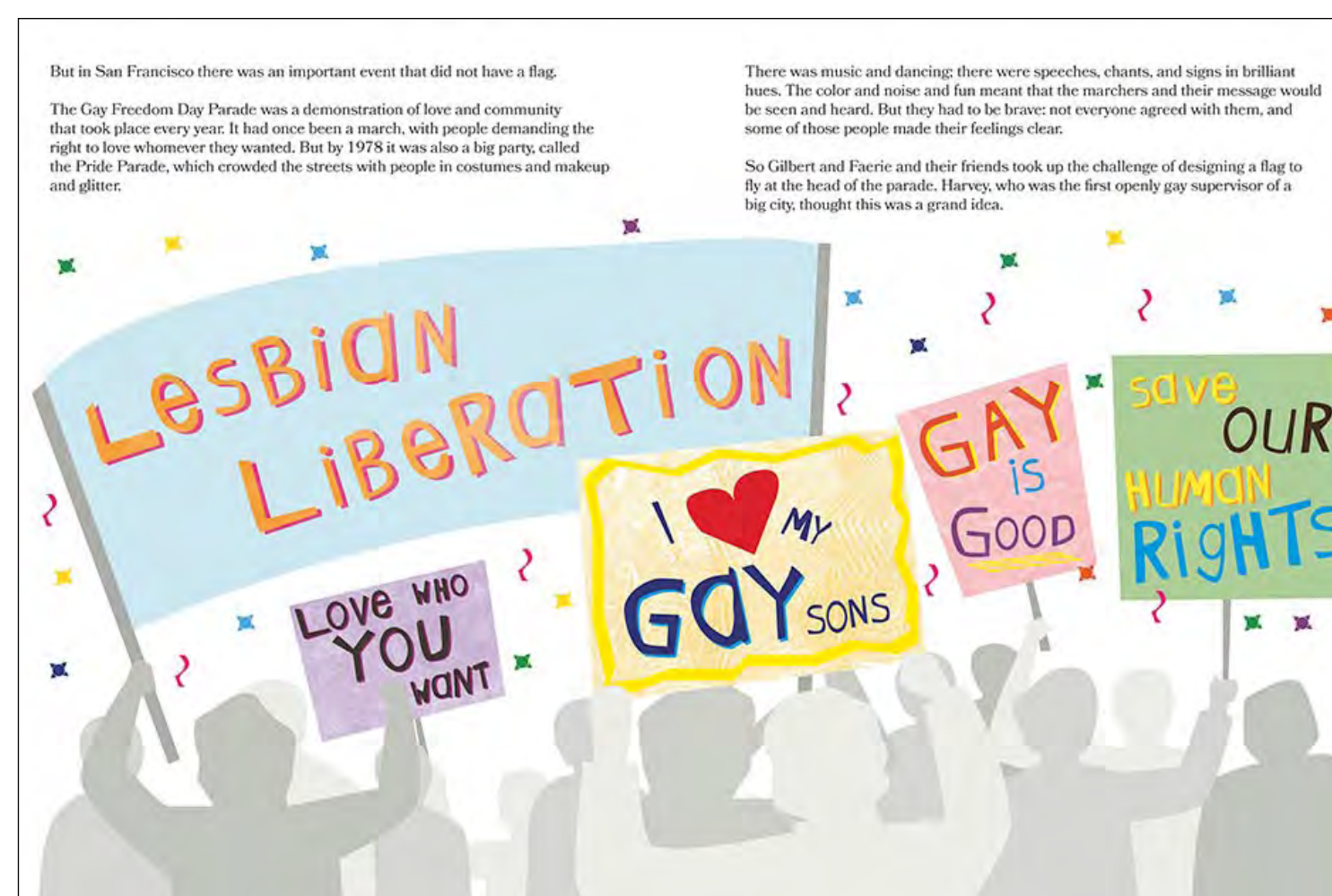
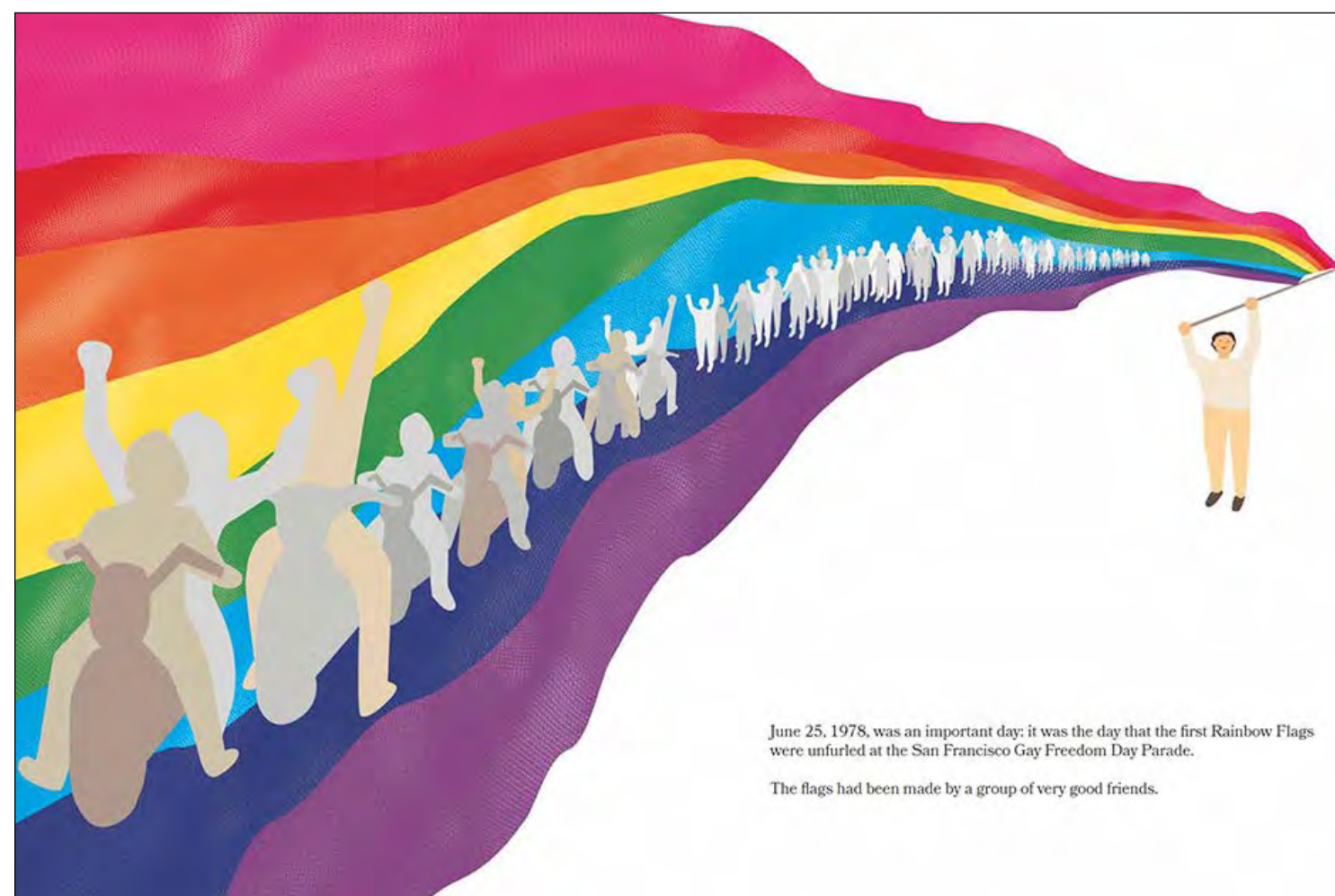
Today the Rainbow Flag is a familiar sight, at the Pride Parade and around the world. But it is not only a universal symbol; it is also a brilliant object of design that is part of the collection of The Museum of Modern Art, in New York. This story, based on true events, follows the birth of the idea and the collaborative creation of the flag and, above all, demonstrates the strength and ingenuity possible when a group of people—friends, community, neighbors, and family—takes a stand for civil rights and l-o-v-e.



Hardcover
9 x 11.75 in. (23 x 30 cm)
40 pages
Illustrations throughout
\$19.95
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Foreign rights sold: Italian

The Rainbow Flag (cont).



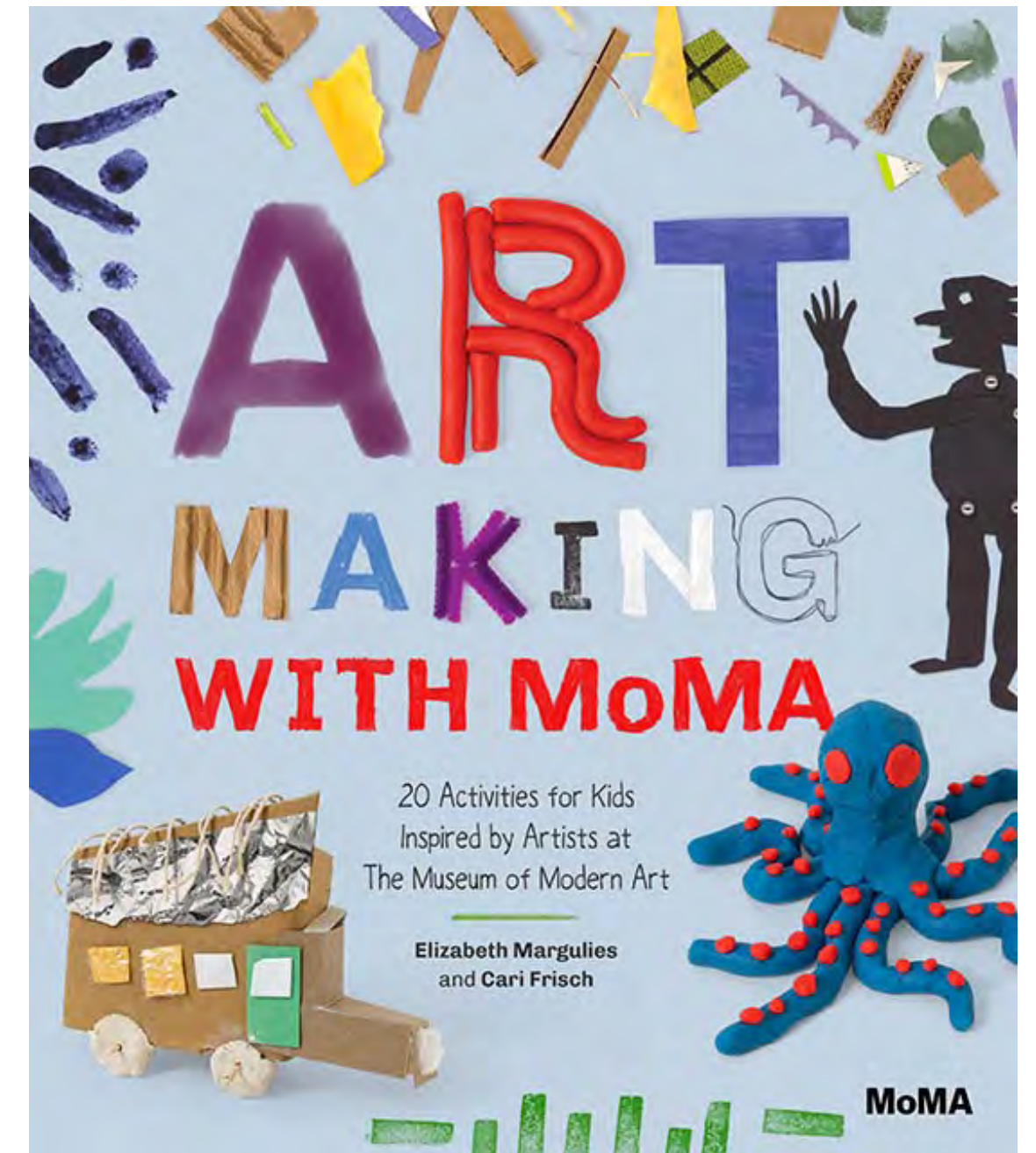
Art Making with MoMA: 20 Activities for Kids Inspired by Artists at The Museum of Modern Art

By Elizabeth Margulies and Cari Frisch

- Developed and written by MoMA educators
- A vibrant collection of activities encourages kids (and adults!) to investigate and apply their own creative minds to making art
- Will inspire hours of tinkering, designing, constructing, creating, and discussion

Sound costumes! Shadow puppets! Wire portraits!

Art Making with MoMA presents twenty activities inspired by the materials and techniques of modern and contemporary artists. Using easy-to-find materials—many of them recycled and everyday household objects—these activities encourage hours of imagining, designing, experimenting, constructing, creating, tinkering, and play. *Art Making with MoMA* shows children, and their adults, how to start thinking like artists.



20 Activities for Kids
Inspired by Artists at
The Museum of Modern Art

Elizabeth Margulies
and Cari Frisch

MoMA

Paperback
9 x 10.5 in. (23 x 27 cm)
144 pages
Illustrations throughout
\$24.95
Available now

Foreign rights sold: Chinese, Greek

Henri Matisse

Fill a wall with cut-out shapes.

1 Decide if you will use colored paper or paint paper yourself. If you want to paint paper, fill each page with a solid coat of paint and wait until it dries before cutting.

Materials
 Paper (bristol)
 Paint (tempera or acrylic; various colors)
 Paintbrush (medium or large)
 Scissors
 Removable tape or adhesive dots
 Container for cleaning paintbrushes

Optional
 Construction or fusible paper (various colors)

Tip: When the painted paper dries, it will curl up at the edges. Flatten it under something heavy, such as a stack of books.

Henri Matisse used painted paper and scissors to make what he called "cut-outs." His assistants covered white paper with brightly colored paint, and he then "cut directly into color," as he said, to make shapes that reminded him of places: a swimming pool, the sea, a garden. The shapes were pinned to the walls of his dining room and studio, bringing the outdoors inside.

Construct a wearable sculpture.

Materials
 Scissors
 Glue
 Tape (masking or wash)
 An assortment of everyday objects and materials
 Paper bag
 Cardboard boxes
 Garbage bag (large and clean)
 Cardboard rolls (from paper towels, toilet paper, or wrapping paper)
 Disposable plates, cups, and utensils
 Coffee beans or dried beans
 Dried pasta
 String, yarn, or ribbon
 Straws
 Chopsticks
 Fabric scraps
 Wire
 Twist ties
 Artificial flowers
 Raffia
 Sticks
 Leaves

1 If you're having trouble cutting, use a smaller piece of paper.

2 Cut various kinds of lines and shapes with your scissors to warm up.

3 If you're having trouble cutting, use a smaller piece of paper.

4 Try turning the paper as you cut, or holding the paper steady and moving the scissors.

5 The scraps left behind can be used, too. These are called "negative shapes."

Construct a wearable sculpture.

1 Add objects and materials to the body of your costume. Try it on with the headpiece every so often as you work, to test how it sounds and feels.

2 Put on your finished costume. How can you move your body to make different sounds? Try moving with music and without.

3 Choreograph or plan a performance and invite a friend to watch.

Sculpt an animal or insect.

Materials
 Air-dry clay or play dough (recipe below)
Optional
 Butter knife, wooden craft stick, or dowel

Play dough recipe
 Adult supervision recommended
Ingredients
 2 cups of flour
 1 cup of salt
 2 teaspoons of cream of tartar
 2 cups of water
 4 teaspoons of vegetable oil
Food coloring

1 Combine flour, salt, cream of tartar, and water in a bowl.
 2 Pour the oil into a saucepan and put it on the stove over low heat.
 3 Add the flour mixture and stir until it forms a stiff ball.
 4 Add food coloring and knead it into the dough.
 5 Store in an airtight container. It will keep for a long time if it's stored in the refrigerator.

Tip: Wax glazes so the food coloring doesn't stain your hands.

1 Play with the clay or play dough to see what kinds of shapes and forms you can make.
 2 Add some texture by pressing your fingers, a fork, or a wooden stick into the clay or play dough.
 3 Think of an animal or insect that you would like to make. It doesn't have to be an animal you love—it can even be one that frightens you!
 4 Form the shapes that make up your creature's body. Will you make your sculpture one piece or separate pieces? What details do you need to include to clearly show your animal or insect? What can you leave out and still express what the animal or insect is like?
 5 Use just one piece.

LIGHTS, CAMERA, (RE)ACTION

Peter Fischli and David Weiss

Can you imagine an action movie starring objects instead of people? Peter Fischli and David Weiss, artists who often worked together, made art from ordinary and industrial materials used in unexpected ways. To make *The Way Things Go* they gathered objects such as tires, balloons, and old shoes to create a series of chain reactions, including a rolling tire knocking over a board that sends a ladder "walking" down a ramp, and a water bottle shooting foam that oozes down a plank and extinguishes a pair of candles.

Construct a wearable sculpture.

1 Add objects and materials to the body of your costume. Try it on with the headpiece every so often as you work, to test how it sounds and feels.

