

2005

Yellow Island (White Pelican Review)

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YELLOW ISLAND

Once I drew an island using only one color.
I chose another color for the surrounding water.
That made it hard to distinguish *yellow island in a blue sea*
from *yellow ball sailing through the sky*.
I worried people might get confused and think
an island was something to throw, pick up
and hurl in a fit like one of those tempestuous
Greek or Norse gods after arch rival spirits maiden
off to some island the color of her flaxen hair.

Other interpretations rushed to mind.
There were still life options, as in *Lemon on a Blue Tablecloth*
or *Close-up of a Kernel of Corn*.
Abstraction really opened up the field.
Consider *Solitude in Two Colors*,
Composition Without Corners,
or simply *August*.
I decided, given the limitations of my rendering,
I would be wise to invest in all its manifestations.
Besides, what if it had to be these other things
(and more) in order to be what it was?

I grew to like the idea of an island

as a piece of fruit, or a toy,
or the month of late summer,
especially if it was my island which could be anything
as long as I could get to it on my own
and by some accident of fate was stranded
for a time inside its very nature.