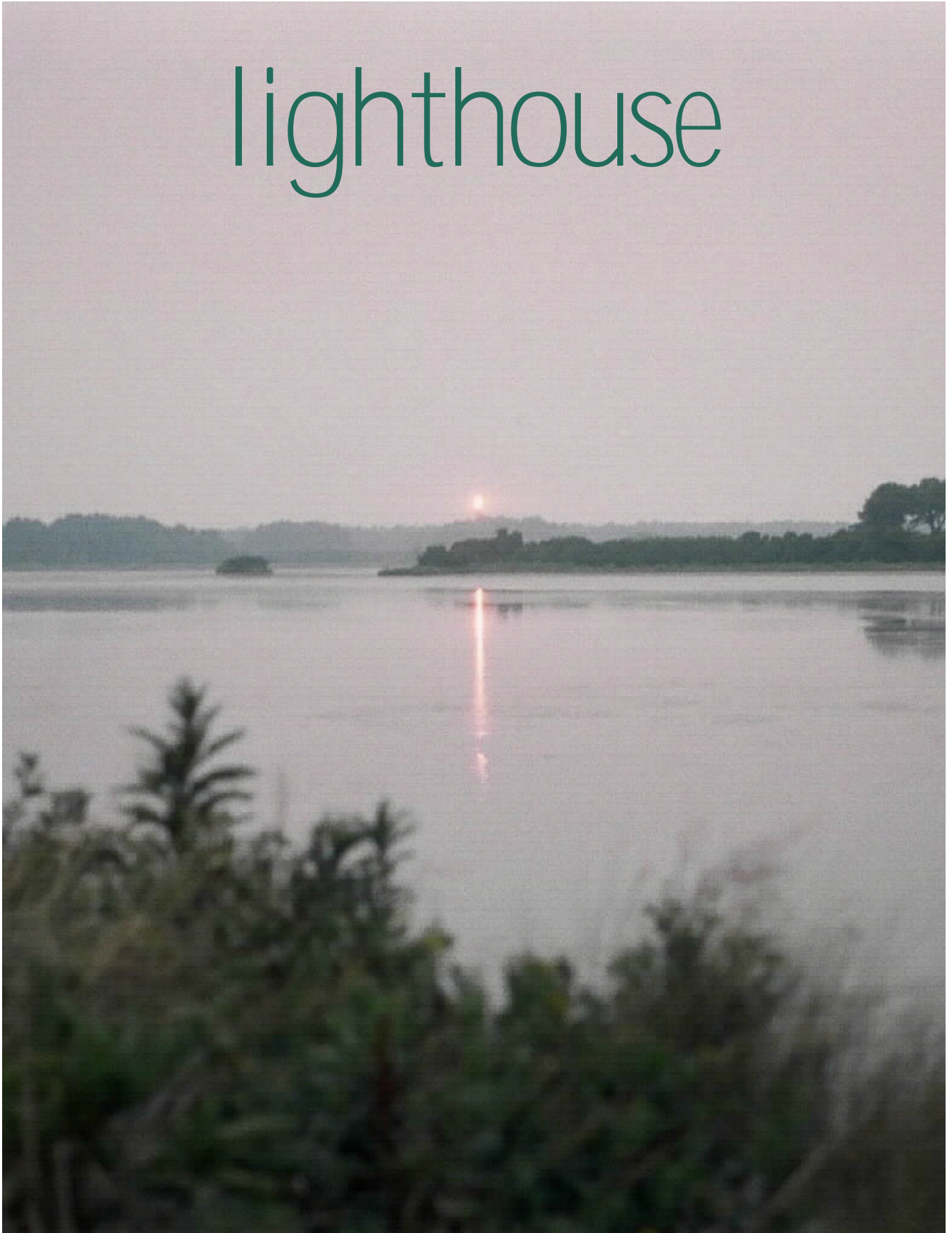


lighthouse





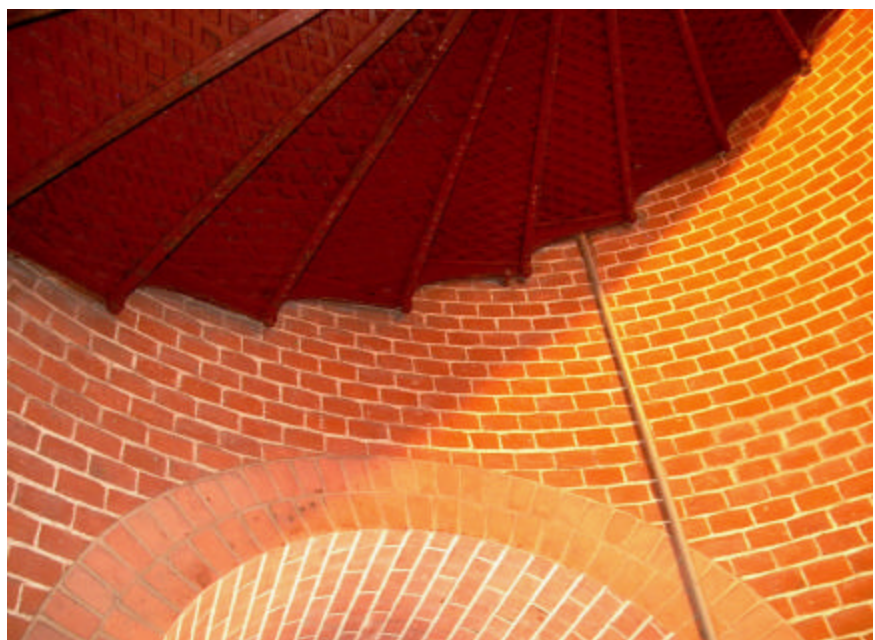
It would take an extremely wide angle lens camera to take in the entire Assateague Light, so those of us with more mundane equipment must do montages. I shot night shots with the Pentax K1000 (SLR film) and the digital. I overstayed my welcome and got to the parking lot to find the Park Rangers waiting for me. Oooops. They asked for ID, if I had any illegal substances...when I showed them the inside of the van, and said, "You can search it if you want, the Ranger said something like; "Uh, that's ok..."





Photographs don't capture the effect of standing below the Light. Two lights, offset, create a double blink-blink... blink-blink... from a distance. As you climb through the woods, you walk through shifting treeshadow, then the light's top appears through the trees, and you see this vast four-spoked wheel of light spinning slowly against the stars. The treeshadows, dark against white sand, shift and dance with the turning of the wheel. I Photoshopped this; it's close.

The exterior of the light is a beautiful classic tower, an iconic faerie tale image, even as it is utilitarian. The outer wall is a cone, wider at the bottom. The inner wall is a cylinder: the window alcoves are deeper at the bottom. An iron pole runs from bottom to top holding the spiral stair. There is a watch room under the light. And the light itself: a glass room, exceedingly hot in summer. The details have an incredible abstract beauty...