2 Put on your finished costume. How can you move your body to make different sounds? Try moving with music and without.

3 Choreograph or plan a performance and invite a friend to watch.

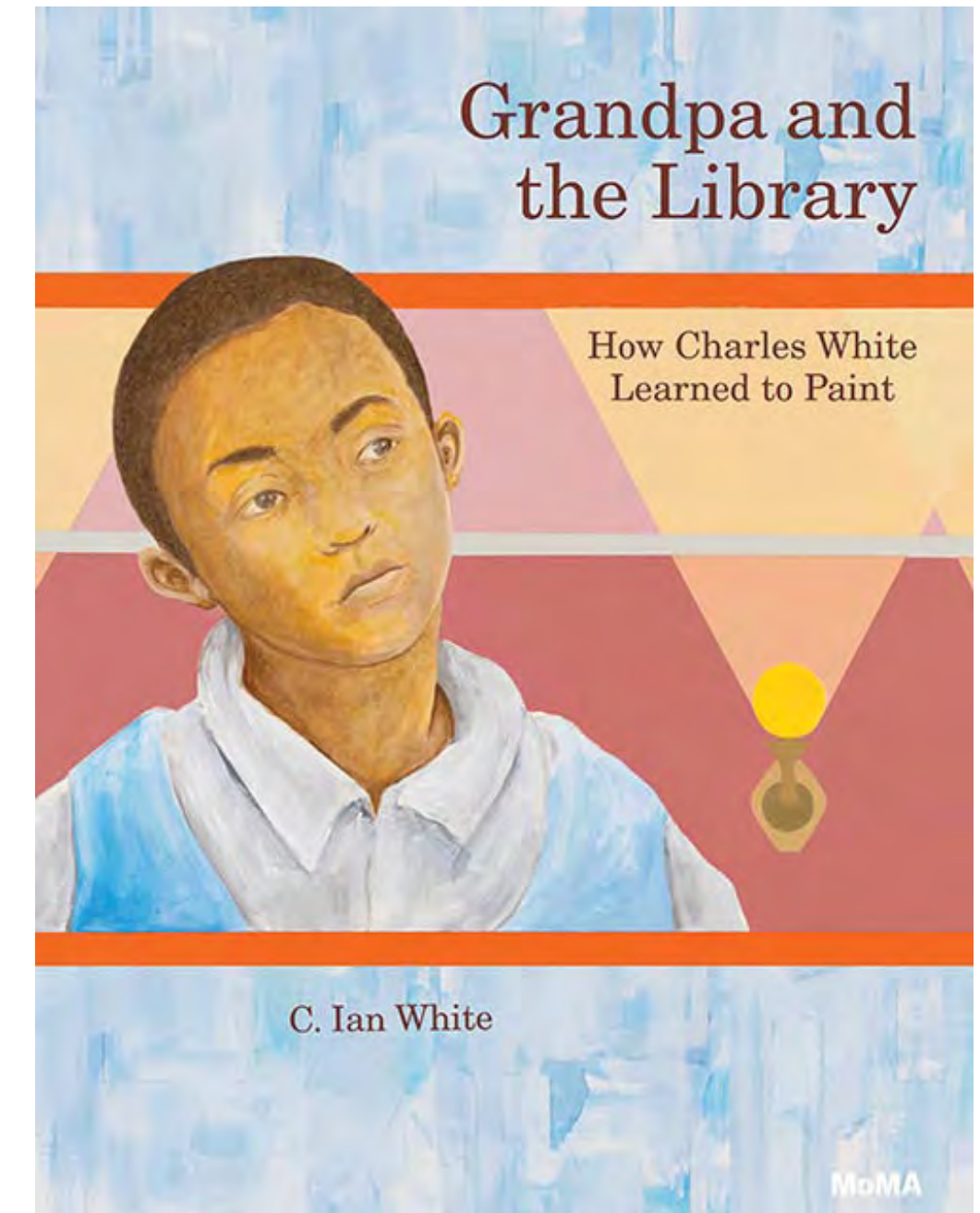
Grandpa and the Library: How Charles White Learned to Paint

By C. Ian White, with artwork by Charles White

- Selected by *ARTnews* as one of “the Best 2023 Children’s Books About Artists”
- Written and illustrated by the artist Charles White’s son, C. Ian White
- Includes full-color reproductions of the artist’s work

Every day Charles White (1918–1979) goes to the library and looks at picture books and watches the people around him. Later he draws what he has seen on scraps of paper. He learns to be patient and observant, and, by watching art students painting in the park, he learns how to mix and use oil paints. As he grows up, Charles creates powerful portraits of the figures he sees and admires—of his family as well as of African American musicians, thinkers, scientists, and civil rights leaders. By telling his own stories and those of others, he becomes an artist.

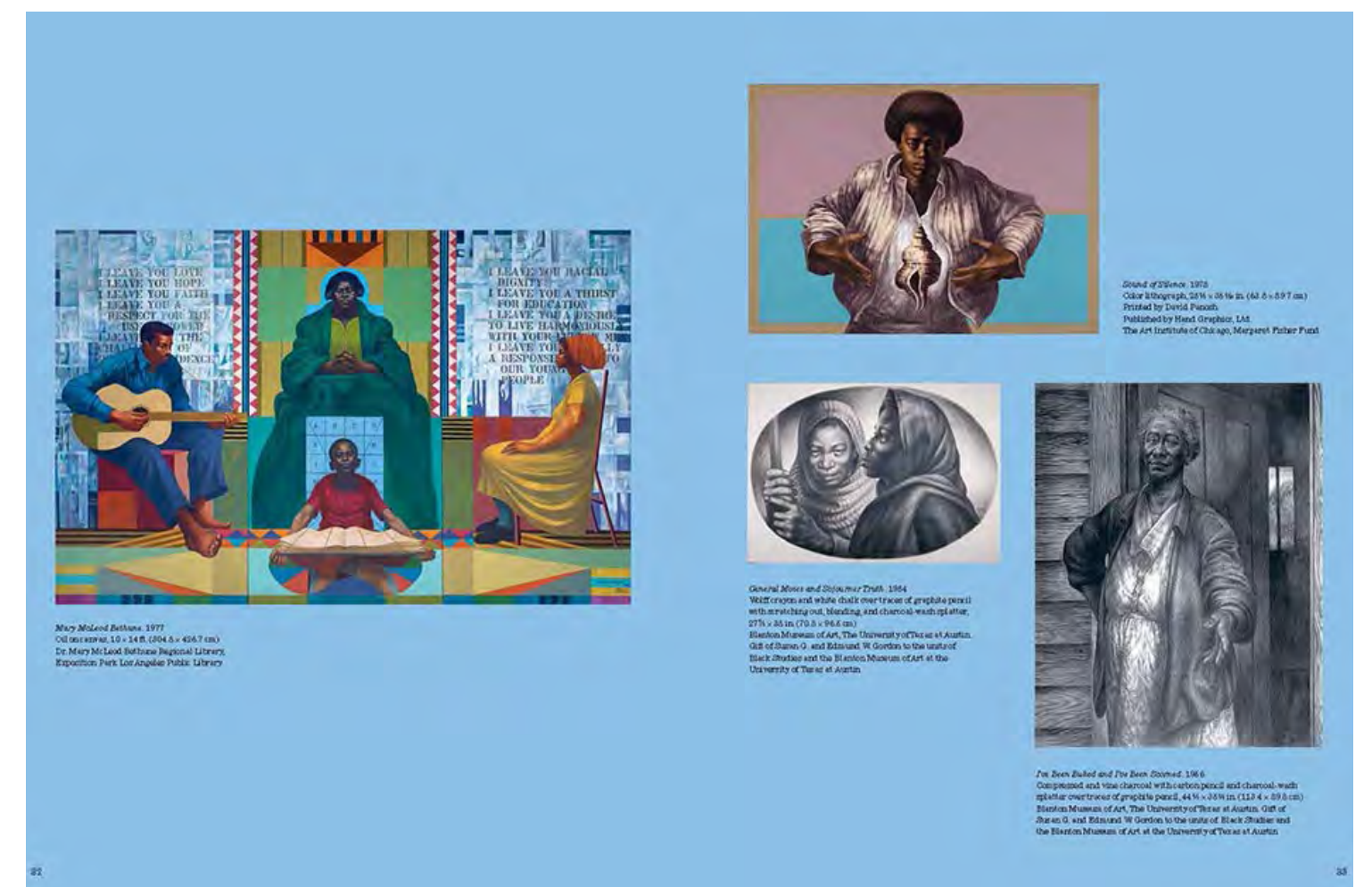
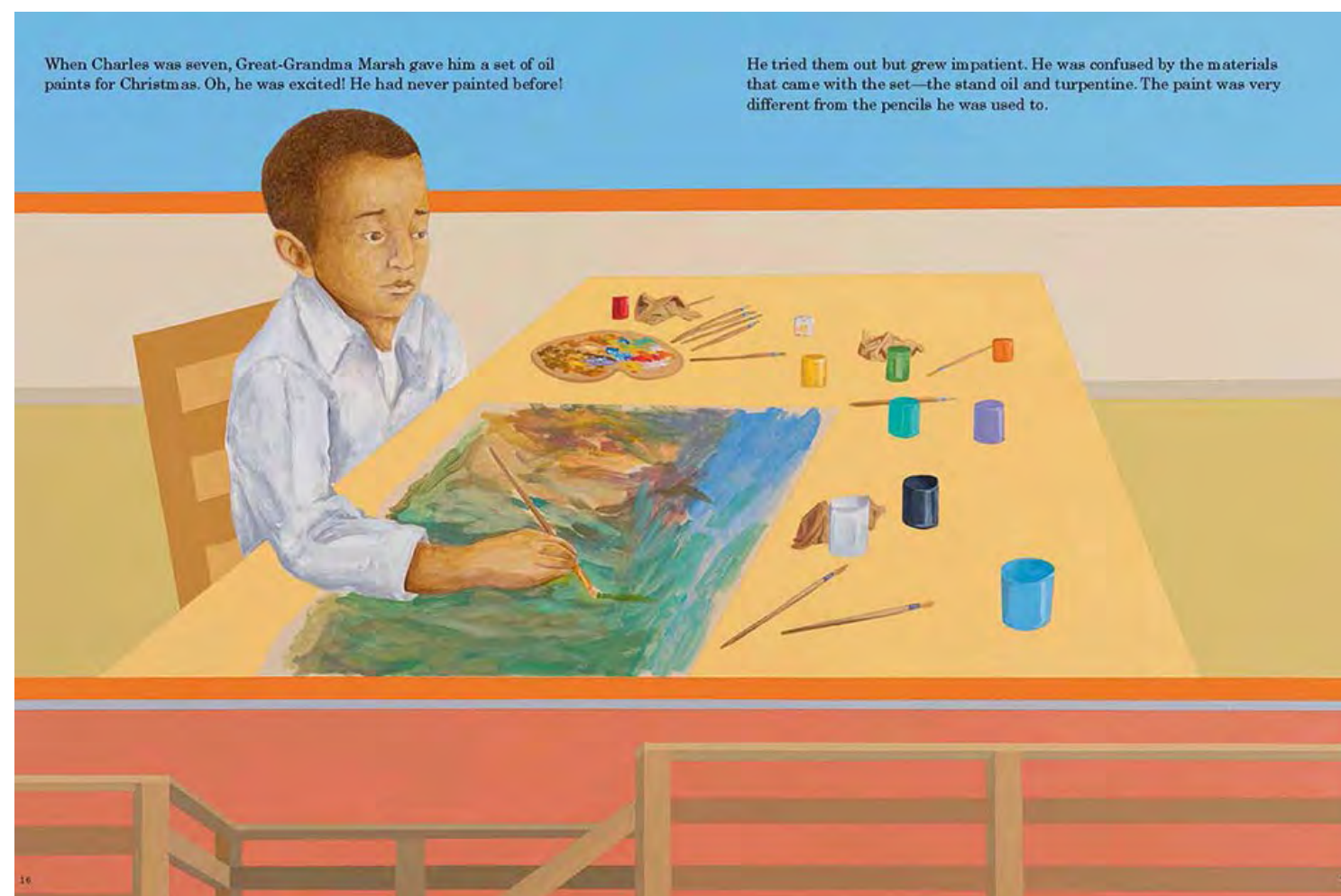
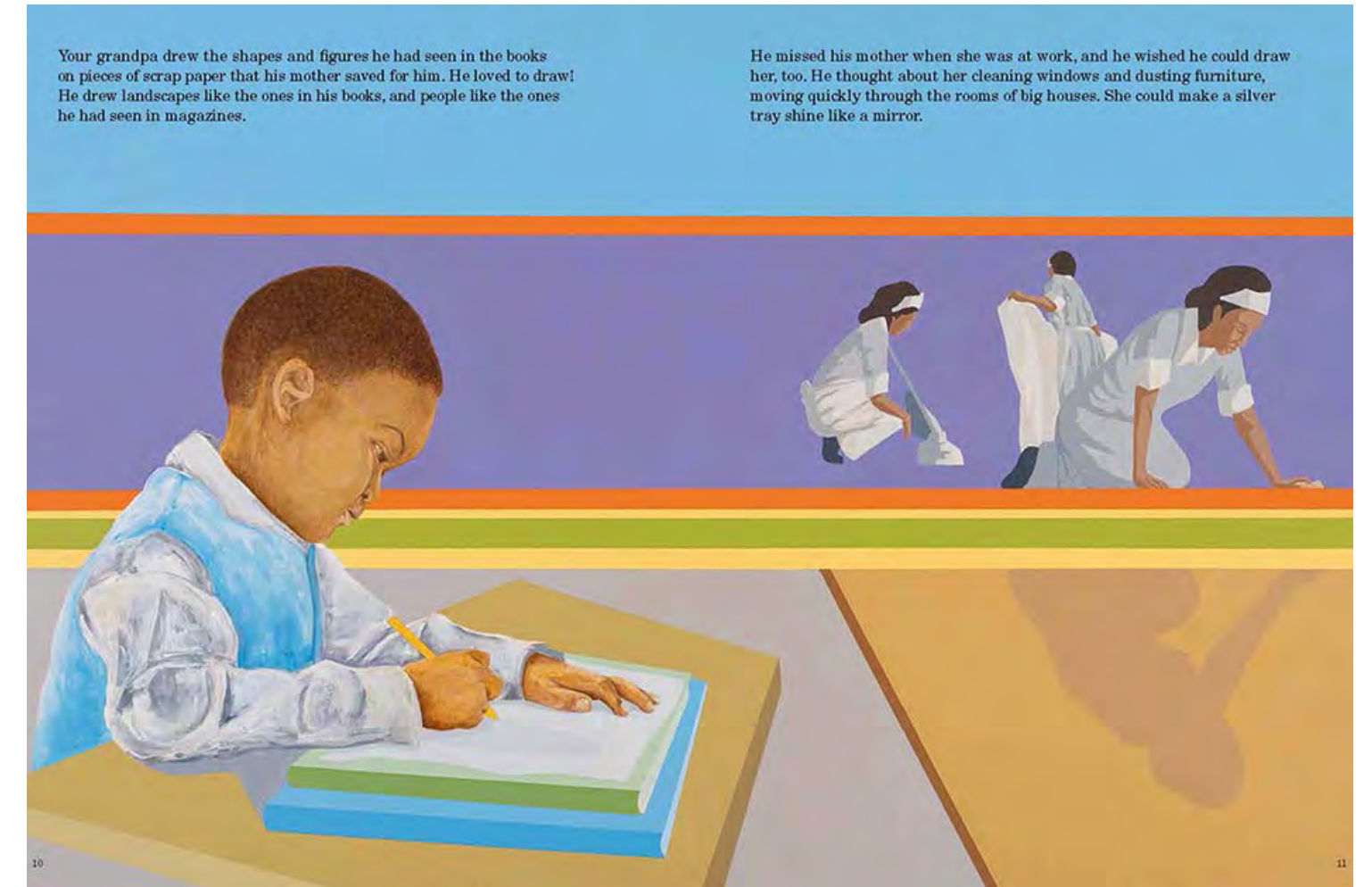
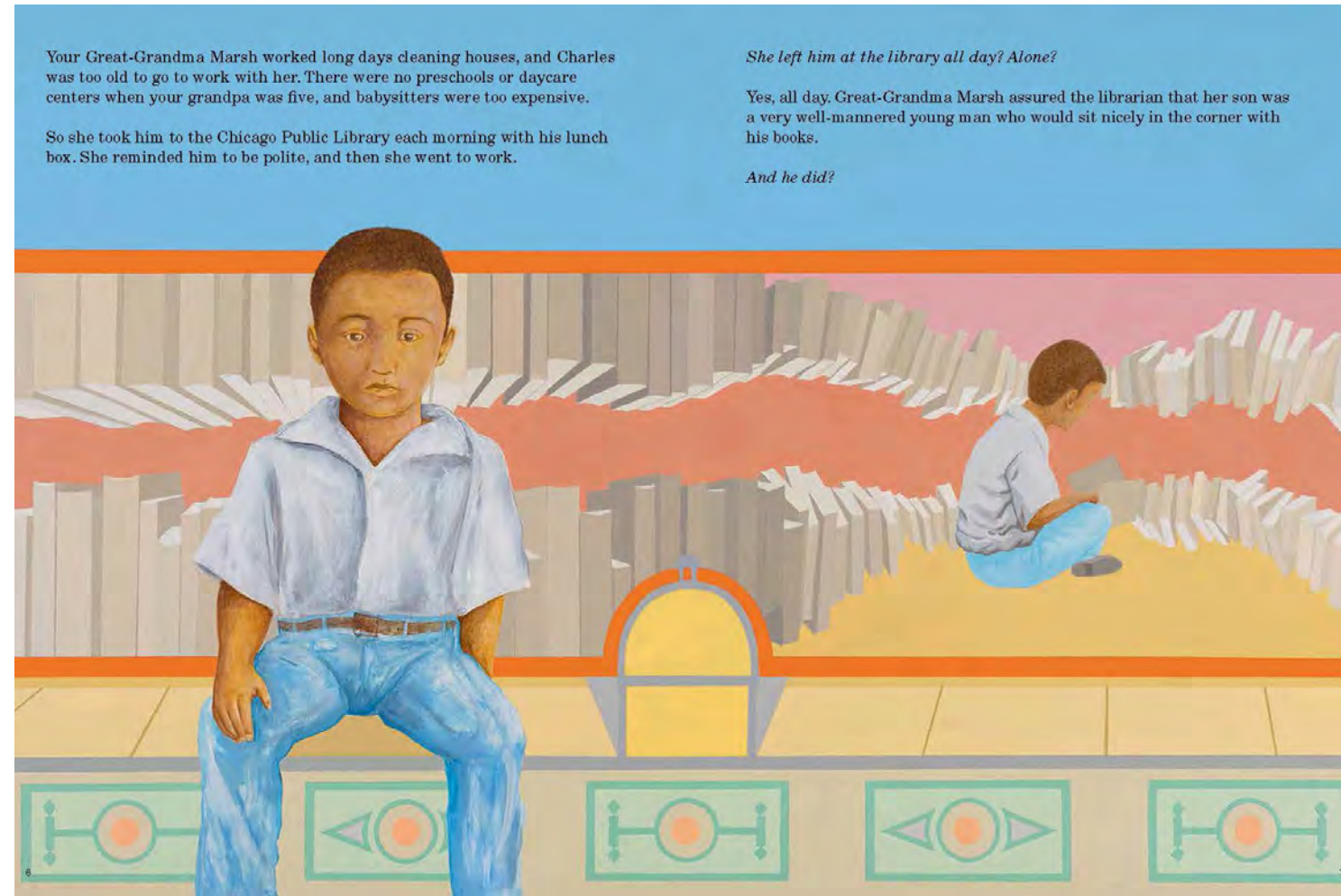
This deeply personal story traces the childhood influences that inspired young Charles to become an artist and a teacher.



