

Phil Paradise & Drawing Animals



Phil Paradise, *Interval*, 1968, serigraph on paper, 22 ½ x 16 inches.
BMoA Permanent Collection 1988.01.27. Gift of Stary Sheets Art Gallery, 1988.

Phil Paradise (1905-1997) was a well-known painter, printmaker, illustrator, and teacher. Born in Ontario, Oregon, he was raised in Bakersfield, California, and studied at the Chouinard Art Institute and Scripps College. Early in his career, he was closely associated with California Watercolorists and Regionalists. After traveling to Mexico, Central America, and the Caribbean in the 1940s, his work began to display influences of cubism. Throughout his artistic career and known for his ability to sketch from memory, these travels continued to be a primary source of inspiration. In the 1960s, upon returning to California, Paradise set up a print-making studio in Cambria, California, and began producing limited edition serigraph prints like *Interval* (1968). During this period, the artist also pursued sculpture, pottery, and ceramic murals. During his lifetime, his work was included in exhibitions at the Art Institute of Chicago, the Museum of Modern Art, and the Whitney Museum of American Art. BMoA has over forty works by Phil Paradise in its permanent collection.



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Phil Paradise is known for his illustrations, prints and paintings of animals and nature based in California and South America. Phil Paradise is known for his illustrations, prints and paintings of animals and nature based in California and South America. His animal-focused prints reveal the shape of the animal, and use abstraction through line and color to complete the work. Create a contemporary animal artwork using color and lines to abstract or exaggerate the appearance of the animal.

MATERIALS

- Pencil, pen, or other drawing media like crayons or colored pencils
- Scissors
- Glue
- 4-7 pages of construction paper

INSTRUCTIONS

1. Reference any images of animals from magazines, books, or online
2. Try to break down your animal into simple shapes from big to small
3. Begin to fill in the silhouette of the animal you are drawing with texture and shapes to give some details and characteristics of the animal's appearance.
4. Experiment with colors when filling in shapes and lines with desired material.

