

THE ATTIC CONTAINS OVER

MAUS



PRESS KIT

6800

ADDITIONAL SKETCHES AND DRAFTS AS WELL AS
129 pages of Maus-related essays, articles and commentary.

2548 SKETCHES LINKED TO
1086 COMIC PANELS

44 pages of post-war Polish pamphlets on the ghettos and death camps with an additional **31** pages of transcribed text and **23** pages of maps and family trees.

232 pages of transcribed interviews with Vladek Spiegelman.

130,556 Words

672 draft pages linked to the original comic.
141 mp3s of Art and Vladek Spiegelman's conversations.

Complete Maus and **245** PAGES OF ARTS NOTEBOOKS.
7 hrs of audio recordings.

RYAN NADEL, 8 LEAF DIGITAL PRODUCTIONS INC.

Ryan Nadel is a digital media producer and strategist. He is the founder of 8 Leaf Digital Productions, a Vancouver based digital creative agency, and a graduate of the Masters of Digital Media program. He brings the experience of a writer for traditional print media publications and of a digital strategist and producer for various clients including Random House Inc. and the U.S. Government. He has acted as an advisor to the Canadian Government on digital literacy. His journalistic work has been published internationally on topics ranging from arts and culture to Israel's high tech scene. He has worked with clients such as the Vancouver Olympic Committee, the U.S. Department of Energy, and the Associated Press.

ABOUT 8 LEAF DIGITAL PRODUCTIONS INC.

www.8leafdigital.com

8 Leaf Digital Productions is an innovative digital media agency that combines both content and application sides of digital projects, from learning platforms, to iPhone applications, and alternate reality games for the likes of the US Department of Energy, Vancouver Olympic Committee, and Pacific Wild. Most recently they have completed the digitization of METAMAUS in collaboration with Random House/Pantheon and Pulitzer-winner, novelist Art Spiegelman.



"I'm overwhelmed by the generous dedication and expertise of Ryan Nadel (and his cohorts at 8Leaf Digital, Ian McDonald and Tony Cheung) who made the DVD possible against all odds."

—Art Spiegelman, author, METAMAUS

THE MAKING of METAMAUS

DESCRIBED BY RYAN NADEL, FOUNDER, 8 LEAF DIGITAL PRODUCTIONS



“Ultimately, we were driven by the sense of preservation that the digital form offers. The ability to share these images, the artifacts of Maus, in way that can be explored; in a way that won't fade or get lost. I convened a team of two other graduates from the Centre for Digital Media, Ian McDonald and Tony Cheung, and we started from scratch to rebuild the application from the ground up. With a software project it takes a while before you can see progress. I remember our first conference all with Art in July 2010.

He was aghast at how little progress we made. That was the beginning of a 10-month collaboration. Soon thereafter I went to New York and visited Art's studio. We had made some progress on the application and I was excited to share it with him. Art Spiegelman is a world-class artist and graphic designer. He has no patience for mediocrity and only accepts perfection. Perfection as defined by alignment with his vision. It started with Art declaring the project a mess and disaster. It ended with us sitting together and figuring out how we can make this thing work. Art is used to do everything himself. He designs every aspect of his books down to the copyright. But with computers there's an abstraction between the design and expression. A visual design needs to be translated into code and only then does it take on a familiar form. I was faced with the challenge of bridging this gap for Art of translating his vision into code and creating an interactive work that lived up to his aesthetic and visual rigour. It was a daunting process”. ■

THE OUTCOME

- 672 draft pages linked to 249 pages of the original comic
- 2548 sketches linked to 1086 comic panels
- The attic contains over 6800 additional sketches and drafts
- 141 mp3s of Art and Vladek Spiegelman's conversations
- 7 hrs of audio recordings
- 129 pages of Maus-related essays, articles and commentary
- 232 pages of transcribed interviews with Vladek, comprising 130556 words
- 245 pages of Art's notebooks
- Complete Scans of all of Maus 1 and 2
- 23 pages of maps and family trees
- 44 pages of post-war Polish pamphlets on the ghettos and death camps with an additional 31 pages of transcribed text.

BUZZ ALERT

For Media Enquiries, contact:

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8 Leaf Digital Productions' New Digitized Experience of a Pulitzer Classic METAMAUS: A Look Inside a Modern Classic, Maus

Vancouver, BC (October 17, 2011) – Marking the 25th Anniversary of Pulitzer winning *Maus*, author Art Spiegelman and Pantheon Books have published METAMAUS; a multi-media exploration of the creative and historical content behind the making of the cult-classic, graphic novel. METAMAUS includes the DVD, produced by 8 Leaf Digital Productions, that provides access to an extensive archive of audio interviews with Spiegelman's Holocaust survivor father, historical documents, and a wealth of the author's private notebooks and sketches.

METAMAUS re-enters *Maus*, the graphic novel that has altered how we see literature, comics, and the Holocaust. A literary cannon alongside the likes of *Anne Frank*, *Maus* tell the biographical story of Art Spiegelman's father, Vladek, and how he and Spiegelman's mother, Anja, survived the Nazi occupation of Poland, first in hiding, and then at Auschwitz.

"The first time you hear Vladek's voice, the whirring of his stationary bike in the background, it's like falling through a mineshaft of time. You are there with Spiegelman listening to this story. As poignant as *Maus* is, the DVD adds a new dimension," shared Ryan Nadel, Founder, 8 Leaf Digital Productions, who worked closely with Spiegelman for over a year on the creation of the multi-media companion of METAMAUS.

In METAMAUS, Spiegelman probes the questions that *Maus* most often evokes -Why the Holocaust? Why mice? Why comics? Spiegelman's illustrations have been praised for their ability to break down the emotional barriers to the tragic story of the Holocaust; making this graphic novel produced twenty-five years ago still relevant today.

Nadel saw his work on METAMAUS as a chance to embody the important role digital media plays in repackaging artifacts of the past and giving them new life. "I was faced with the challenge of bridging the gap for Spiegelman of translating his vision into code and creating an interactive work that lived up to his aesthetic and visual rigour. Ultimately, we were driven by the sense of preservation that digital form offers: the DVD is more than just a deeper look into the book, it offers the ability to share these images, the artifacts of *Maus*, in a way that can be explored and that won't fade or get lost. This is all the more important, as the task of remembering the Holocaust falls to generations that didn't experience it."

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