Hardcover
9 x 12 in. (23 x 30 cm)
40 pages
Illustrations throughout
\$19.95

Available now in English and Spanish

Grandpa and the Library (cont).

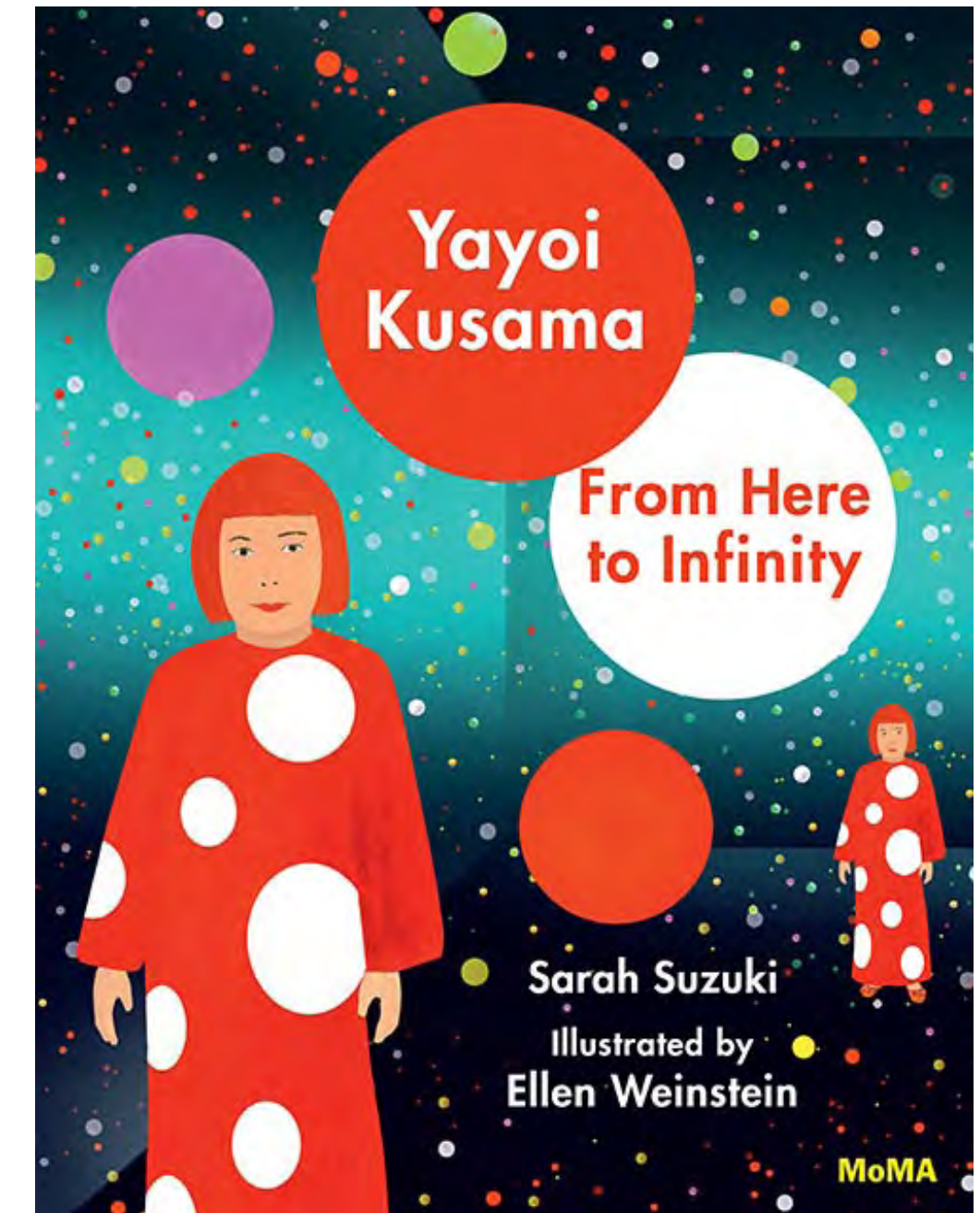


Yayoi Kusama: From Here to Infinity

By Sarah Suzuki. Illustrated by Ellen Weinstein

- Selected by *ARTnews* as one of “the Best 2023 Children’s Books About Artists”
- Includes reproductions of Yayoi Kusama’s instantly recognizable artworks

Yayoi Kusama always wanted to be an artist. Growing up in Japan, she imagined the world around her as an infinite array of dots, which she painted and drew. At the age of twenty-eight, she moved to New York City and became famous for her paintings, sculptures, and performance art. Now in her nineties and one of the most popular artists in the world, she still makes art every day. This colorful book tells the story of an artist who is covering the world in dots, from here to infinity!



Hardcover
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German, Hebrew**

Yayoi Kusama (cont).



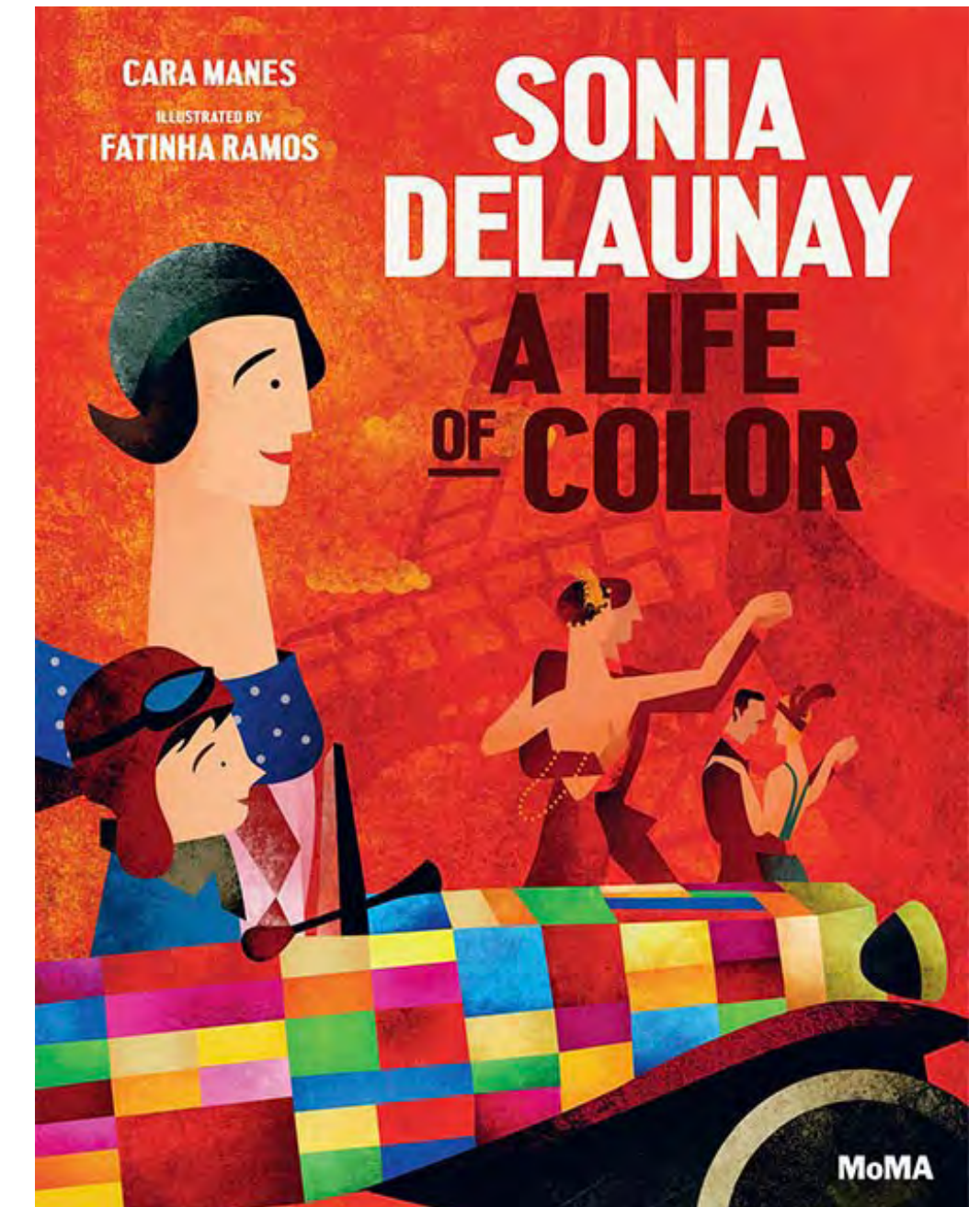
Sonia Delaunay: A Life of Color

By Cara Manes. Illustrated by Fatinha Ramos

- Selected by *ARTnews* as one of “the Best 2023 Children’s Books About Artists”
- Global Illustration Award of Excellence
- A charming introduction to abstraction and to a groundbreaking artist of the early twentieth century

Young Charles’s mother, the artist Sonia Delaunay (1885–1979), tries to capture the colors, shapes, and sounds of the modern world in her artwork. Together they fly across Europe in their magical car so that Charles—encountering new sights, sounds, and feelings—can learn how, for his mother, life and art are one and the same.

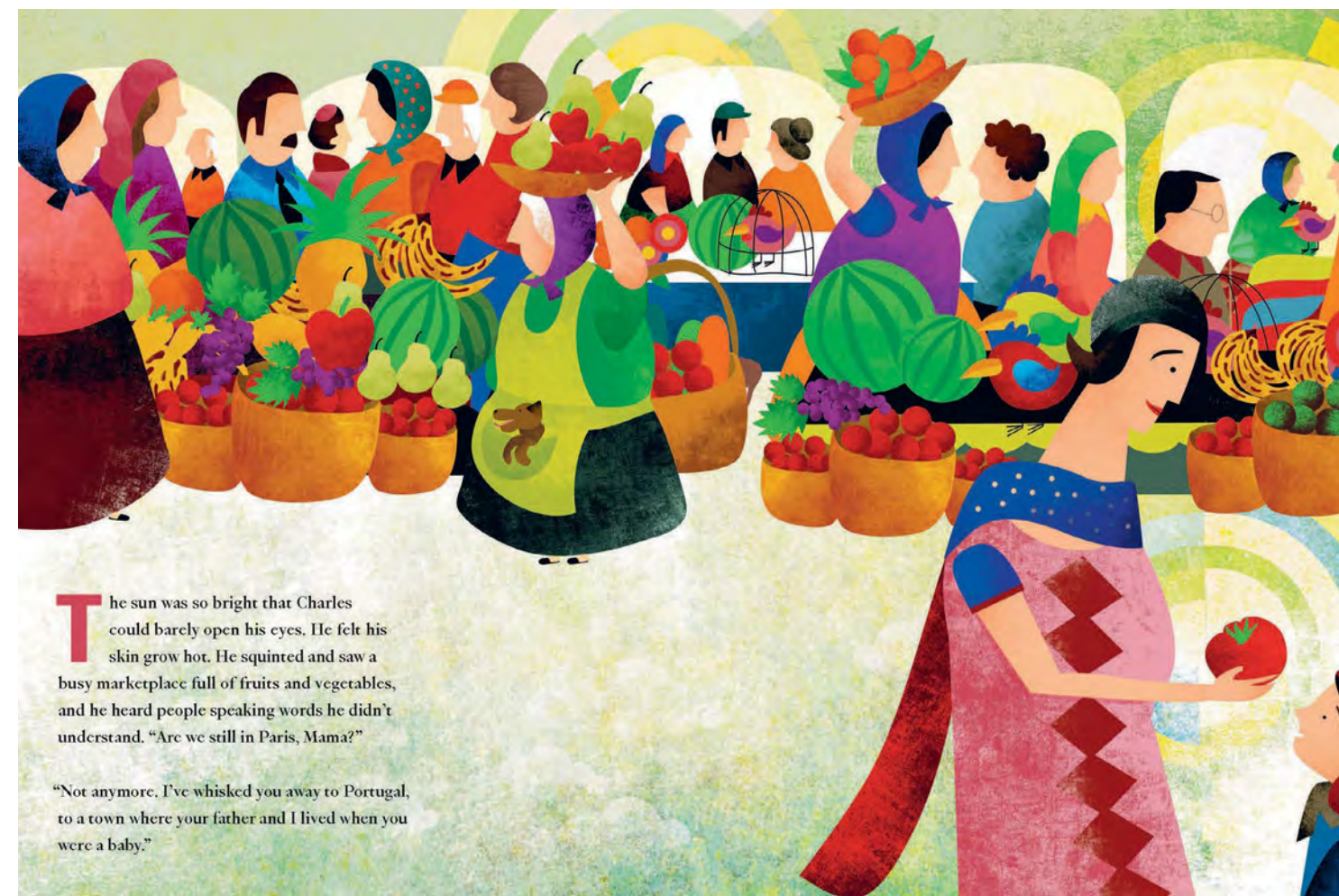
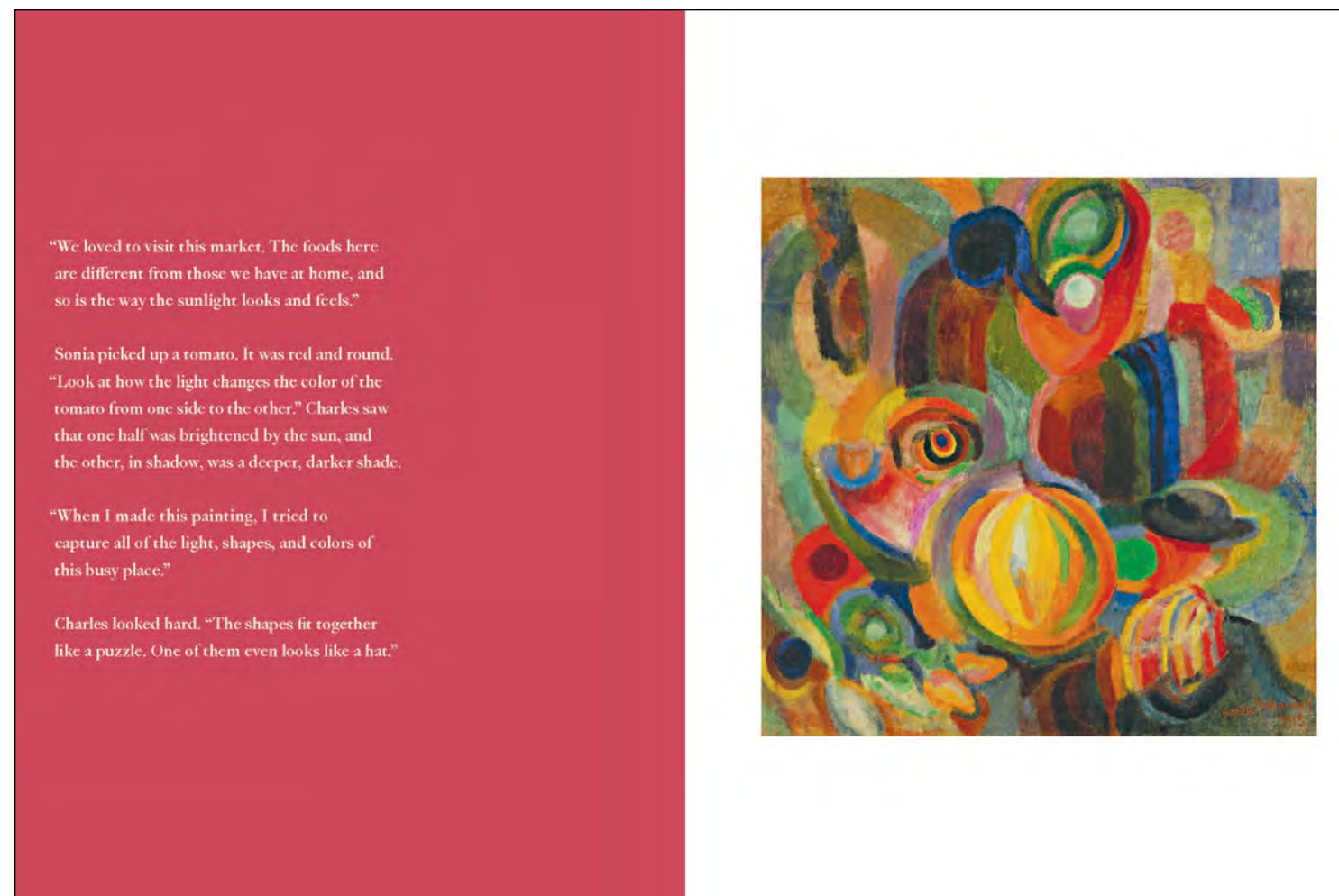
Featuring vivid reproductions of Sonia’s work from the collections of The Museum of Modern Art and the Centre Pompidou, Paris, this book brings her most fundamental ideas about art and life into focus for young readers.