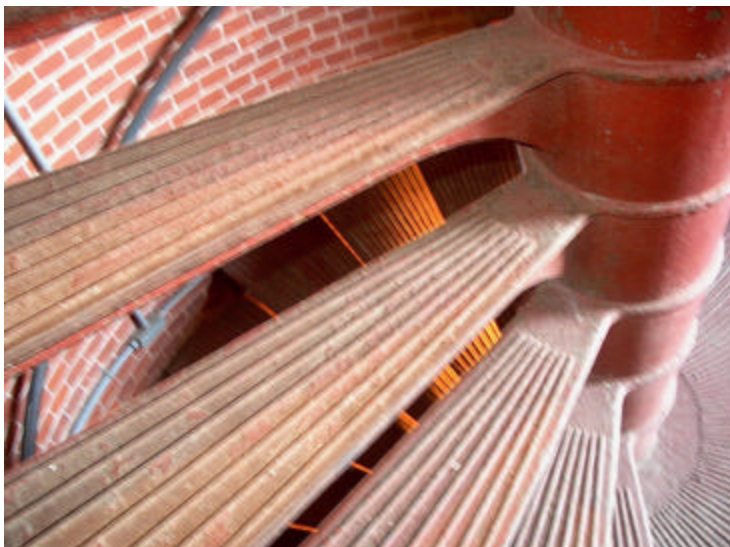




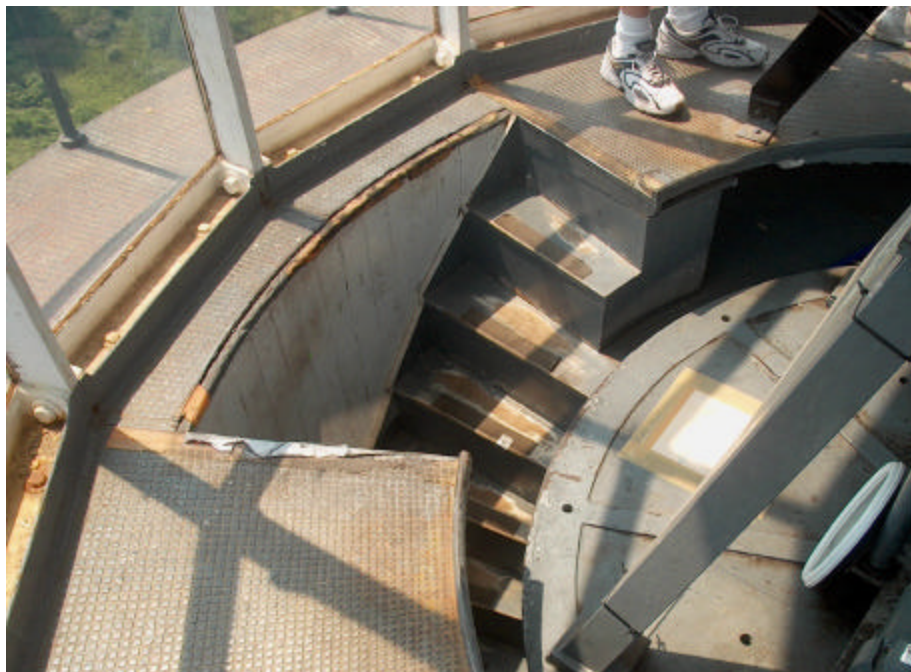


ground floor

from under the stair; toward a ground level window alcove (note how deep it is)



