

In a Quiet Commuter Town

By
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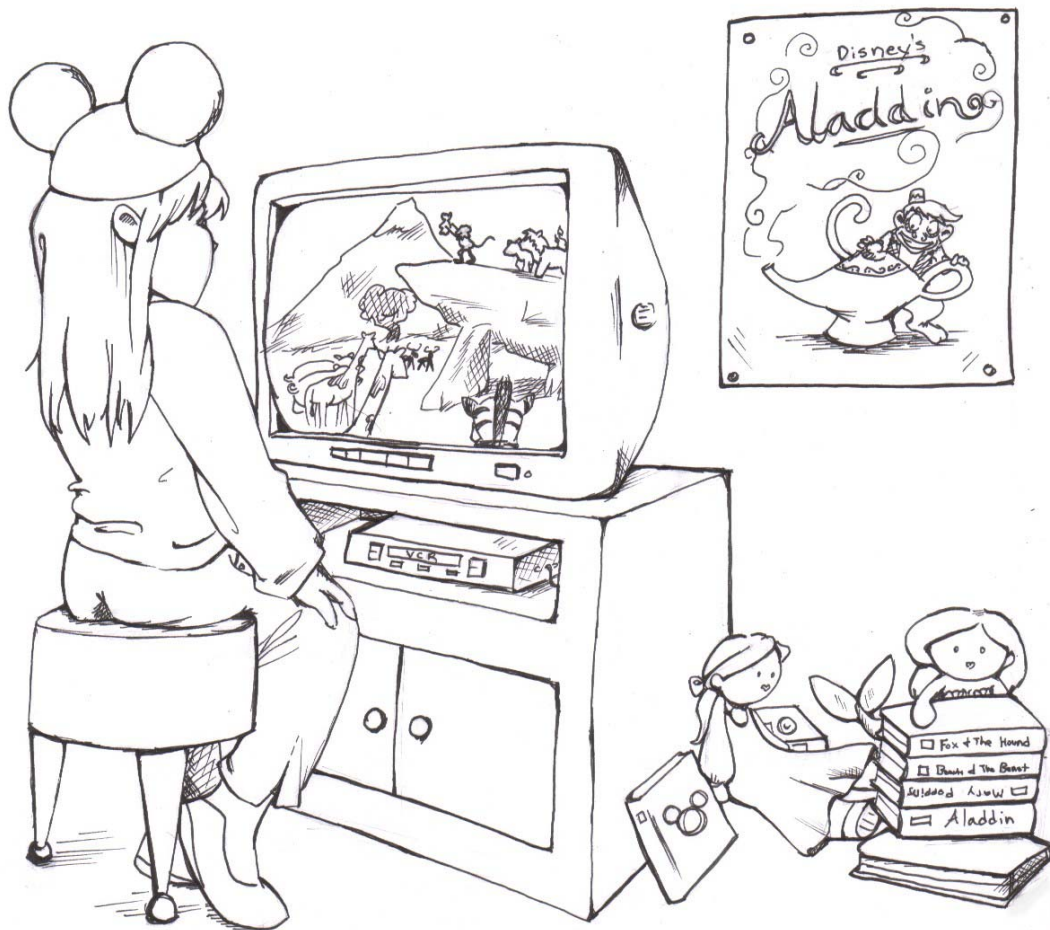


Not too long ago, in an up-and-coming commuter town, there was a little girl who made a startling discovery – crayons had other purposes aside from being lodged in one’s nasal cavities. For the purposes of this story, we’ll call her Michelle, shall we?



An anyhow, the instant Michelle realized crayons were meant for drawing rather than sticking up one’s nose, she refused to stop doodling and scribbling on every blank surface within sight – everything and anything that came to mind. Art became more than a hobby or an obsession, but a passion.

One of her greatest artistic influences was not Monet's impressionism, nor was it Picasso and his cubism. Instead, a certain Mister Disney worked his special brand of magic – the sort that inspires young girls and boys to wish upon stars and make dreams come true.



His mesmerizing visuals and captivating plots were merely entertainment for a very long while. But soon enough, the girl wised up, and realized she too could create stories for movies, comics, and story books. She could become the next Mister Disney – well... Ms.