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Sonia Delaunay (cont).



The Great New York Subway Map

By Emiliano Ponzi, with artwork by Massimo Vignelli

- “Best of the Best” Award, Motovun Group of International Publishers
- Written by the award-winning author and illustrator Emiliano Ponzi
- Features six full-color reproductions of Massimo Vignelli’s work from MoMA’s collection
- Introduces young readers to Massimo’s visionary understanding of Minimalism and graphic design

Nearly 6 million riders use the New York City subway every day. How do you make a map that helps all of them get where they are going?

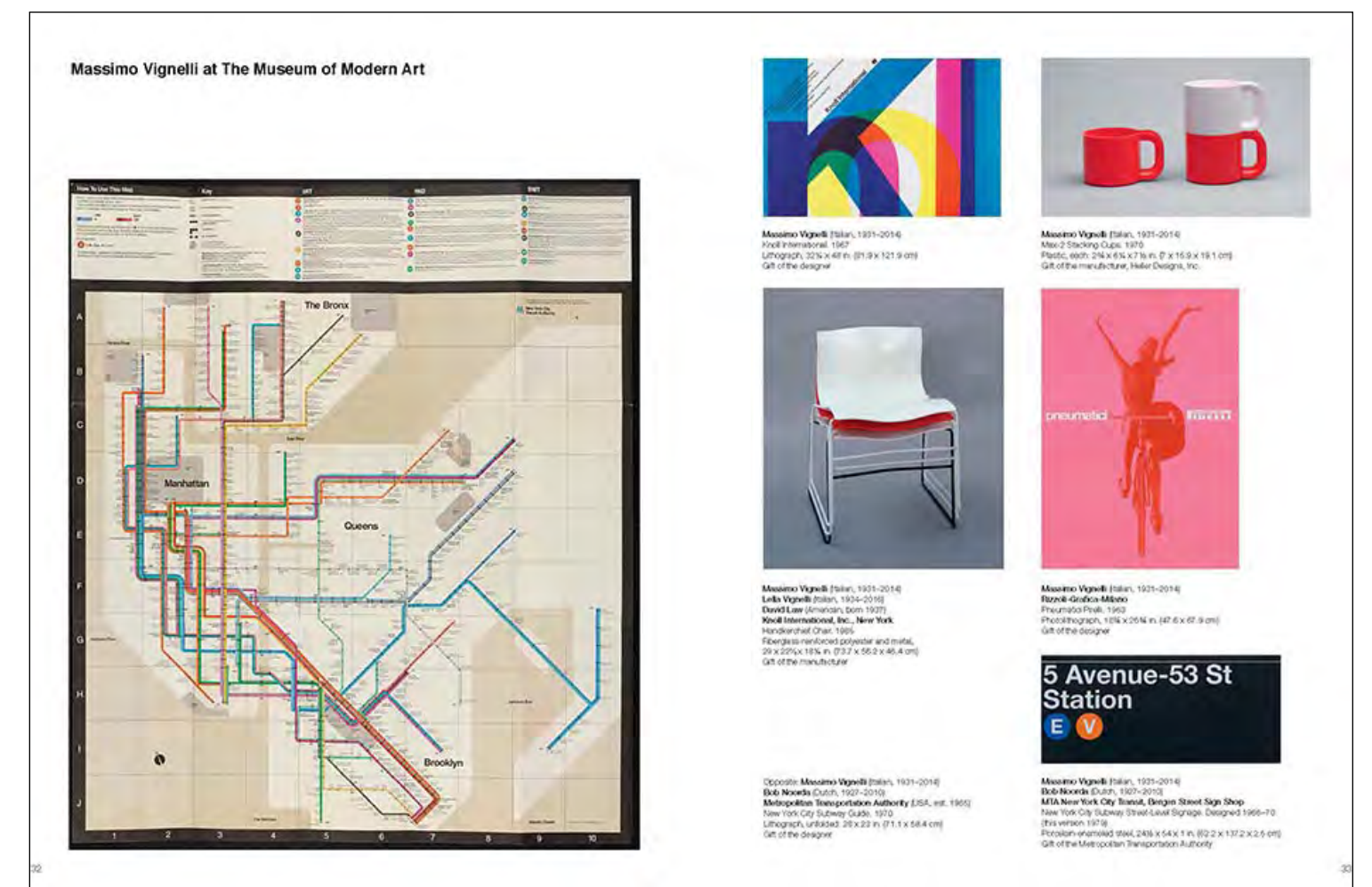
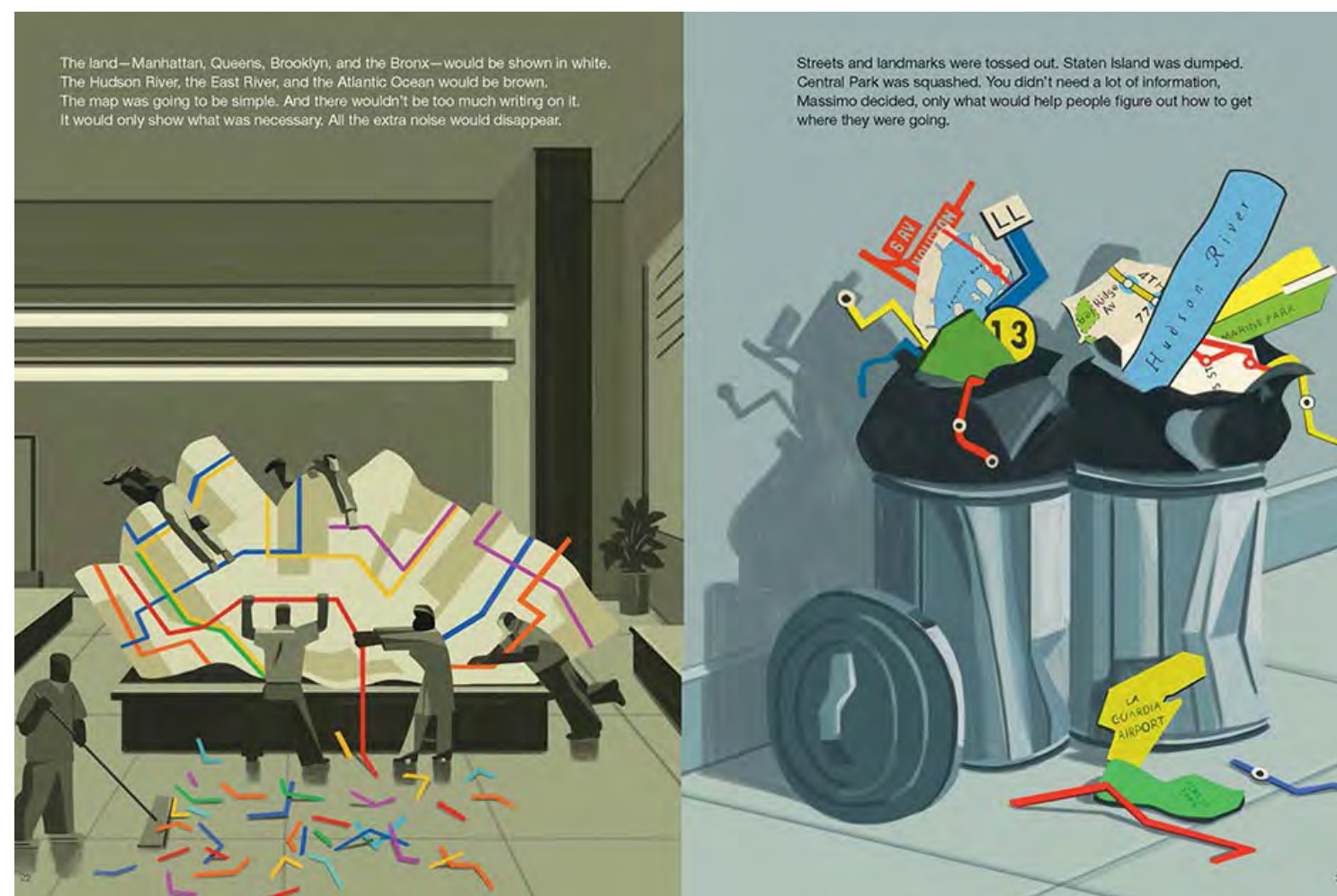
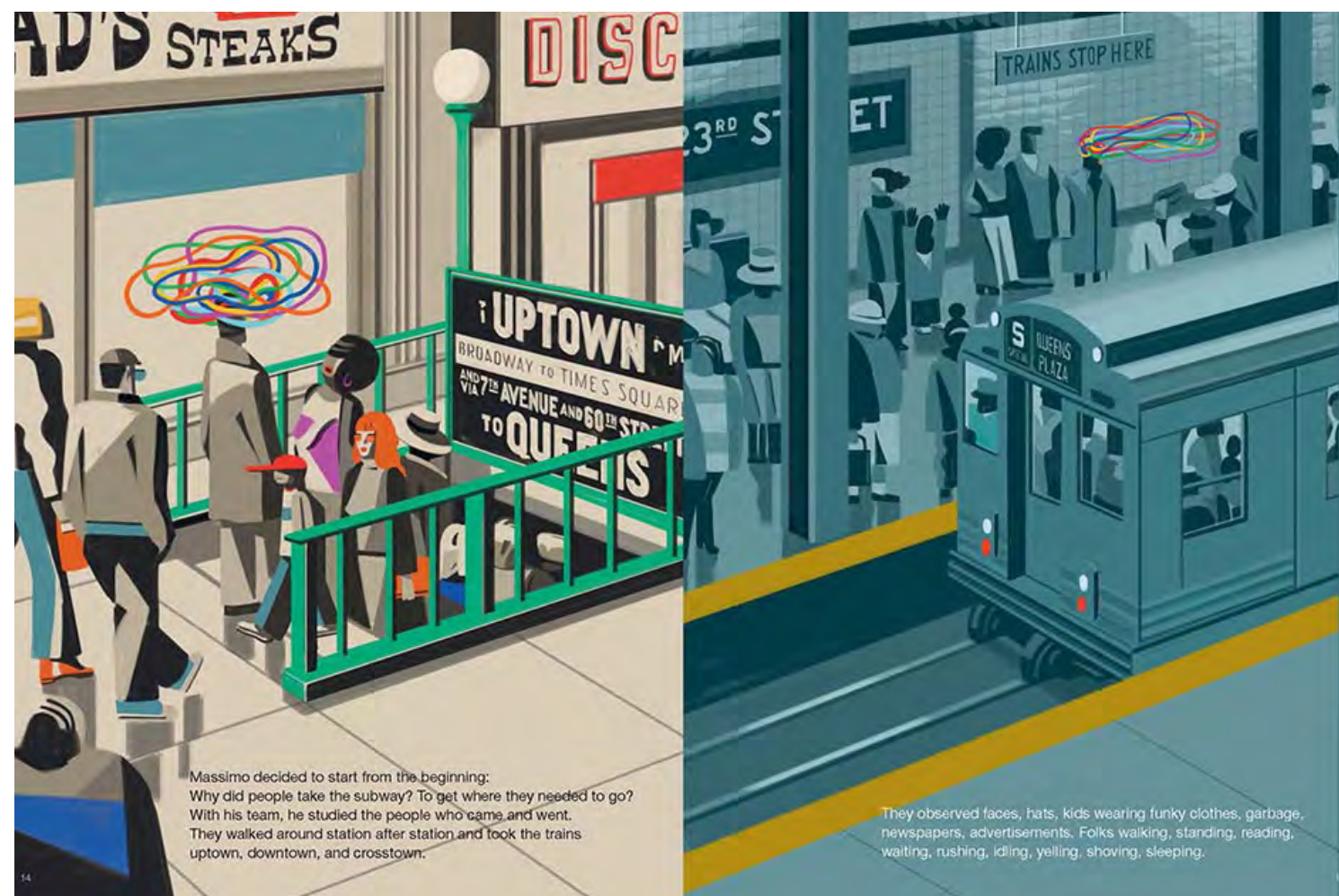
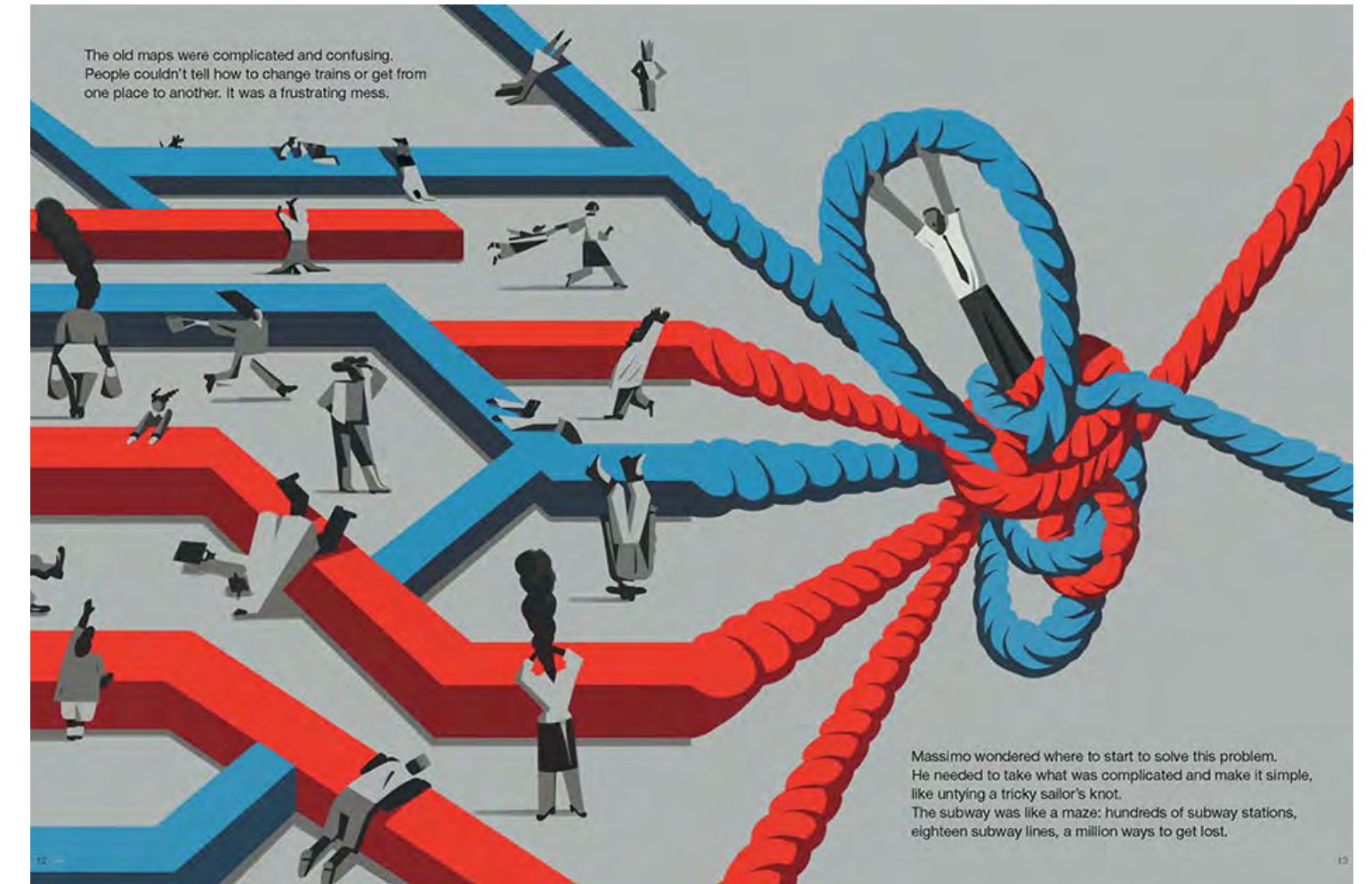
The Great New York Subway Map, written and illustrated by Emiliano Ponzi and published in association with the New York Transit Museum, tells the fascinating story of the map’s creation by the great Italian designer Massimo Vignelli and introduces young readers to the idea of graphic design as a way to solve problems and shape our world.



Hardcover
9 x 11.75 in. (23 x 30 cm)
40 pages
Illustrations throughout
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The Great New York Subway Map (cont).