looking down the stair, wall and handrail visible at upper left

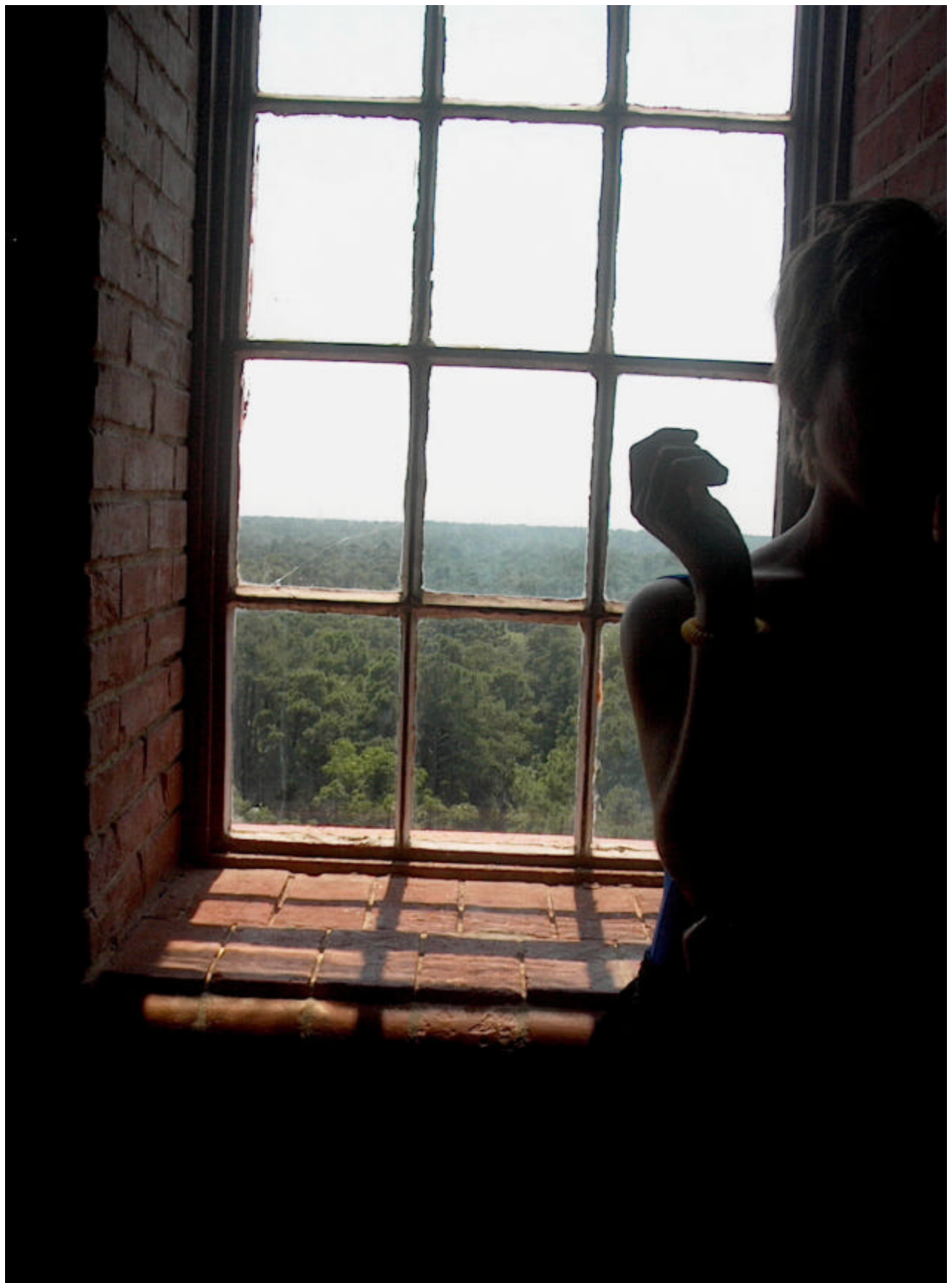


