

KEITH HARING

ARTIST STUDY

ABOUT KEITH HARING (1958-1990)



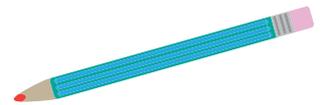
"ART HAS NO MEANING BECAUSE IT HAS MANY MEANINGS, INFINITE MEANINGS. ART IS DIFFERENT FOR EVERY INDIVIDUAL, AND IS DEFINABLE ONLY BY THE GIVEN INDIVIDUAL."

Born in Pennsylvania, America in 1958, Keith Haring loved drawing from a young age. He learnt how to draw cartoons from his father and was inspired by the Disney and Dr Seuss illustrations which he saw around him.

Although he enrolled in Arts School, he dropped out when he decided that he did not want to become a commercial artist. Instead he studied on his own for a time. Later, he moved to New York and was given a scholarship to Art School there. In New York he was surrounded by a vibrant multicultural scene. Haring was influenced by the artwork he saw in museums and galleries, but also by the graffiti around the city. One day he saw an empty black advertising panel in a subway station and decided to make a white chalk drawing on it. He continued doing this whenever he saw a blank advertising space, and people began to recognise his work. Haring received international recognition and had opportunities to complete all kinds of different projects including advertising campaigns, animations, set-designs, and public art works. In 1988 Haring was diagnosed with AIDS. He continued working and set-up a foundation to provide funding to AIDS organisations and children's projects. He died aged just 31 in 1990.

YOUR TASKS

Task 1: Answer the following questions in full sentences



- What inspired Haring? Look at his artwork. Can you see evidence of the things that influenced him? Explain...
- Study his artworks, and write a list of five things that describe Haring's style (these are called 'characteristics').
- Keith Haring said "Children know something that most people have forgotten." - can you explain how this idea is visible in his work?

Task 2: Make Haring inspired pop-up card

Taking inspiration from 'Luna, Luna' (pop-up card designed by Haring), create your own:

1. Start by filling a page with Haring-inspired doodles in black pen. Look at his use of smooth lines in a single colour, outline shapes and figures, movement lines and bold forms including letters. Notice how some shapes overlap, going behind or in front of each other, and how all the space is used. You can get inspiration from the '**figures moving**' source sheet.
2. Next, test out some simple **pop-up mechanisms** from the sheet.
3. Now create a pop out card combining elements from your drawing with the pop-up mechanisms. Will your card have a theme? Include lettering? Will you use colour or keep the design in black and white?



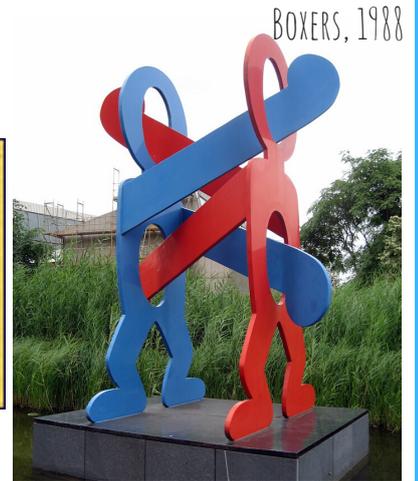
HARING SOURCE IMAGES



TOGETHER WE CAN STOP AIDS
MURAL, BARCELONA, 1989



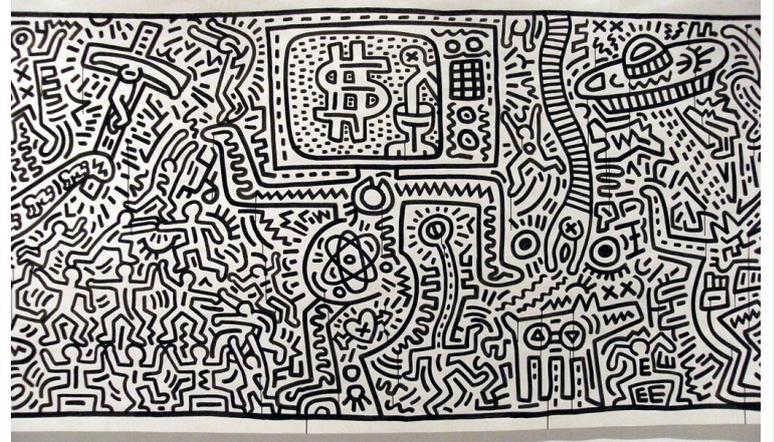
HELLER GARDEN TICKET



BOXERS, 1988



TUTTOMONDO MURAL, ITALY, 1989



DETAIL OF THE MATRIX (30FT DRAWING), 1983



SCULPTURE IN HELLER
GARDEN, AUSTRIA



LUNA, LUNA, LIMITED EDITION POP UP CARD, 1986

Swap completed pop-up cards with a partner. Complete a short peer assessment:

- *How is the style of the work the same as Haring's? How is it different?
- *What works well on the card?
- *How could they improve their design do you think?