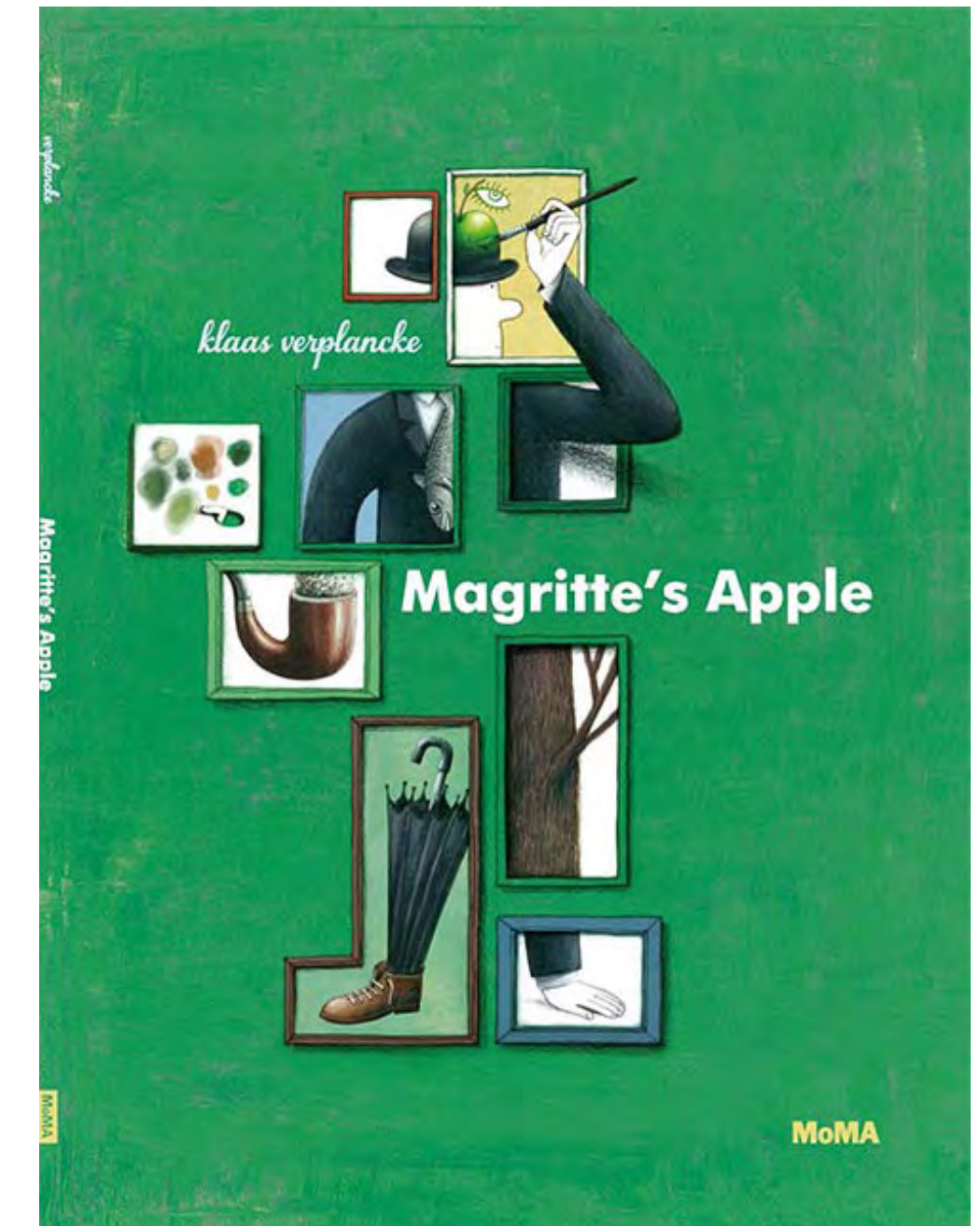
Magritte's Apple

By Klaas Verplancke

- Written and illustrated by award-winning author and illustrator Klaas Verplancke
- Whimsical, subversive illustrations mash everyday objects and words together in ways that are guaranteed to make kids laugh and think
- Gold Award, Motovun Group of International Publishers

A man named René floats through the world of his dreams and imagination, fulfilling his desire to become a painter—of apples and hats, apple hats, “apple-these” and “apple-thats.” In his paintings, leaves are lips, baguettes are noses, the right side is never up, and the upside is never down.

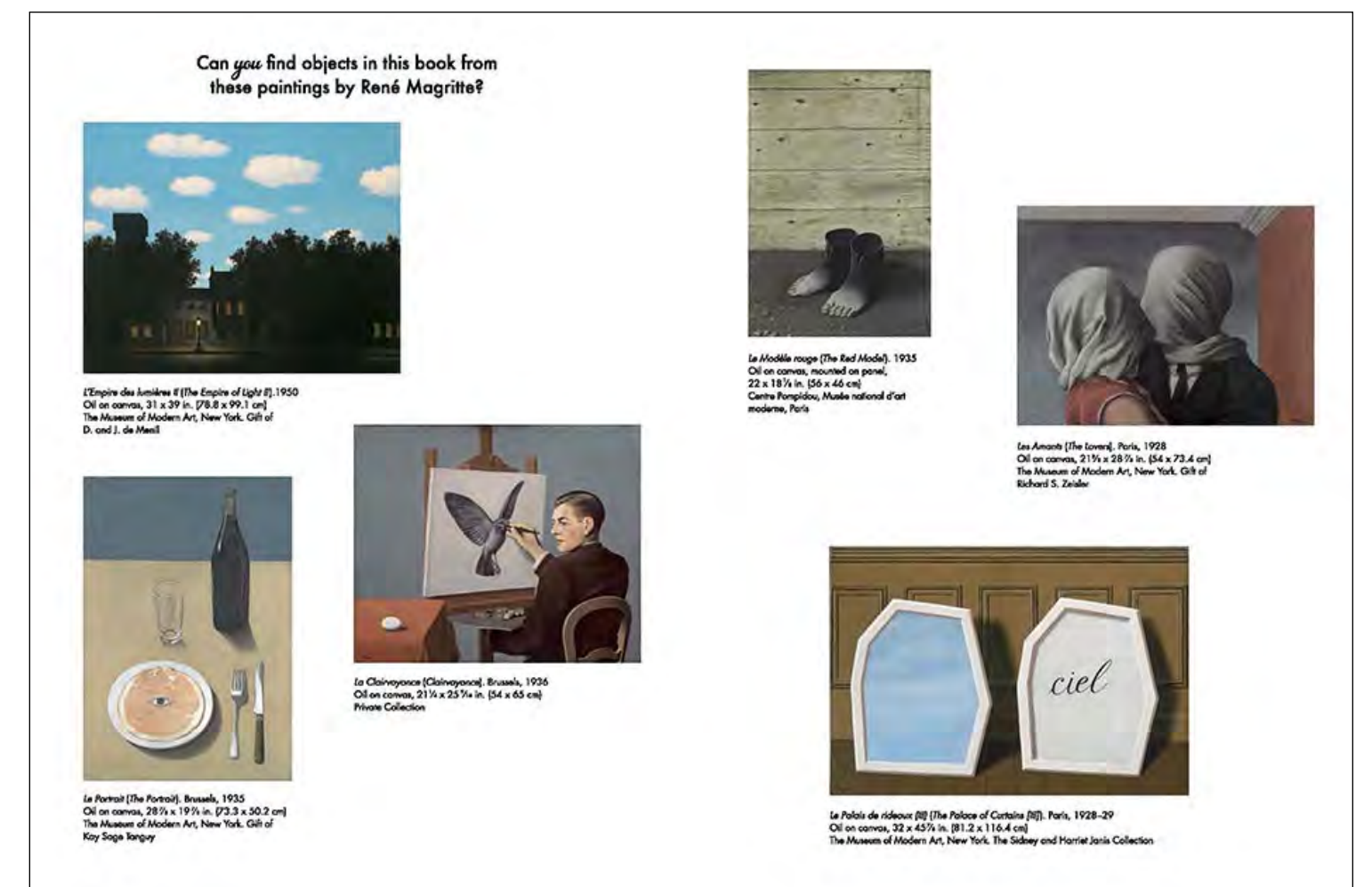
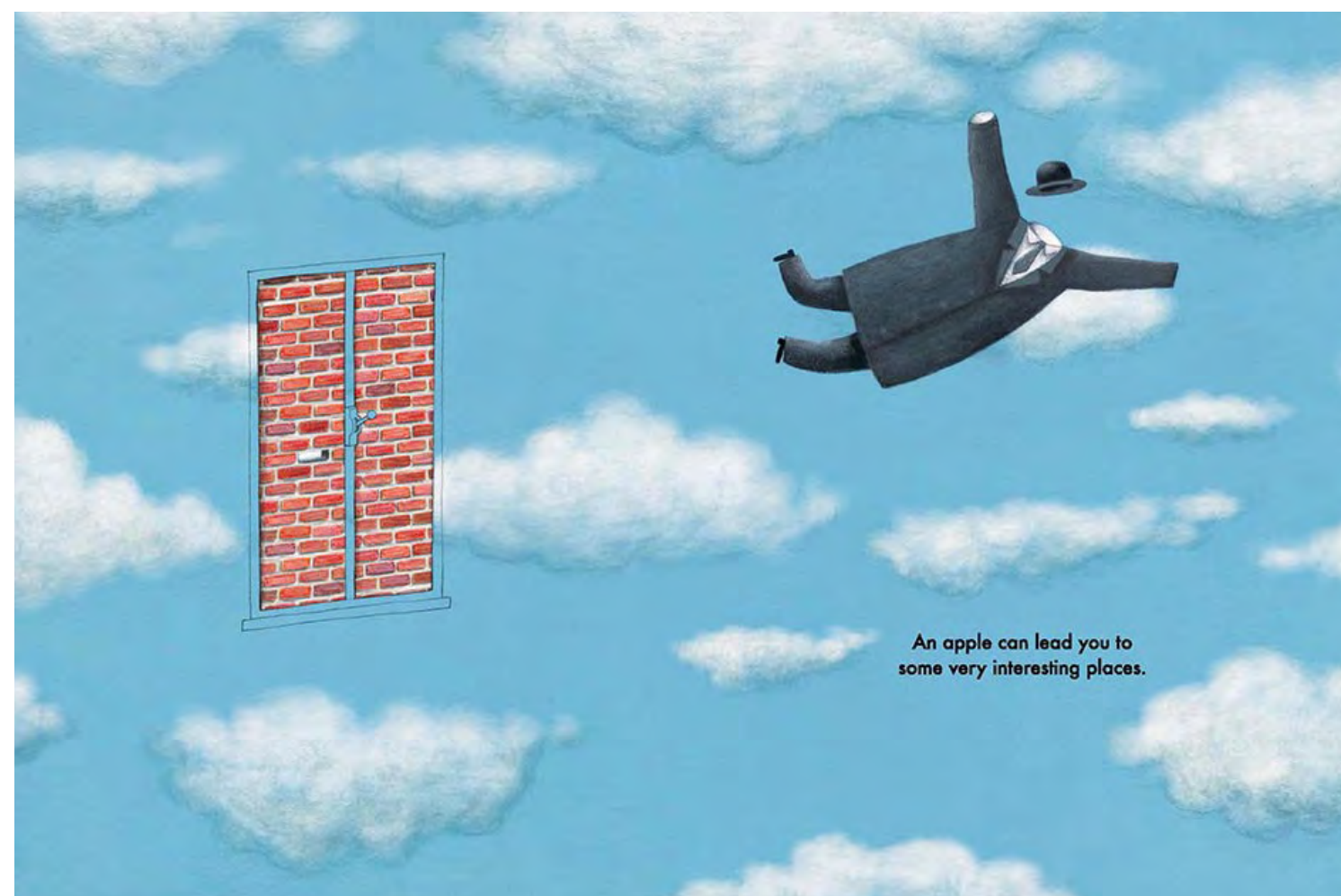
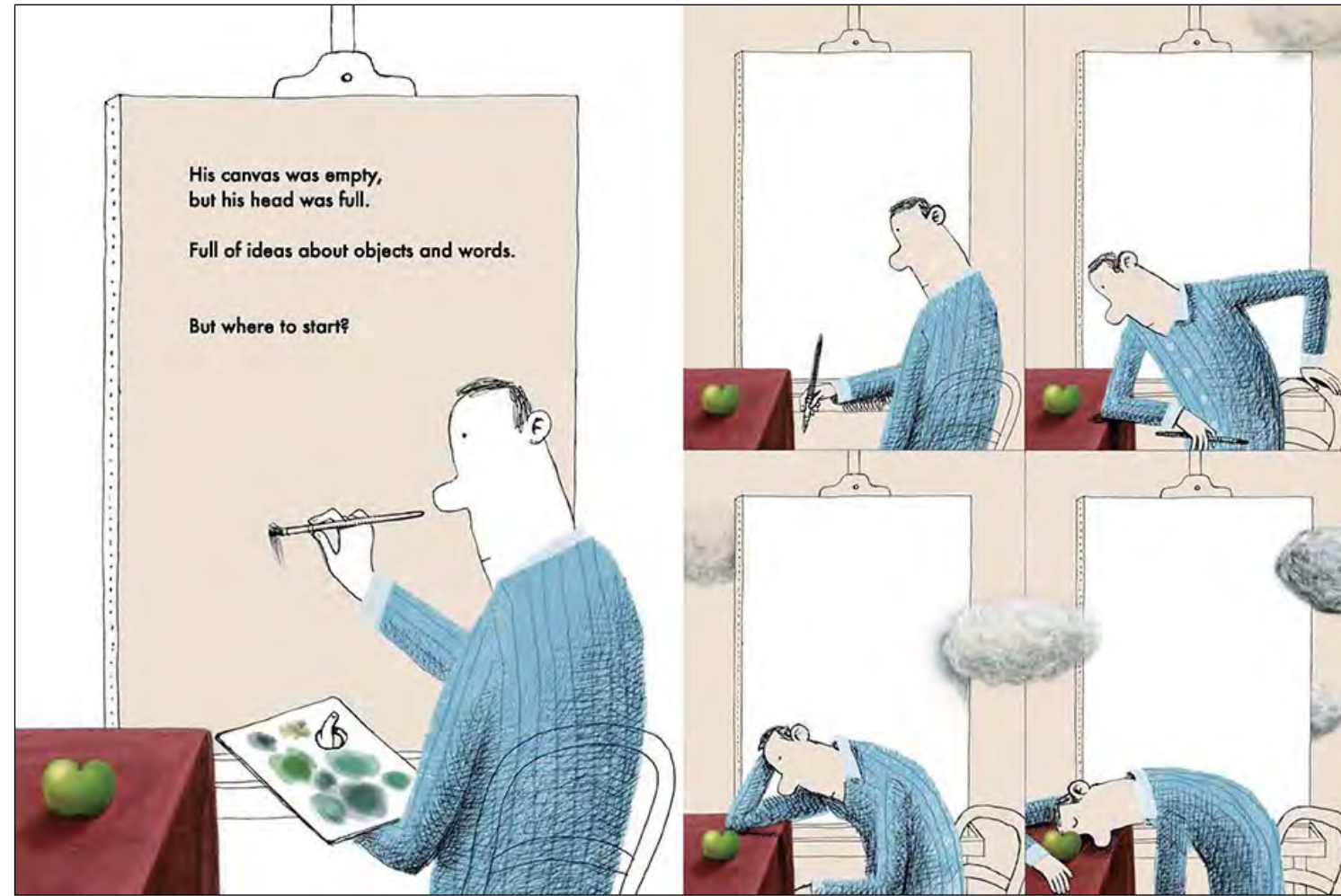
Inspired by the artwork of René Magritte (1898–1967), one of the world’s most beloved artists, *Magritte’s Apple* will inspire readers of all ages to look closely at the world around them.



Hardcover
9 x 11.75 in. (23 x 30 cm)
40 pages
Illustrations throughout
\$19.95
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Magritte's Apple (cont).



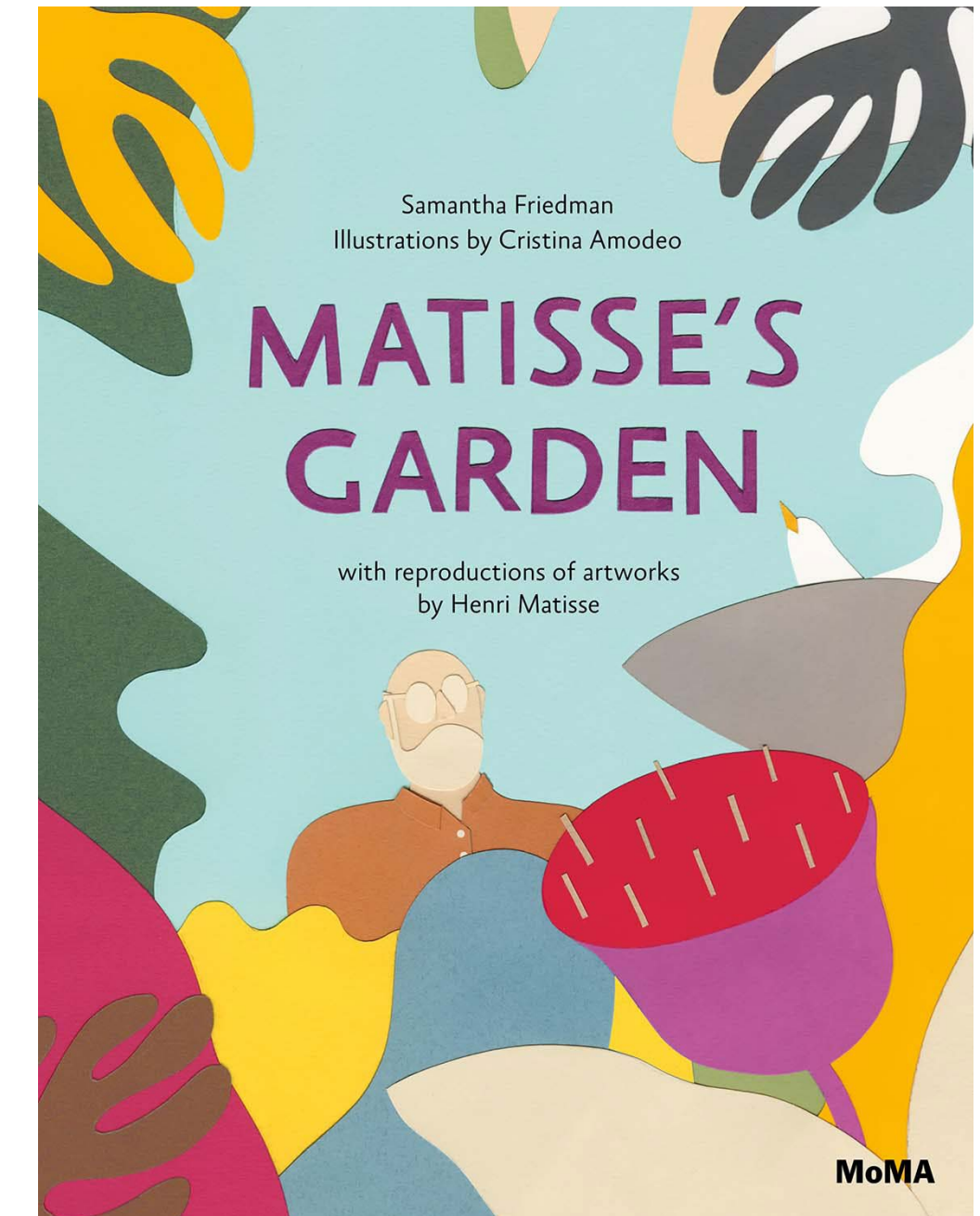
Matisse's Garden

By Samantha Friedman. Illustrated by Cristina Amodeo

- Written by Samantha Friedman, associate curator at MoMA and the author of *What Degas Saw*
- Featuring colorful cut-paper illustrations and Henri Matisse's own cut-outs

One day, the artist Henri Matisse (1869–1954) cut a small bird out of a piece of white paper. It was a simple shape, but he liked the way it looked and didn't want to throw it away, so he pinned it to the wall of his room. But the bird looked lonely all by itself, so he cut out more shapes to join it, and before he knew it, he had transformed his walls into larger-than-life gardens filled with brightly colored plants and animals and shapes of all sizes.