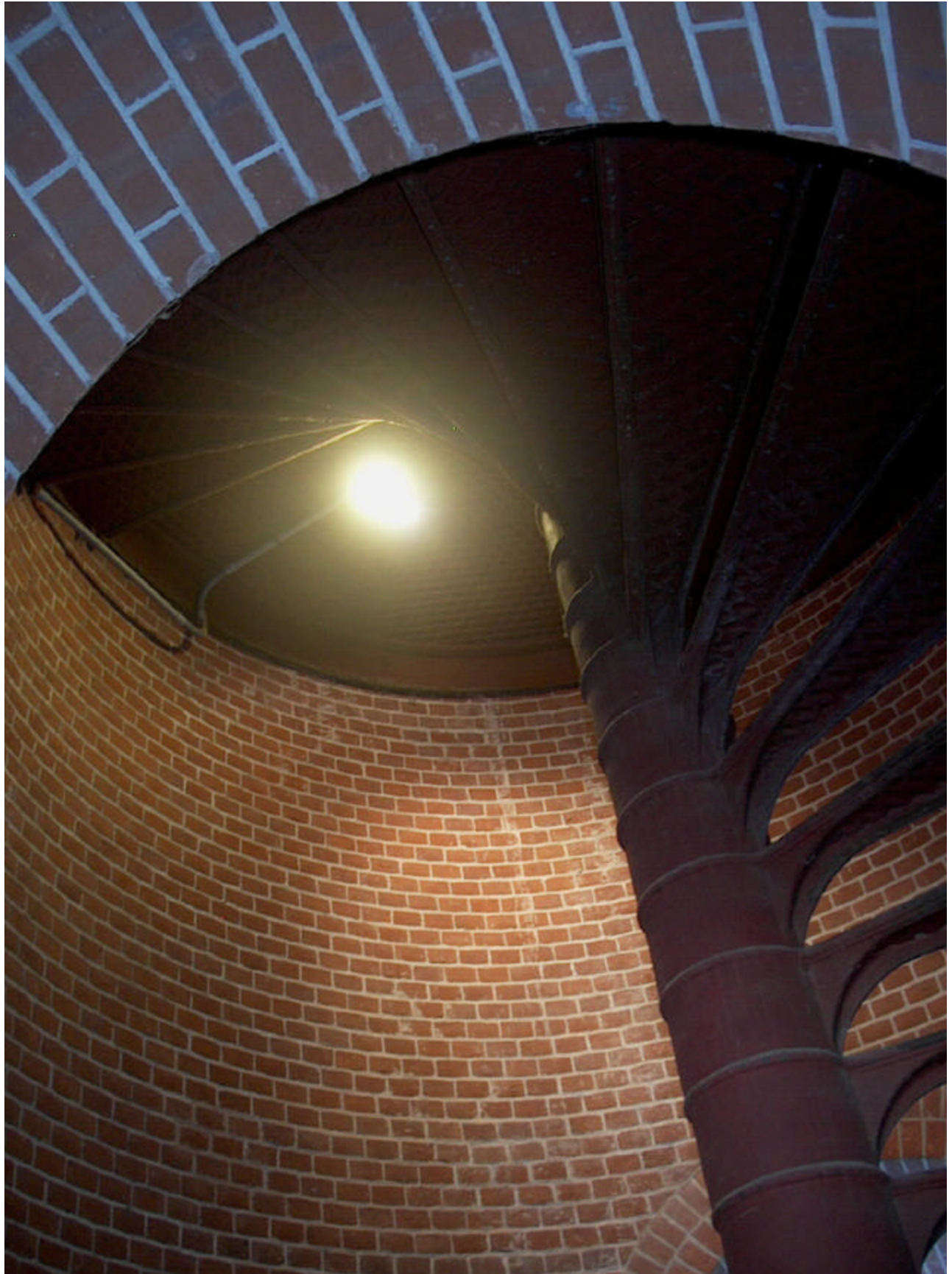


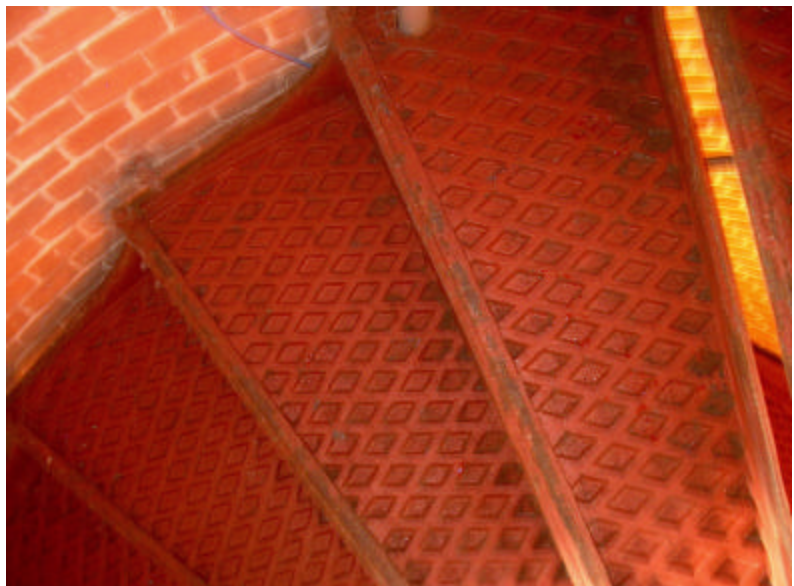
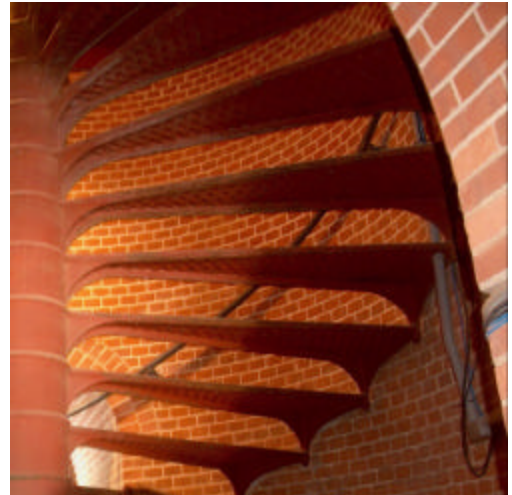
shadows cast by window