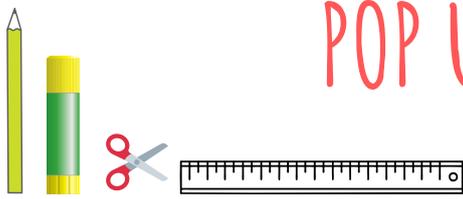
FURTHER IDEAS

⚡ Create a paper sculpture taking inspiration from Keith Haring. Look into construction techniques you could use, such as slotting or creating three dimensional shapes from nets.

⚡ Research contemporary artist Shantell Martin who creates large scale black and white drawings often in front of an audience. She makes work on different surfaces; what could you use to make artwork on?

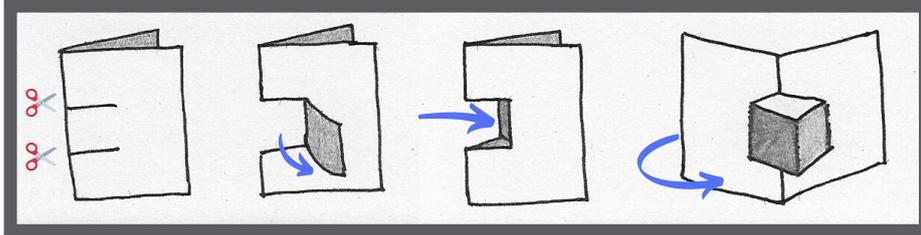
FIGURES MOVING SOURCE IMAGES





POP UP MECHANISMS TO TRY

BOX STAND



Cut two parallel slots of equal length

Fold the middle piece forward

Then poke the middle piece forward into the centre of the card

Open and close the card for the pop-up to work

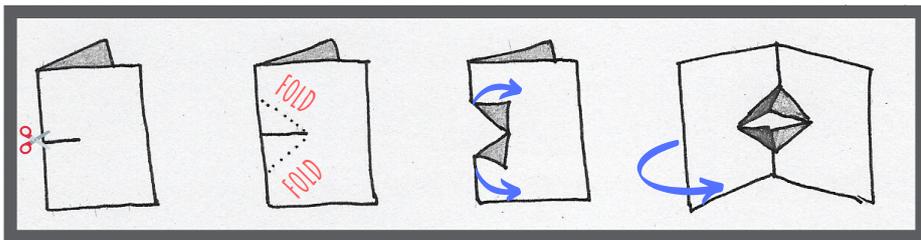
Make a box stand inside your card.

*You can vary the size of the box by altering the length of the cut lines.

*You can make more than one box stand in your card by doing two sets of cuts into the card.

*Try sticking extra bits of card on to the outside of the box shape.

MOUTH MECHANISM



Cut one line into the card

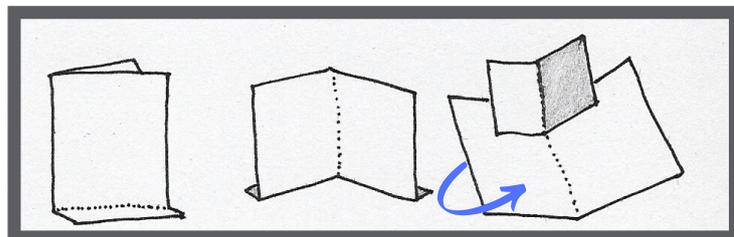
Fold two lines from the end of the cut line back to the edge

Poke the middle pieces through into the centre of the card

Make a mouth mechanism inside your card.

*You can add paper behind the card so that you can see something behind when the 'mouth' opens.

STAGE



Use an additional piece of card to fold a 'stage' with a fold down the middle

Fold two 'feet' at the bottom of each half

Stick the 'stage' feet on either side of the middle fold of the card

Make a pop-up stage inside your card.

*You can make several stages in a single card.

*You can cut the 'stage' card to any shape.

*You can add cut-out windows in your 'stage' to see what is behind.

OTHER TYPES OF POP UP MECHANISM YOU COULD EXPERIMENT WITH:
DOORS YOU CAN OPEN
SLIDERS
SPRINGS