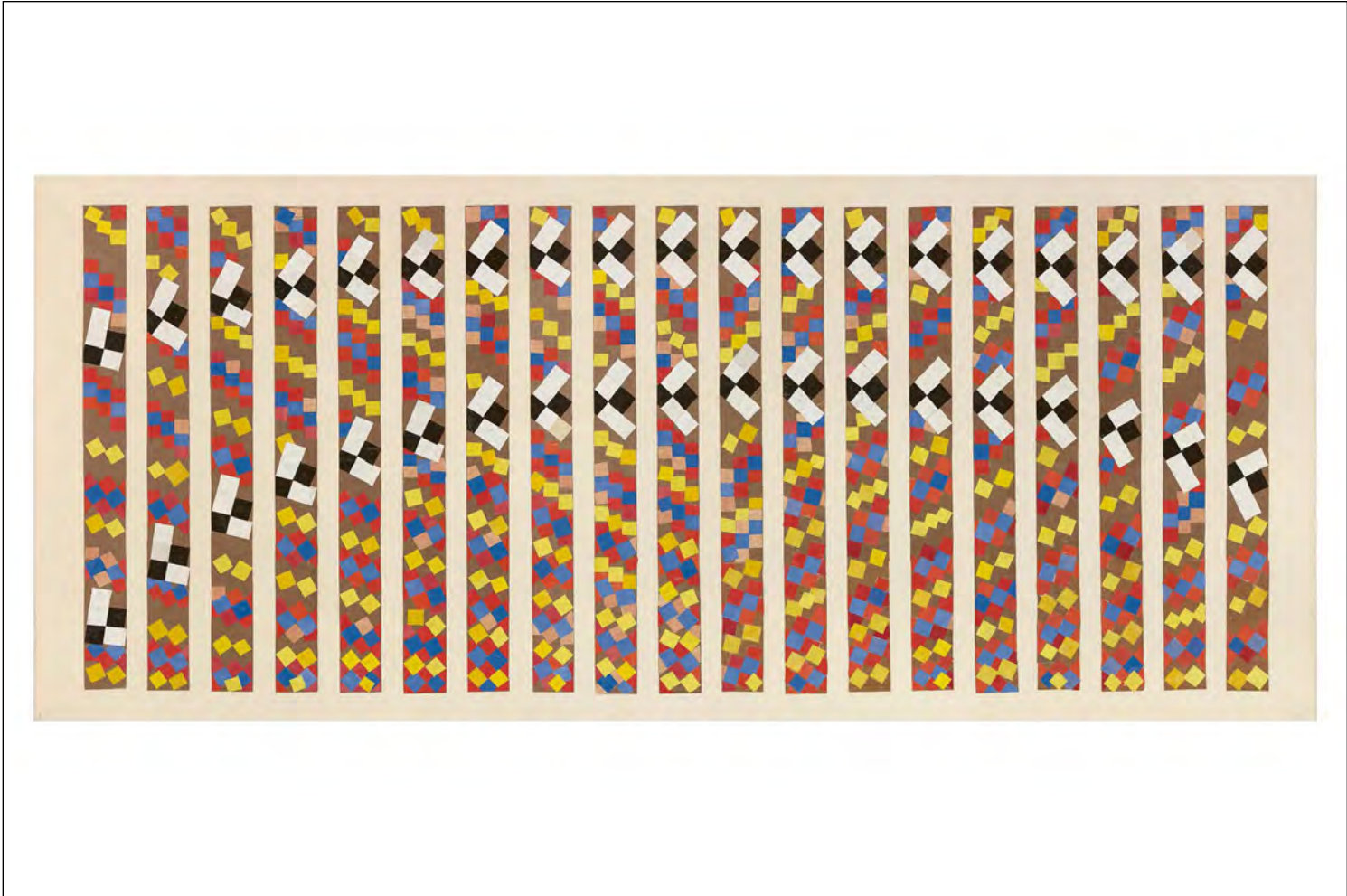
Matisse's Garden is the inspiring story of how the artist's never-ending curiosity and continuous process of trying new things helped turn a small experiment into a radical new form of art.



Hardcover
9 x 11.75 in. (23 x 30 cm)
44 pages with 3 gatefolds
Illustrations throughout
\$19.95
Available now

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Matisse's Garden (cont).



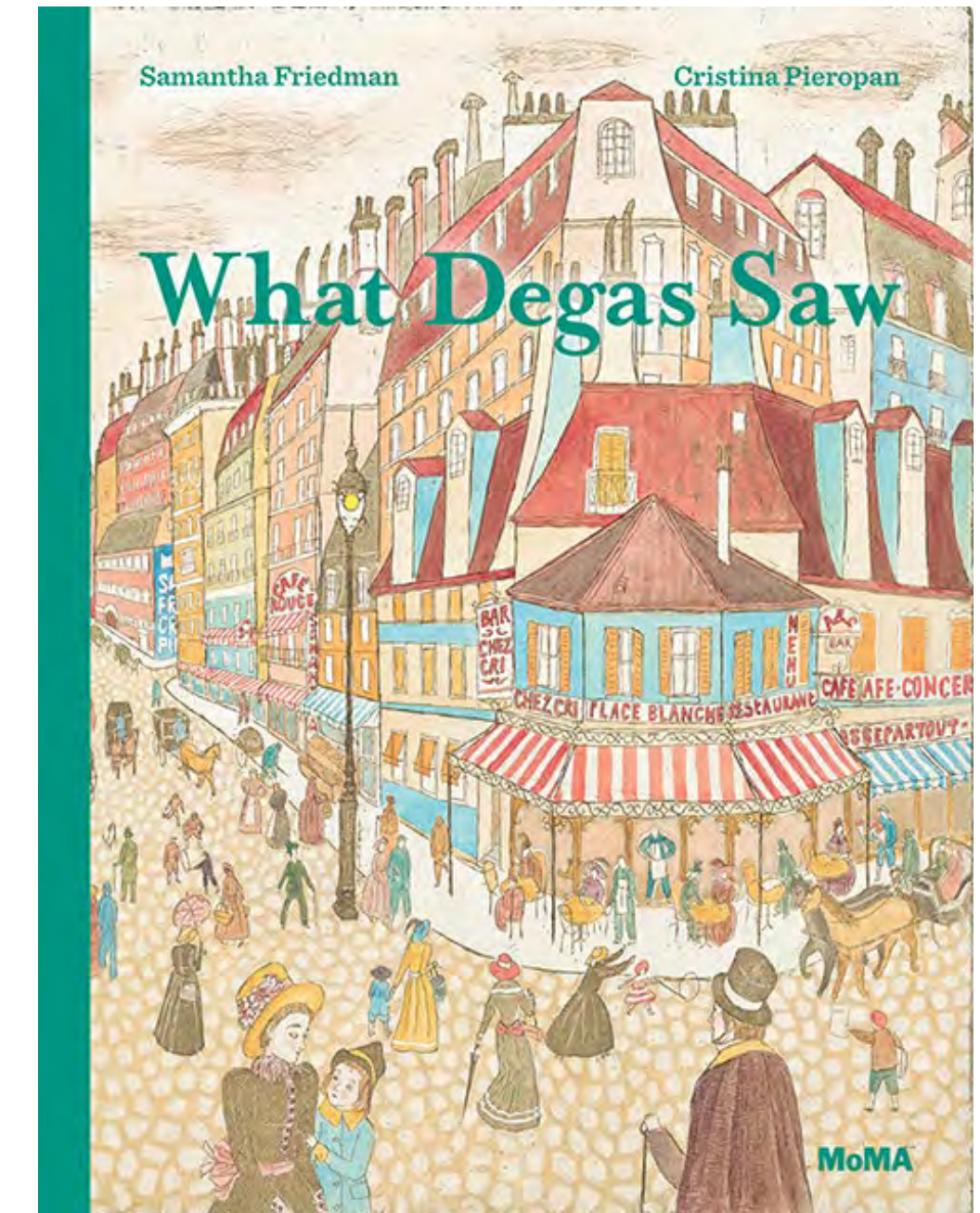
What Degas Saw

By Samantha Friedman. Illustrated by Cristina Pieropan

- Featuring artworks by Edgar Degas and aquatint etching illustrations by Cristina Pieropan
- Written by Samantha Friedman, associate curator at MoMA and the author of *Matisse's Garden*

In the streets of Paris, the artist Edgar Degas (1834–1917) collects impressions of the modern world and the people who inhabit it. From the bus, he notes that the faces of pedestrians blur in a way he hasn't seen before; on a trip to the Opera House he observes ballerinas preparing to perform. He takes in his city with open eyes and a curious mind.

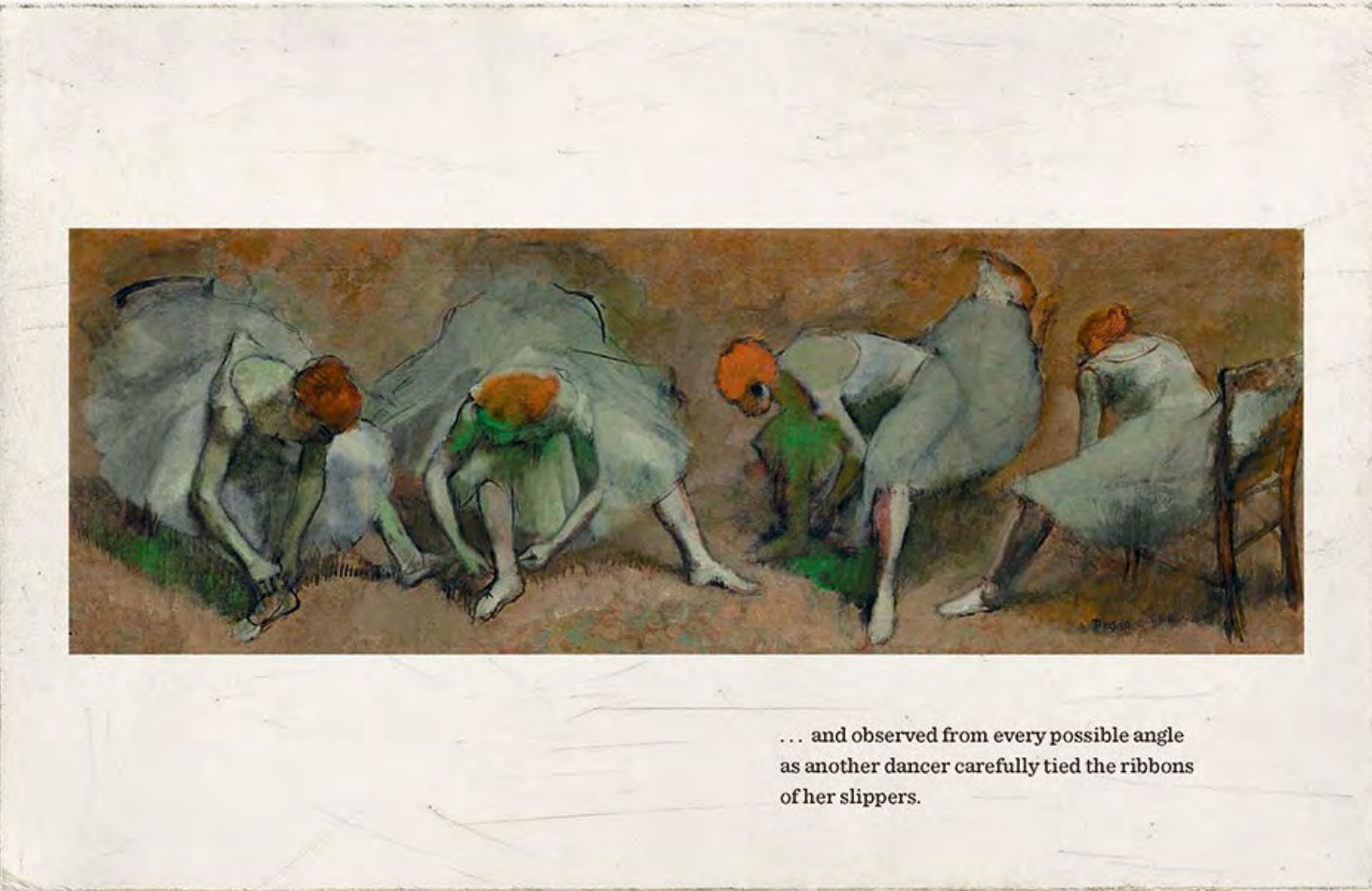
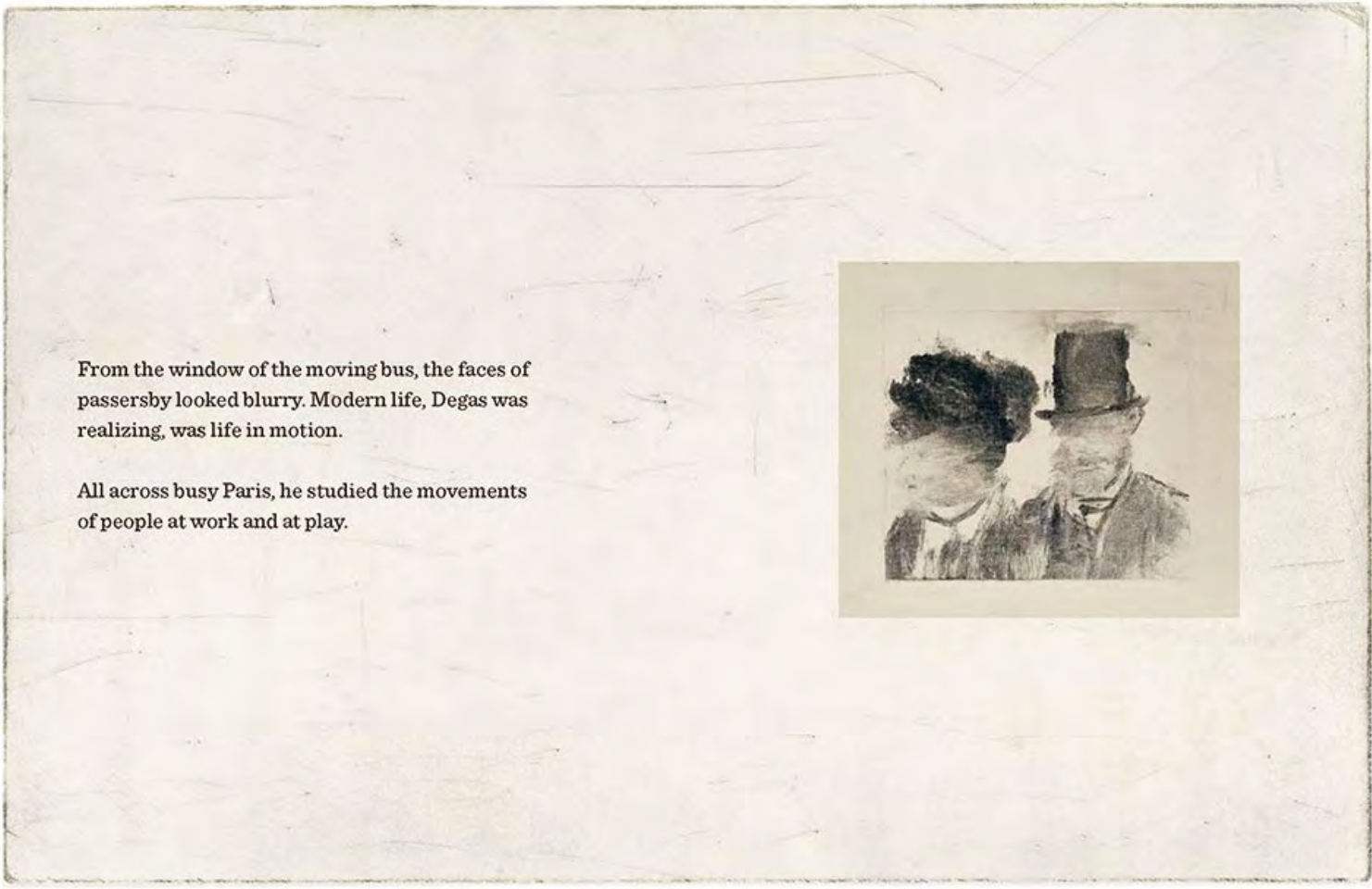
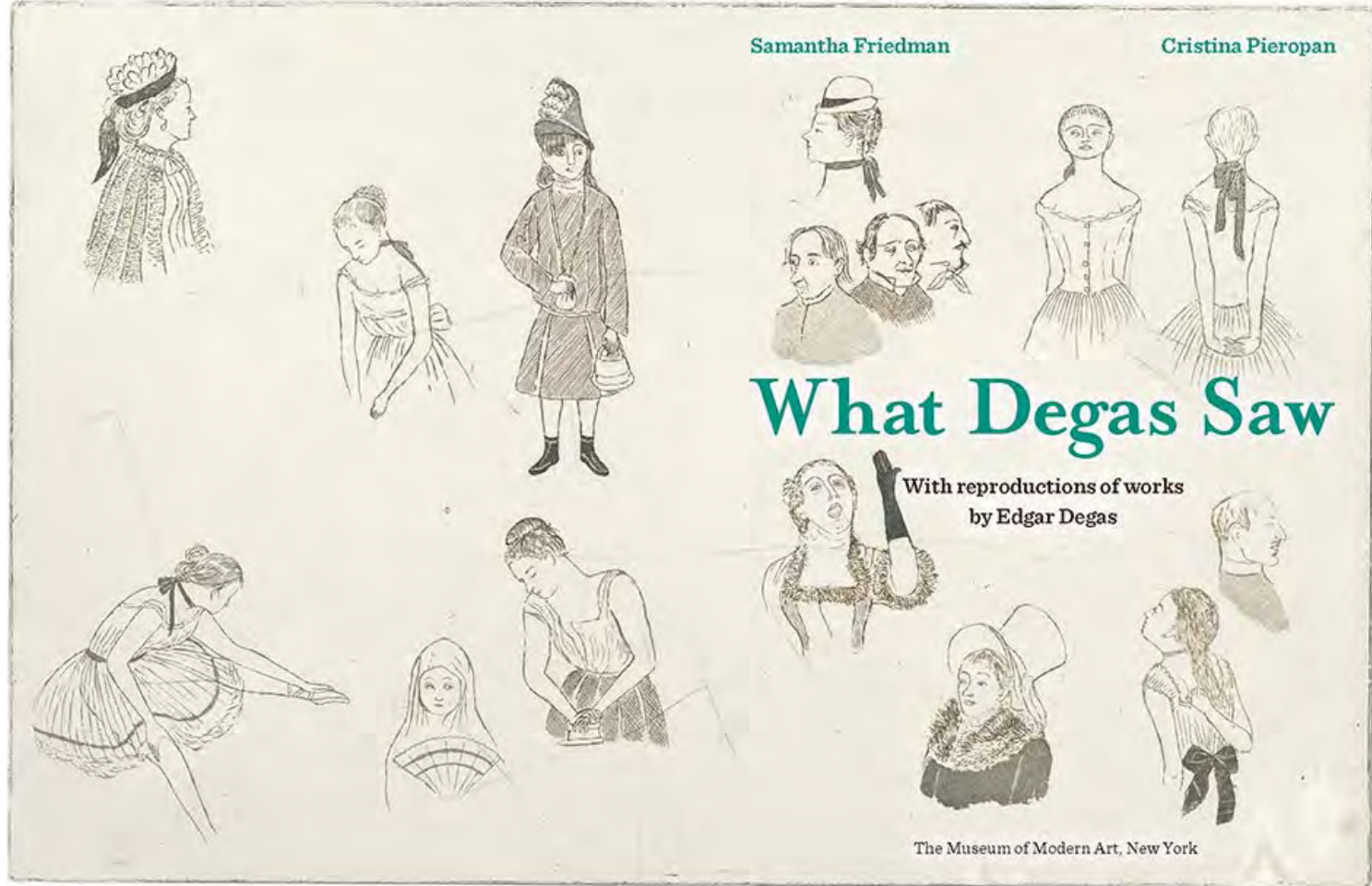
What Degas Saw encourages young readers and artists to carefully observe their own surroundings.



