

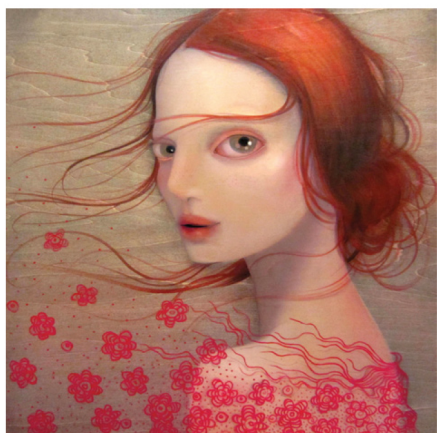
# TANIA

ARTIST, DESIGNER  
AND ALL AROUND  
RENAISSANCE  
WOMAN, TANIA  
MARMOLEJO, LETS US  
IN ON THE SECRETS  
OF HER SENSUAL  
ARTWORK AND HER  
MANY CREATIVE  
PROJECTS

*"La novia sin  
papeles,"* 48 x 69,  
oil on canvas, 2013



*"The sweet lie,"*  
16 x 16, oil on  
canvas, 2011



PHOTO\_CREDIT

Born in Santo Domingo to a Swedish mother, Tania Marmolejo comes from an exotic mix of cultures. Despite growing up in the Dominican Republic, Tania decided to study Fine Arts in Norway, before returning to Hispaniola to study at the Altos de Chavón School of Art and Design, a step which led her to earn her four-year university degree at Parsons The New School for Design in New York. Today, having exhibited her works at international art fairs such as PINTA and Context Miami, as well as having worked on animation designs for MTV, Disney and Scholastic Books, Tania is a Chavón graduate who defines success. Her mesmerizing work oozes sensuality, and while currently working on several projects based in Santo Domingo, CasaLife had the opportunity to get to know the girl behind those enigmatic round eyes that are the focus of her paintings.

## When did your passion for art begin?

My passion began as soon as I could form shapes with my pencil or crayon. I have memories of trying to draw hair that would curve, instead of looking like scratches. I became obsessed with drawing in the style of my children's books, and remember my frustration when my drawings weren't exactly



(Left) "The delicate game of torment," 49 x 52, oil on wood canvas, 2013; (Right) "The uninvited guest," 36 x 48, oil on canvas, 2012



"Master and commander," 18 x 24, oil on wood canvas, 2012; "That which was undone," 18 x 24, oil on wood canvas, 2012



"Pleasure-pain principle," 20 x 20, oil on wood canvas

equal. I would draw in books, encyclopedias, walls... When I was 4 years old, one of my drawings was published in the local newspaper, and that fed the flame. I haven't stopped since.

#### How did your experience at Altos de Chavón School of Design influence your work?

Chavón presented with the idea of being a painter. I had entered hoping to study graphic design, since I had become influenced by Scandinavian design and became interested in it while studying in Norway. My teachers at the School convinced me to study art—drawing, sculpting and painting, and explore how far I could go. I was never happier than in those days when I could draw and paint, and think of nothing else, and decided I would continue doing it no matter what I chose to do in life.

#### What inspires you?

Dramatic landscapes and wildlife. I like to take long hikes and escape urban life, taking many photographs. Storms inspire me. Also beautifully-created art; I like to visit the Metropolitan Museum of Art for example, and visit my favorite paintings, sculptures, photographs and sketches. Art that reminds me that the sublime can be created by human hands.

#### How do you define your work? Provocative? Sensual?

My work is intimate. I don't begin any work with the idea that it will be provocative, but sometimes it becomes that. I suppose it's because of the intimacy between the viewer and the subject. There is always a certain sensuality in my work, and it comes from the way I view life around me. I may paint a landscape and consider it sensual simply because of the use of fiery colors. Sometimes sensuality can be subliminal, and sometimes it comes directly from the look in a pair of eyes in a painting.

#### What are you doing now?

Today I am a painter and designer. As a painter, I am represented by the Lyle O. Reitzel Gallery, where I just had my first solo exhibit in Santo Domingo. With the gallery, I've also exhibited in PINTA art fairs, as well as In Context Art Miami during Art Basel and other exhibitions. I am also a print designer in New York; I just finished designing prints for Nanette Lepore's "L'Amour" line, and am currently creating prints for Nicole Miller's lingerie and sleepwear lines. I am also collaborating with Aguayo Tiles on a line of mosaics. I could probably squeeze more activities in there too, you never know. [CL](#)