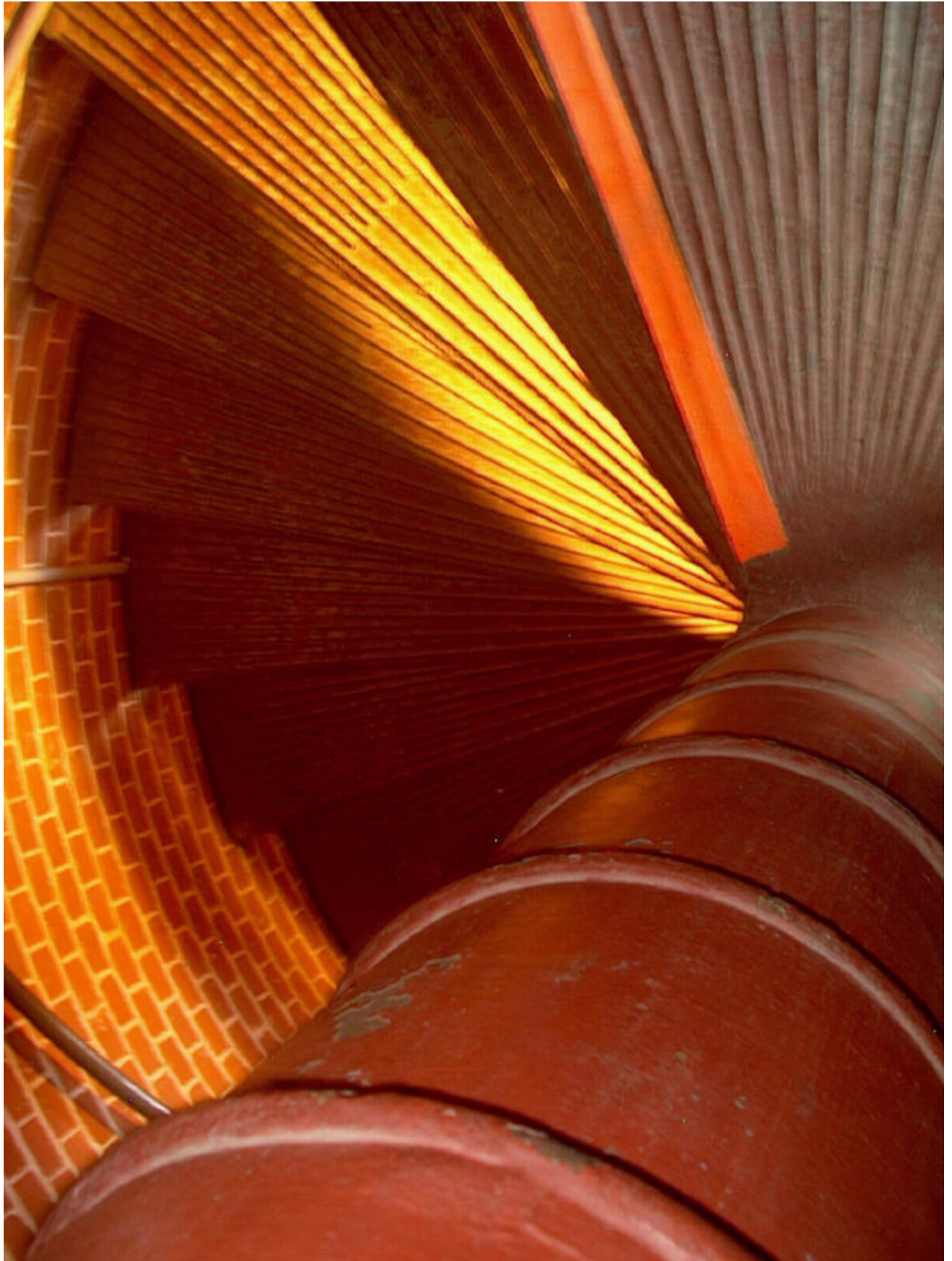
ground floor view of vent (space between conical outer tower and straight cylindrical inner tower), below; looking up vent; you can see the curved outer wall (left) inner wall (right) and the straight walls between