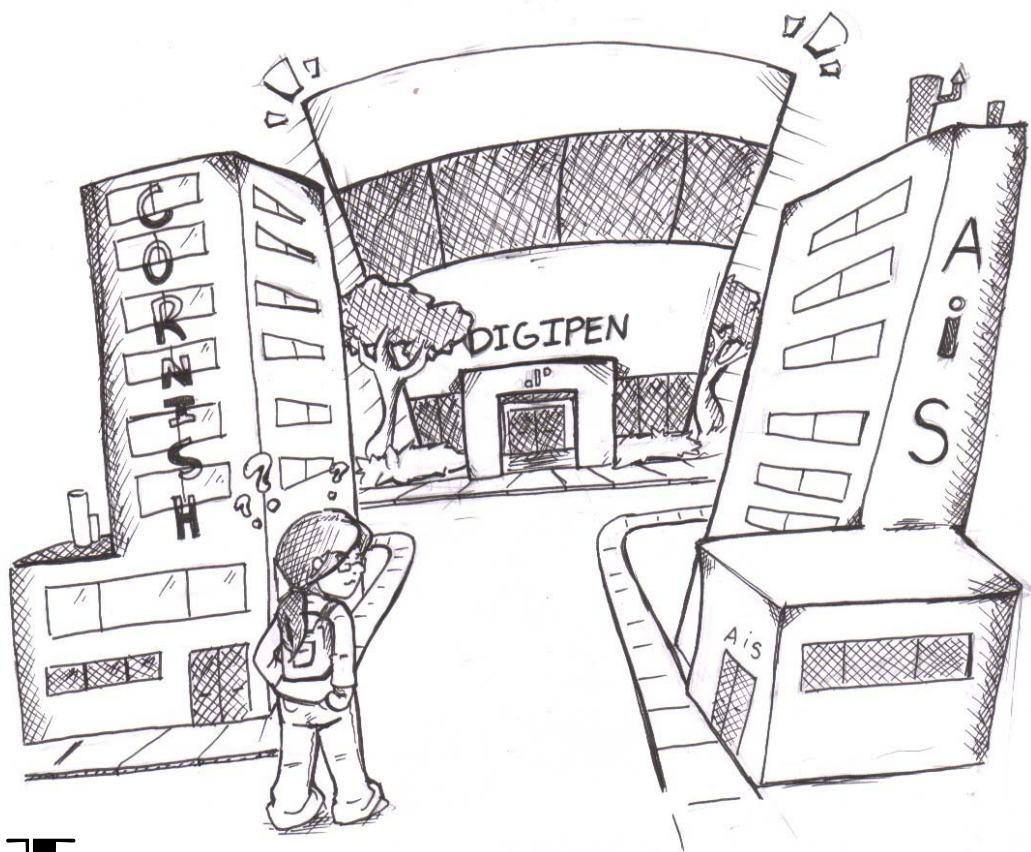
“Disney”, rather.

Michelle started to work – honing her skills in color, line, form, shape, and all other fundamentals of art.

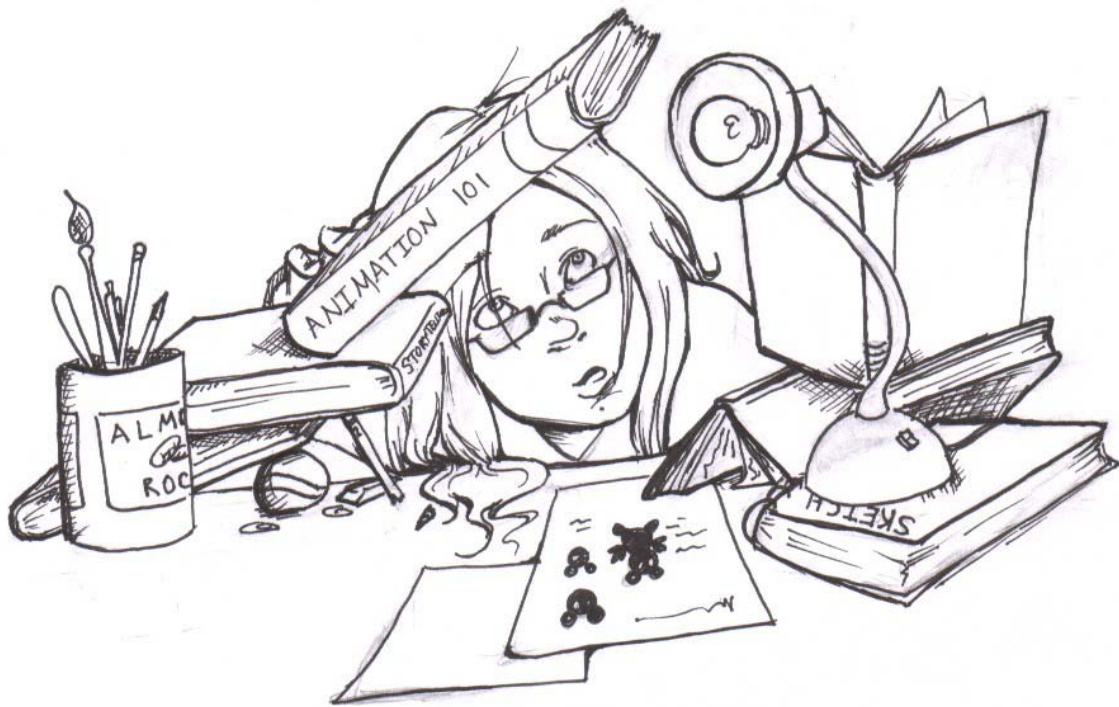


Through the years, she animated short films, rendered ridiculous comics, illustrated school projects and created loveable (and sometime detestable) characters.

Alas, she knew if she wanted to continue to grow in her field she would need to attend some sort of specialized class or school. She wanted more than an uninspiring, standard education in art; for, neither “Graphic Designer” nor “Fine Artist” described her ideal career choice. Instead of starving or advertising the newest brand of toothpaste, she hoped to learn skills to more adequately tell stories with her art.



Then, one day, Digipen made an appearance in Michelle’s life. After searching high and low for the perfect school, it appeared out of nowhere (which, for the purposes of this story, nowhere happens to be Redmond, WA).



They taught character design, storytelling, cinematography, and a plethora of other fascinating subjects. It was too good to be true. Thus, she bid farewell to thoughts of Cornish and Art Institute of Seattle to pursue her dreams a little further northeast than originally intended.

What happens next, you might ask? No one knows for sure, as Michelle's story is far from over. However, armed with determination, new found skills, and a smattering of good fortune, she will find her perfect career path. She may become a story boarder, perhaps an illustrator, or even an art director.



But whatever path is ultimately taken, she will live in euphoria – visualizing new stories for future generations to enjoy and perhaps, just perhaps another little girl from another commuter town will be inspired by the work of a certain Ms. Pecoraro.

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