

To date I have built small models of the Sacred Square of Tenochtitlan^{and} Tlatelolco, the great market place of Tlatelolco and have completed all but the finishing touches on the palaces of the princes which lay to the south of the present day Zocalo square of Mexico City. I have also built the palace of the Cihuacoatl of Mexico on the western side of this square as well as the Cuicacalli, the school of song and dance located next to it just off the southwest corner of the Crownellated wall of the Temples (as mentioned in Duran.)

By finishing touches I mean such elements as the almenas and surrounding landscaping, the flagstone flooring of various courtyards and such details as sculpture, garden structures, pools and flower gardens, trees etc.

I learned a valuable lesson a long time ago, which remains one of the primary motivations behind all of this work. It is one thing as an artist to create reconstructions of places freely from mental concepts and quite another to be given precise dimensions of areas, ^{the} requirements of which are so important to the nature of the designs of the structures within them. This forces one automatically to move from generalizations to specifics and to design these works with a more particular sense of their reality.

I know that what I do is basically an artists' reconstruction of views and visions lost forever and that no matter what I do or how convincing I am, the reality was ^{and will always remain} different. Nevertheless I think it is possible and also my aim to give the viewer a sense of the place. One that can live within their memory and that can become a part of their own experience.