

eva

ELEMENTARY VISUAL ARTS

Park City Education Foundation • Kimball Art Center

LESSON

8

Takashi Murakami

Cartooning

Verbal Directions

LESSON OVERVIEW

Takashi Murakami (born 1962) is a Japanese artist known for his playful and bright contemporary Japanese prints. Students will learn about his influences from traditional Japanese art to anime and create their own cartoons inspired by his contemporary art style.

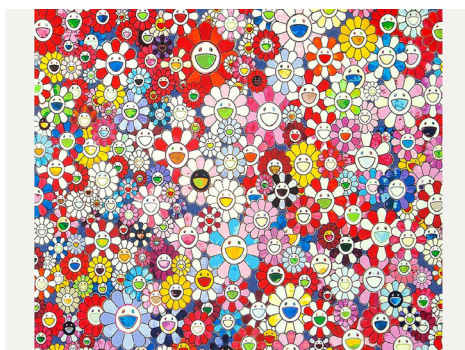
INSTRUCTIONAL OBJECTIVES

- Learn about Takashi Murakami's art and success.
- Explore traditional Japanese art history.
- Practice drawing in the anime style.
- Create a colorful cartoon design.

SUPPLIES

- Colorful construction paper
- Cardstock
- Fine point Sharpies
- Pencils
- Scissors and glue sticks
- Erasers
- Color pencils or markers
- Paint pens
- Images of Takashi Murakami's Artwork

TAKASHI MURIKAMI



Takashi Murakami (born 1962) is a Japanese artist known for his fun, bright and contemporary Japanese prints. He was raised in Tokyo, Japan and was a fan of anime and manga (Japanese comics). He hoped to work in the animation industry. He attended Tokyo University of the Arts to acquire the drafting skills necessary to become an animator, but eventually studied Nihonga, the traditional style of Japanese painting. Then he started to explore more contemporary artistic styles. He came up with the idea of Superflat. He was interested in creating a new Japanese art style, instead of the traditional art techniques. In his art he uses smiling flowers, iconic characters, mushrooms, skulls in a comic or manga style. He wants to bring together high art and consumer everyday culture. His artwork is produced in large factories of workers who make and sell his art. [Learn More](#)



LESSON PLAN

1. Take a look at examples of Takashi Murikami's artwork. Talk about his influences, interests and heritage. In addition to his gallery work, show students some of the commercial projects he has done in collaboration with various fashion brands and artists.

- What stands out to you about Takashi Murikami's style?
- How does it make you feel? What does it make you think about?
- Why do you think he likes to draw flowers?
- What other characters do you see in his artwork?

2. Discuss and show examples of traditional Japanese artwork and anime style drawing and their history. Explain Takashi Murikami's process. From his team member: "We receive Murakami's sketches, prepare them for print and print them on a large format printer. We print them in very high resolution. We have a team of fifteen people. We print on wallpaper, film for glass, and other materials." Ask students what they think of this process. Because of his subject matter (cartoons) some people do not see his work as fine art. Open up for conversation:

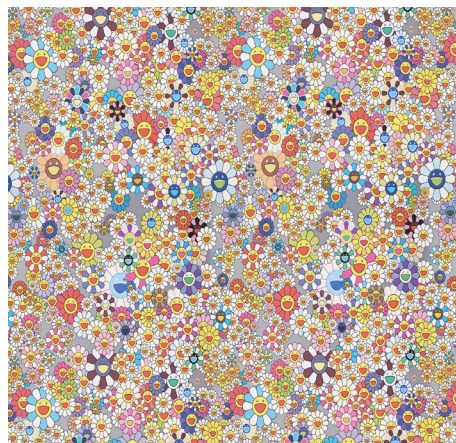
- What makes this Art? Who is the artist?

A. Create a cut-out of Takashi Murakami Flower. Out of color construction paper, cut-out a round center for the flower. Then practice cutting petal shapes of all colors. Glue the petals to the back of the circle and then draw a cartoon expression with pencil or marker.

B. Practice a large drawing of a Takashi Murakami Flower . On a large sheet of paper, draw the center circle of the flower. Then draw rays off of the center of the flowers (at least 8). Connect the lines with curves to create the petals. Before adding a face to the flower, practice various anime expressions using the resources below. Add color with color pencils or markers.

C. Takashi Murikami choose flowers for a lot of his artworks. Choose a subject, draw a cartoon version and add an expression to its 'face.' A cartoon is a drawing that is not realistic and is simplified. Add color with color pencils.

D. Create a pattern with cartoons. Choose a simple cartoon design and repeat it filling a page like wallpaper. Add color with color pencils.





KEY IDEAS THAT CONNECT TO NATIONAL CORE ARTS STANDARDS: Based on Utah Core Arts Standards visual Arts Requirements (Kindergarden).

Strand: CREATE (K.V.CR)

Standard K.V.CR.1:

Engage in self-directed exploration and imaginative play with art materials, and engage collaboratively in creative art-making in response to an artistic problem.

Strand: RESPOND (K.V.R.)

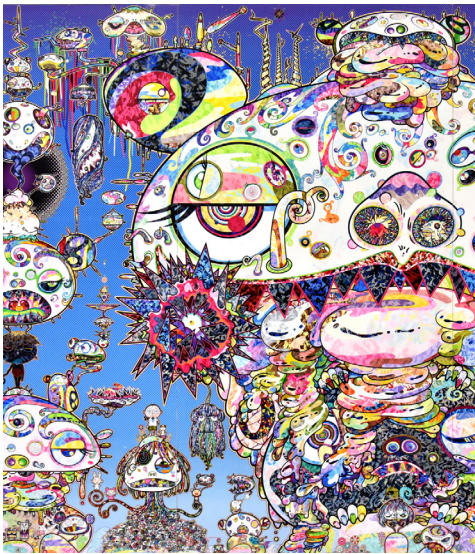
Standard K.V.R.2:

Identify subject matter and describe relevant details.

Strand: CONNECT (K.V.CO.)

Standard K.V.CO.2:

Recognize that people of many cultures make art, and identify a cultural purpose of an artwork.



ADDITIONAL REFERENCES

Click on links to learn more.

- <https://www.botanicalartandartists.com/famous-asian-botanical-artists-600-1900.html>
- <https://gagosian.com/artists/takashi-murakami/>
- <http://www.artnet.com/artists/takashi-murakami/>
- <https://www.animeoutline.com/12-anime-facial-expressions-chart-drawing-tutorial/>
- <https://www.wikihow.com/Draw-Simple-Anime-Eyes>
- <https://www.britannica.com/art/anime-Japanese-animation>
- <https://www.youtube.com/watch?v=-YPOWBQAd1M>
- <https://www.youtube.com/watch?v=zPkAQCdXcLc>

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