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What Degas Saw (cont).



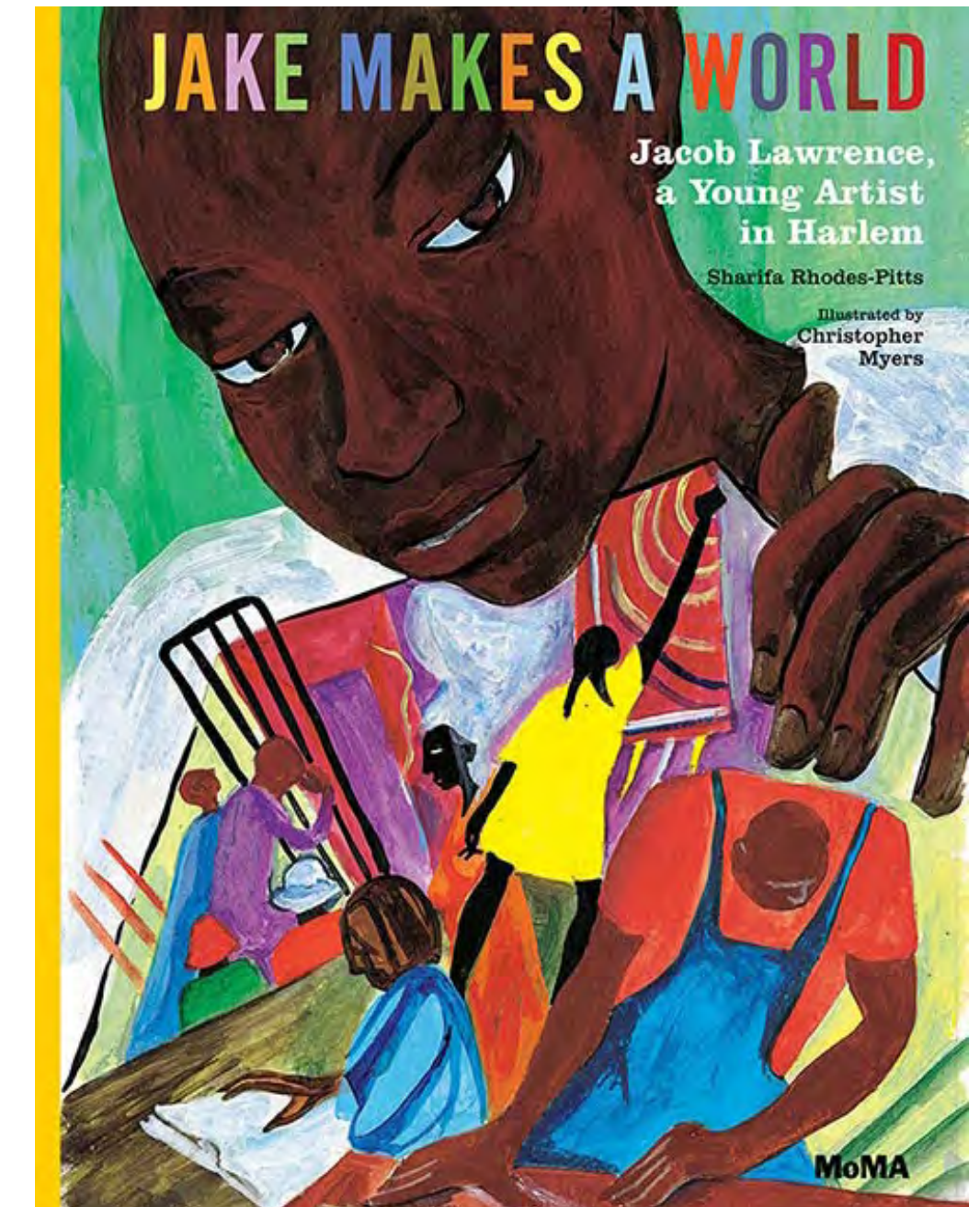
Jake Makes a World: Jacob Lawrence, a Young Artist in Harlem

By Sharifa Rhodes-Pitts. Illustrated by Christopher Myers

- Selected by *ARTnews* as one of “the Best 2023 Children’s Books About Artists” and the American Library Association as one of “the 2015 Top 10 Art Books for Youth”
- Starred reviews in *Booklist* and *School Library Journal*

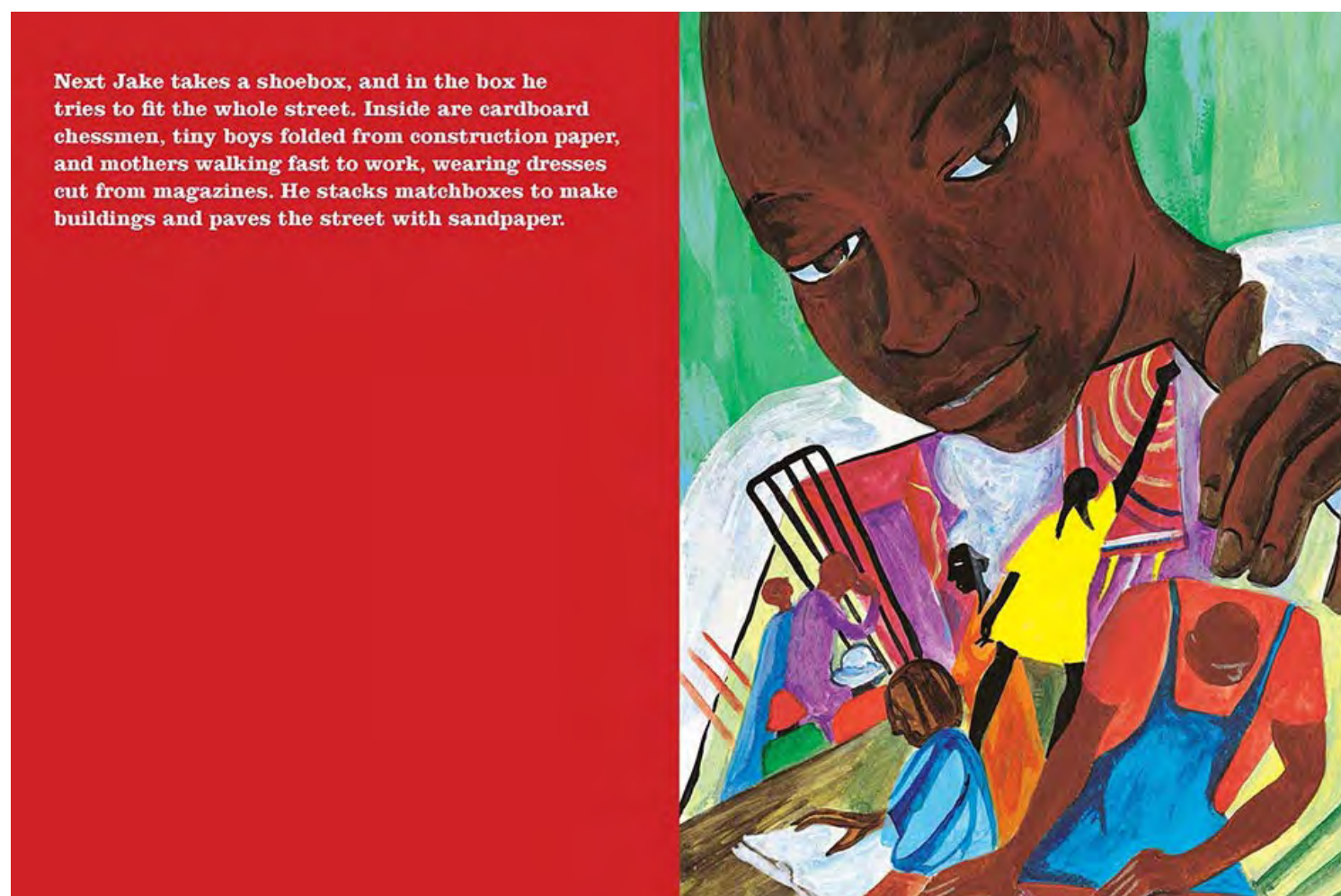
Thirteen-year-old Jake has just moved to New York City. In his new neighborhood, Harlem, he sees new people, encounters new smells and flavors, and hears new sounds. At an afterschool arts center, the young boy uses his hands, paper, paint, glue, and other things to make sense of the world around him. Jake’s Harlem has all the shouts and songs and noises of the Harlem outside, but here they are not sounds. They are colors, they are shadows, they are rhythms, they are light. And in the face of an old mask from Africa, he sees the world around him—and himself.

Inspired by the artist Jacob Lawrence’s childhood in 1930s Harlem, *Jake Makes a World* introduces young readers to a boy who finds inspiration in the everyday things that surround him.



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Jake Makes a World (cont).



Jacob Lawrence (1917–2000)

Works by Jacob Lawrence

In 1959, when Jacob Lawrence—known to his friends and family as Jake—was thirteen years old, he moved to the neighborhood of Harlem in New York City. His mother had moved there three years before, and, like many children of that era, Jake and his sister and brother had played behind in Philadelphia while she looked for work. It was a time of great political and artistic activity in Harlem: the cultural achievements of the Harlem Renaissance had made the neighborhood a gathering place for black artists, and even during the Great Depression there were opportunities for a creative young person to thrive. Jake began taking art lessons, and his talent was immediately evident; his teacher, the artist Charles Henry Alston, said of him that “this was a kid to leave alone.

Don't let him start painting like you, don't start cramming him with classical ideas about art or showing him the great. Let him go, just give him materials.” Jake was a young man when he began to imagine a series of paintings about the Great Migration of black Americans who had left the rural South and come to New York and other northern cities. Although the movement was still a recent memory, he understood its importance to American history. By the time he finished the sixty small paintings that comprise *The Migration Series*, Jacob Lawrence had made a world, bridging the immediate and everyday stories of daily life with the unique vision—colors, shape, rhythm, gesture—that marked the rest of his long career.

Panel 10: “They were very poor.”
 Panel 11: “The national guards in the South were crowded with people looking for the North.”
 Panel 12: “The migrants arrived in great numbers.”
 Panel 13: “Looking for the Negro was a very difficult problem.”
 Panel 14: “One of the main forms of social and recreational activities in which the migrants indulged occurred in churches.”
 Panel 15: “In the North the Negro had better educational facilities.”

The sixty panels in *The Migration Series* are painted in seven groups in six colors. Each measure approximately 10 × 12 in. (25.7 × 30.5 cm). The original workbooks are in the collection of The Museum of Modern Art, New York, gift of Mrs. David M. Levy. The 400 numbered prints are in the collection of The Phillips Collection, Washington, D.C., acquired 1967.

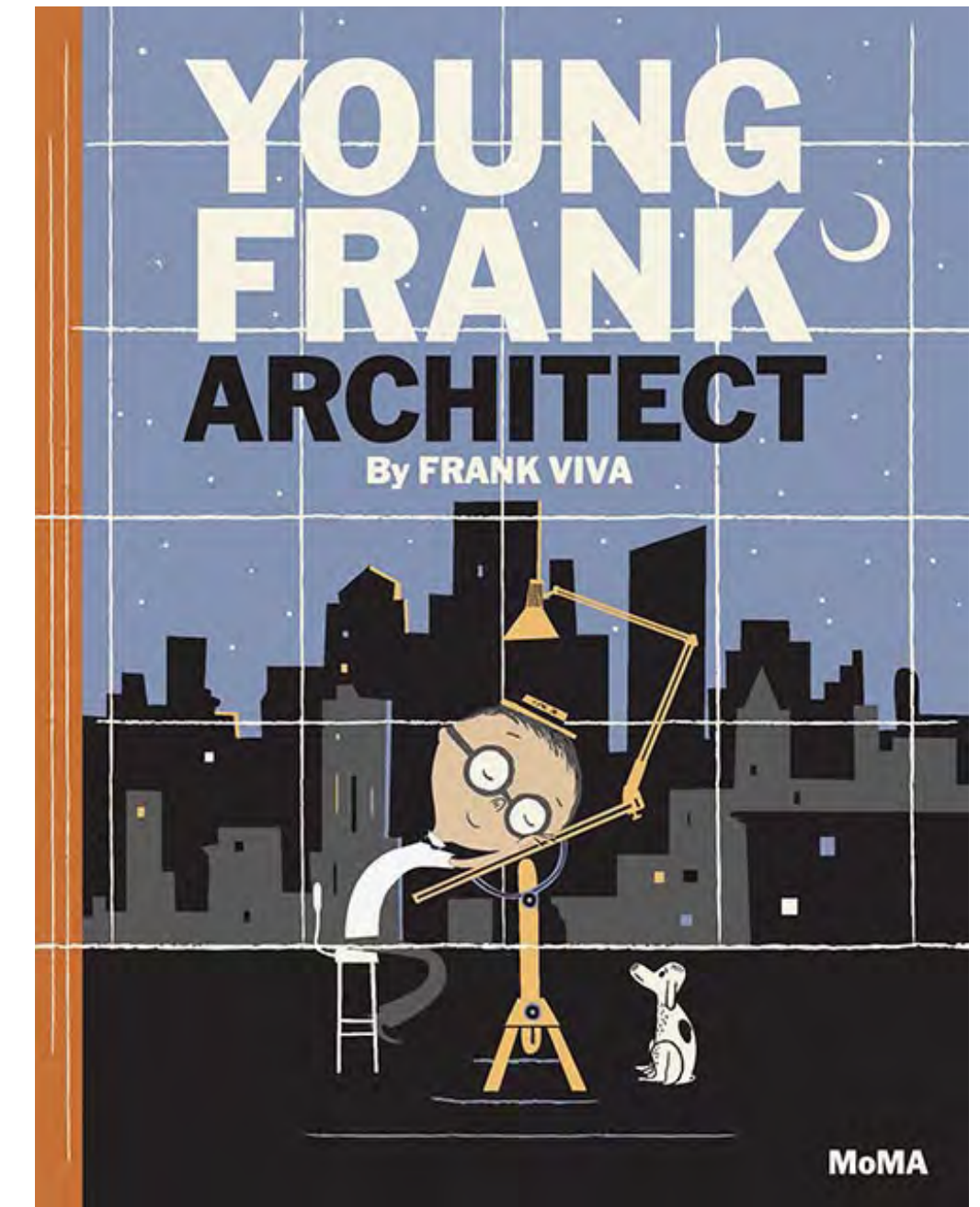
Bottom right: Jacob Lawrence, *Two to Four (The Family)*, 1955. Temporary display, 2009. Photo: © The Art of the Jacob and Dorothea Knight Lawrence Collection.