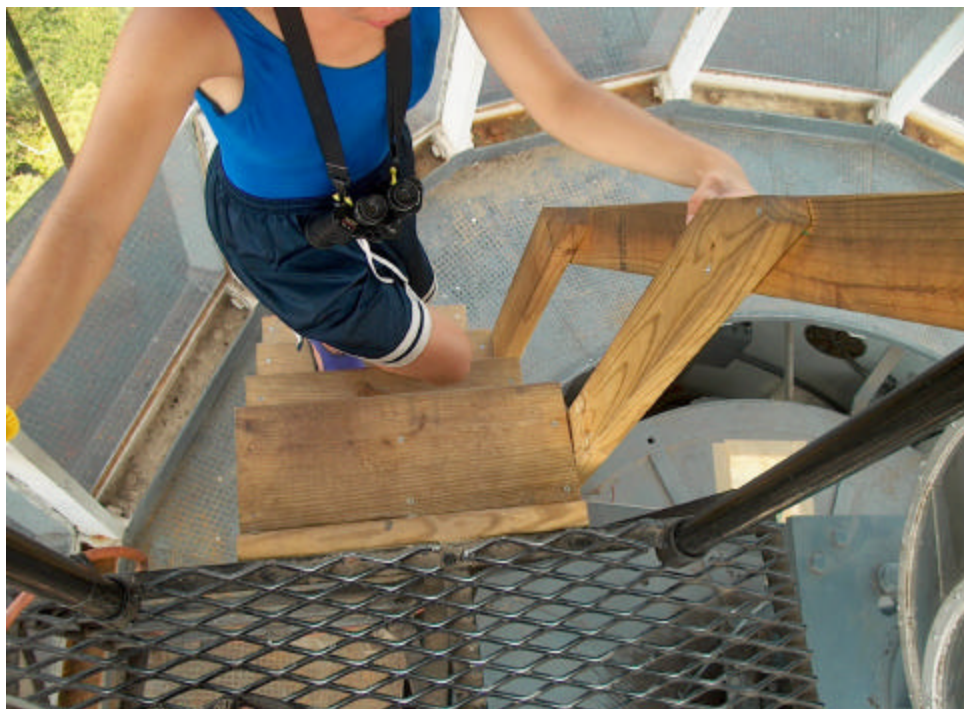




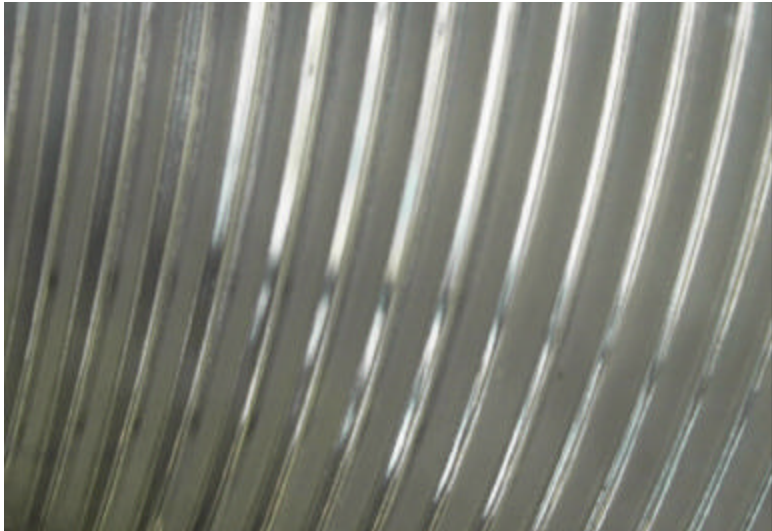




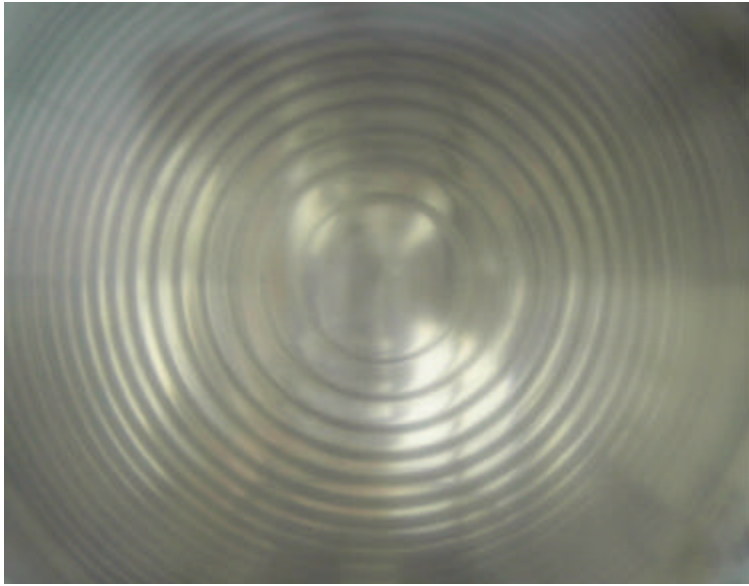












lights, ceiling, and below,
windows of the light
room







