

Anthropomorphic Paintings

Animal

By [Sharon Gale](#) working with KS1 & KS2 students at the Weston Park Art Club



Context

This painting activity looks at giving human characteristics to animals. Anthropomorphism is making something which is not human, more human like. Think of Miss Piggy, Mickey Mouse and the characters created by Beatrix Potter as an example.

Ancient civilisations used anthropomorphism as a literary device when storytelling and in the art they made. The oldest example of an animal-shaped work of art is the Lowenmensch figurine. It's about 35,000 - 40,000 years old and is a sculpture of a human figure with the head of a lion.

To introduce students to anthropomorphic animals, we looked at the paintings of two contemporary artists who use anthropomorphism in their work, Ken Hoffman and Svjetlan Junakovic. Hoffman uses colour and texture to great effect whilst Junakovic's anthropomorphic characters are adorned in historical costume.

This project, on this occasion, had to fit in a two and a half hour time slot, but with more time, students could investigate their fashion and history ideas more thoroughly.

| | | |
|----------|---|---|
| | Please log in here to access full content. | |
| Username | <input type="text"/> | |
| Password | <input type="password"/> | |
| | <input type="button" value="Login"/> | <input checked="" type="checkbox"/> Remember me |
| | Forgot Password | |

To access all content, I would like to join as...

An Individual



Creative practitioners, educators, teachers, parents, learners...

From £3.50

An Organisation...



Schools, Colleges, Arts Organisations: Single and Multi-Users
From £42

AccessArt is a UK Charity and we believe everyone has the right to be creative. AccessArt provides inspiration to help us all reach our creative potential.