Young Frank, Architect

By Frank Viva

- Written and illustrated by award-winning author Frank Viva, a frequent cover artist for *The New Yorker*
- An inspiration for budding architects as well as a lesson for those who think they've seen everything

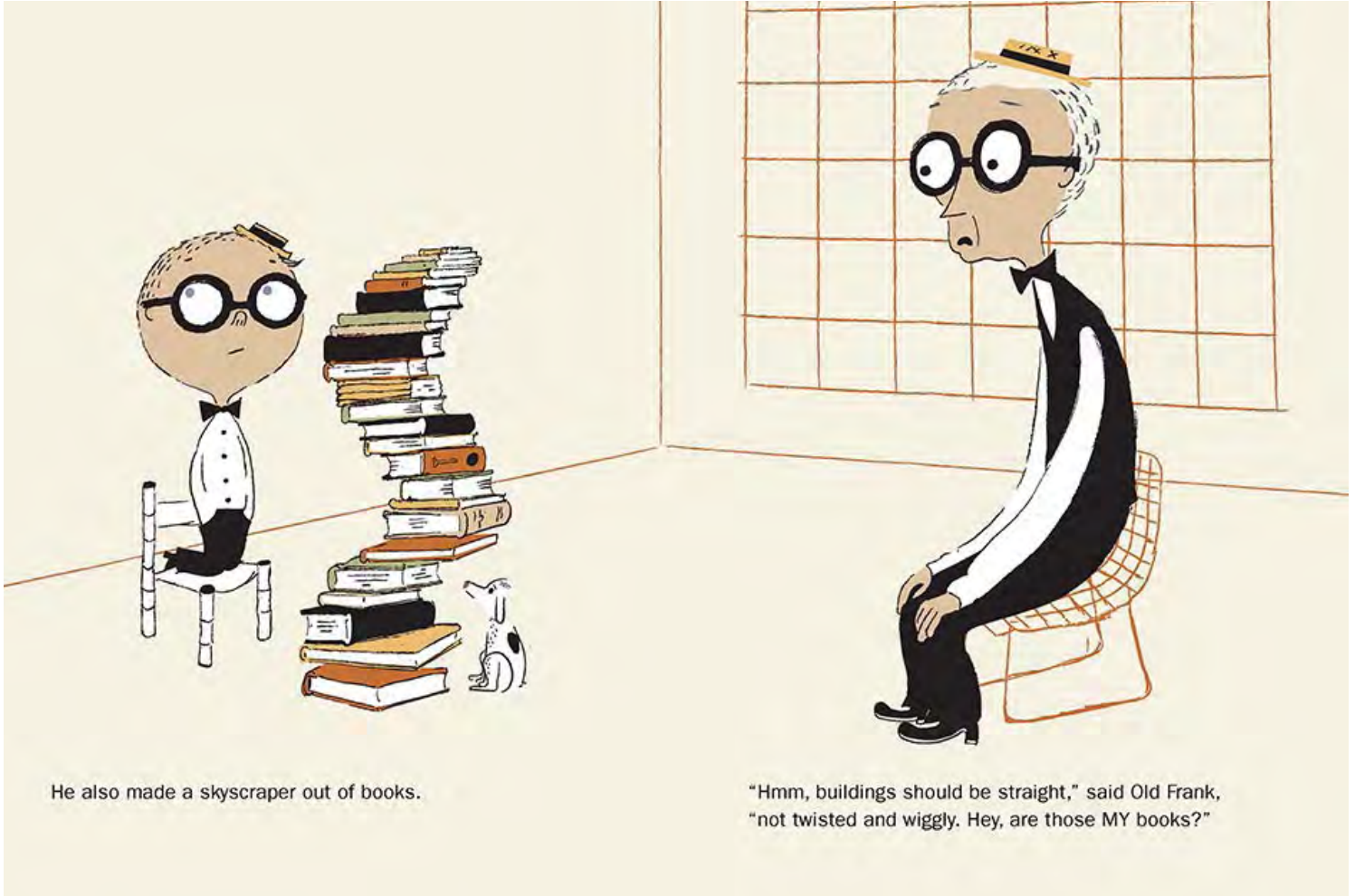
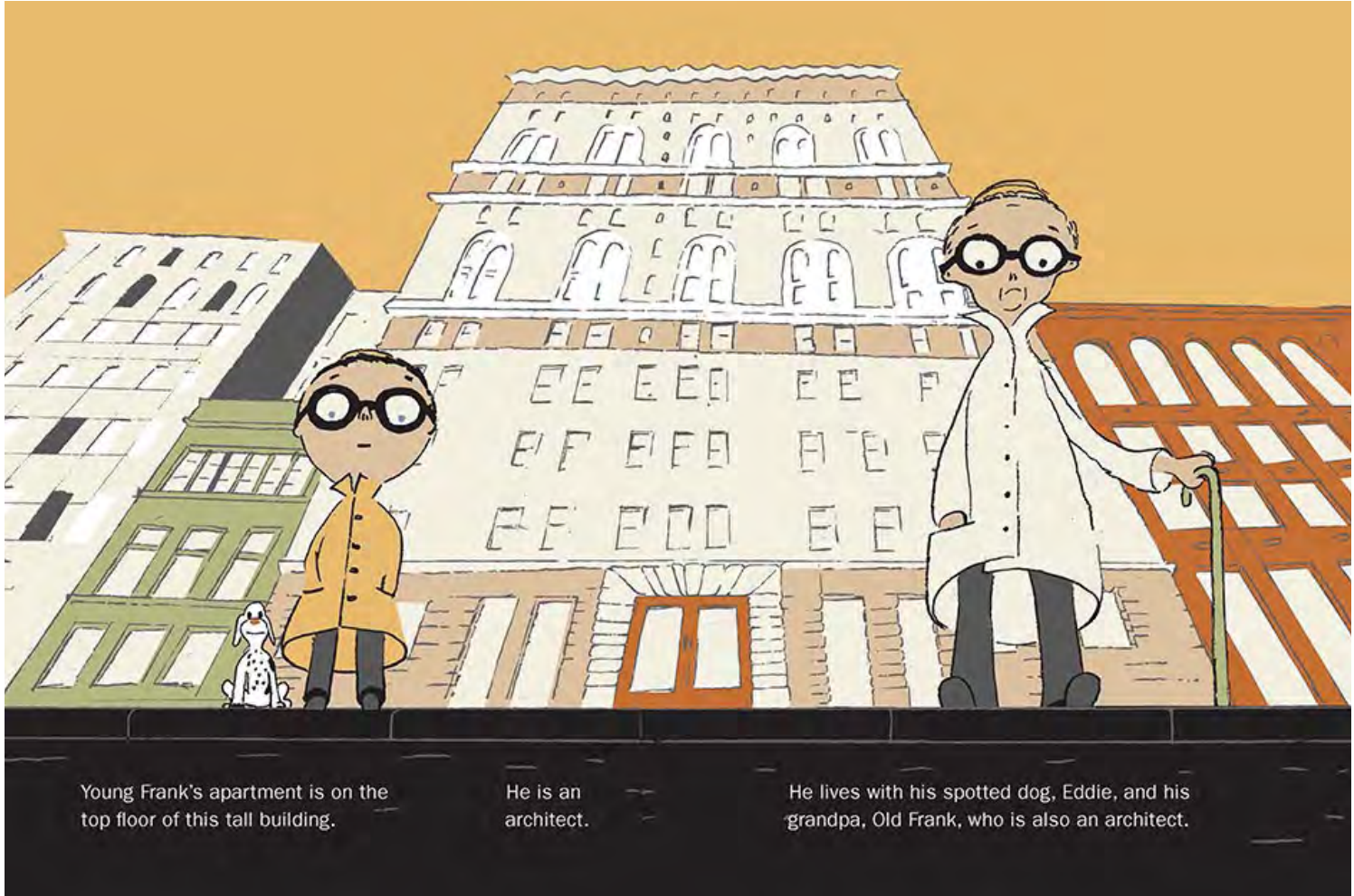
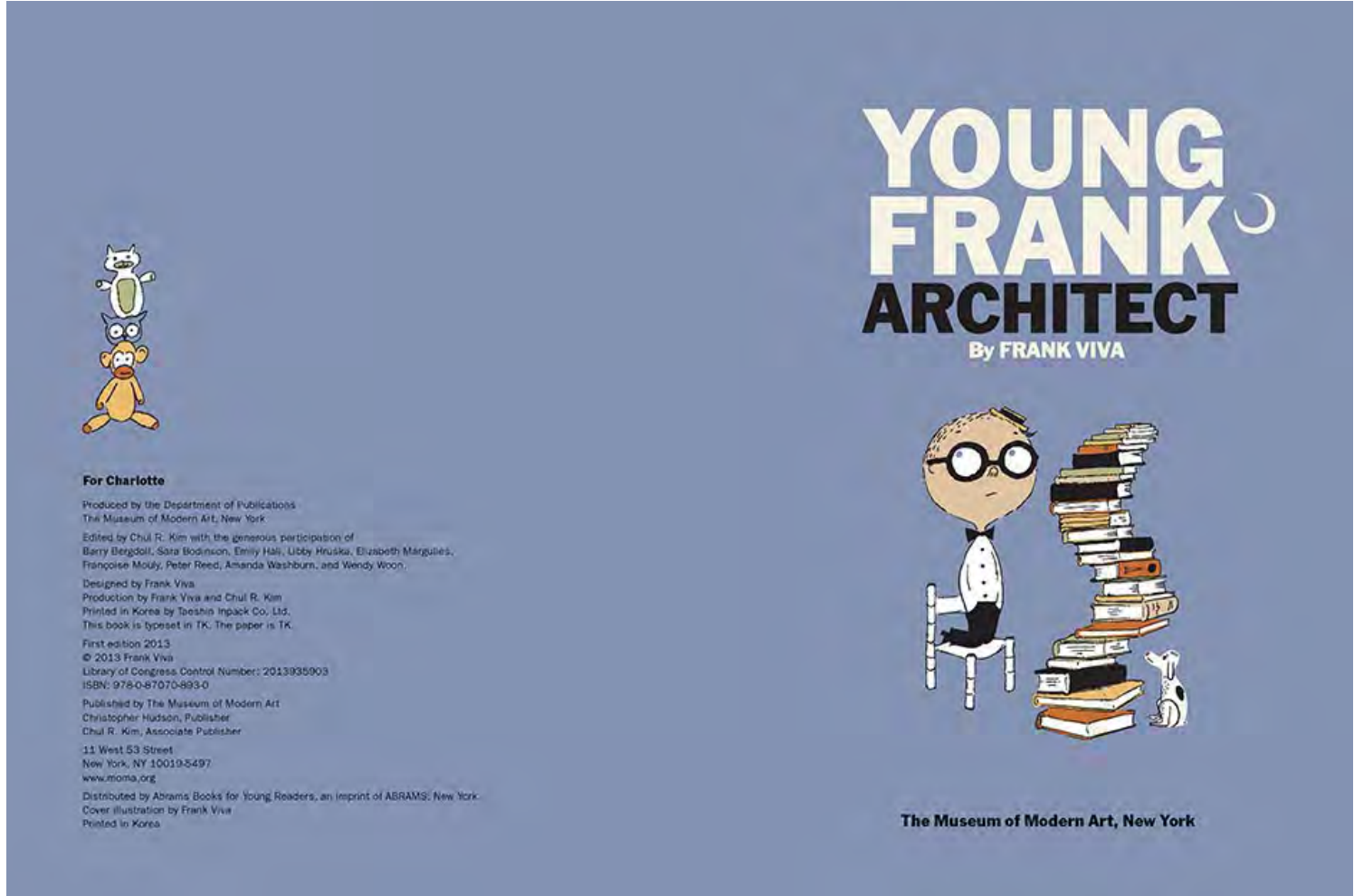
This whimsical children's book follows the adventures of Young Frank, an aspiring architect, who lives in New York City with his grandfather, Old Frank, who is also an architect. Young Frank likes to use anything he finds to make things like buildings that twist, chairs with zigzag legs, and even entire cities. But Old Frank disapproves, saying architects only create buildings. One day they go to MoMA where they see work by architects like Frank Gehry and Frank Lloyd Wright, and Old Frank sees that architects can do more than he thought they could.



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Young Frank, Architect (cont).

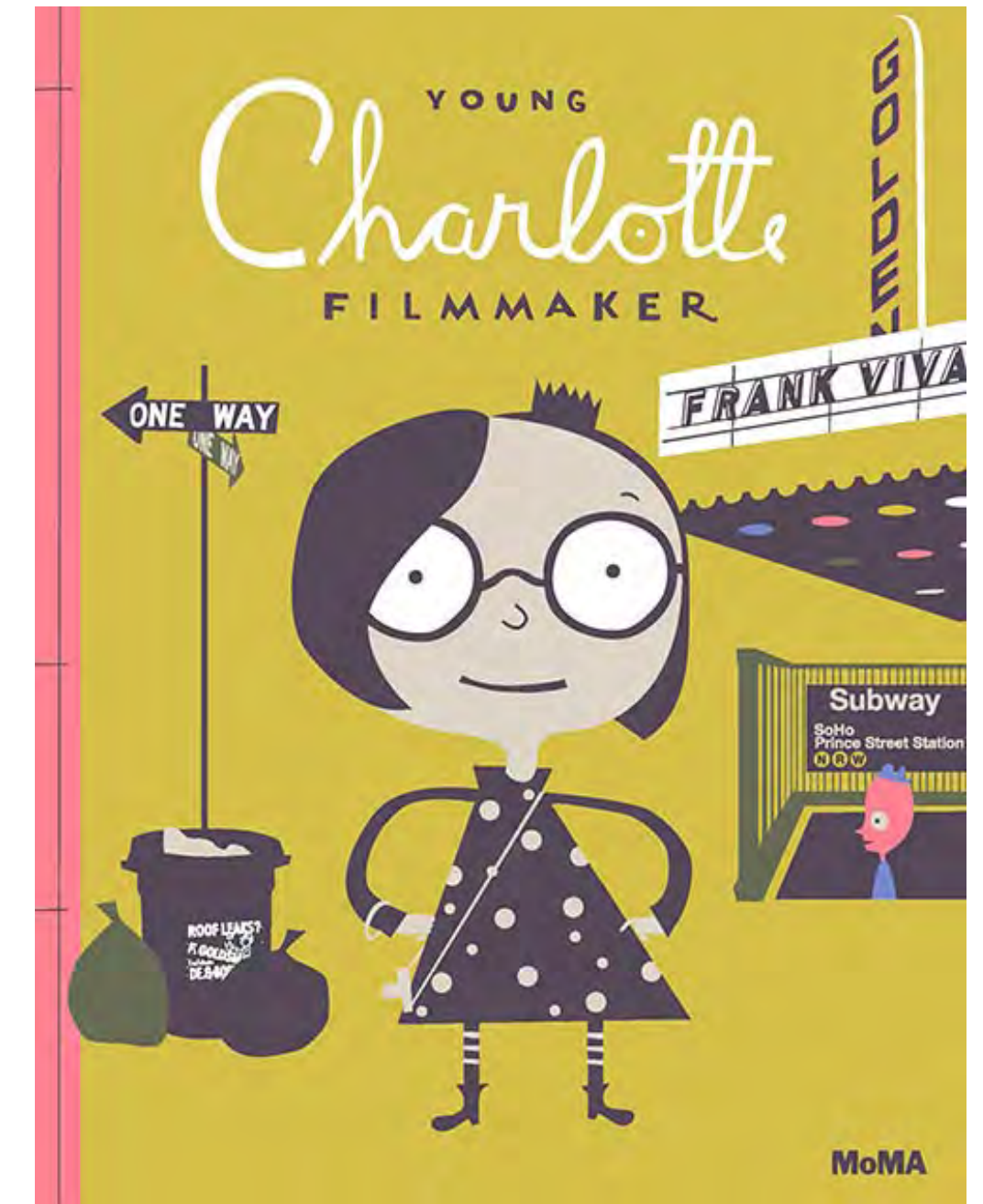


Young Charlotte, Filmmaker

By Frank Viva

- Written and illustrated by award-winning author Frank Viva, a frequent cover artist for *The New Yorker*
- A follow-up to Frank Viva's popular *Young Frank, Architect*
- Perfect for film lovers, aspiring directors, and creative souls, *Young Charlotte, Filmmaker* is an inspiring tale of a girl with a camera and a vision

Charlotte is a filmmaker. She lives in New York with her parents and their cat, Smudge. Charlotte likes to make movies, and through her camera lens, she sees the world differently from the other kids. Sometimes she gets a little discouraged. But when Charlotte meets Scarlet at The Museum of Modern Art, things begin to change. And quickly!



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Young Charlotte, Filmmaker (cont).

