

## Kim Murton

Kim Murton has been making sculpture and functional ceramics in her home in Vancouver, WA for over two decades, working mostly with low-fire terra cotta clay and colored slips.



Her work ranges from small round heads that fit in your hand to larger coil-built, abstract figurative totem pieces and large 3' tall heads. Her colorful, cartoon-like pieces are influenced from pre-Columbian and Mexican pottery, mixed with training and work history in animation and a love of comics. Kim studied ceramics at The School of the Museum of Fine Arts, Boston and a study of film and animation at The Cooper Union School of Art in NYC. After graduating she worked in the animation industry on staff for RO Blechman, and later for JJ Sedelmaier, Jumbo Pictures and Tony Eastman. A move west led to studio work and teaching at The Firehouse Pottery Lab in Boulder, Colorado and eventually a move further west and study at Oregon College of

Art and Craft in Portland, Oregon. Kim also works as an illustrator and posts a daily cartoon on her blog [cartoonworryoftheday](#) and is freelance illustrator for the NYT. Her work can be seen in and around Portland, OR and Seattle, WA. The wall piece heads that I make are an experiment in pattern and design using the face as a starting point. My background is in animation and repetition is a meditative, almost addicting, creative process for me. I love the subtle changes that happen in each piece that I make. I start with a blank, hollow or flat shape-usually working with



8-12 pieces at a time. I line them up and work through the process of adding features and then, painting layers of colored slip onto the wet clay. Once painted I add detail by scratching through the slip, tapping in steel brads, and adding details with underglaze. The final step in painting is adding the black dot pupils which has the effect of bringing the piece to life. Each piece is then bisque fired, clear glazed and fired again. I am often told that my heads remind others of people they know and considering the abstract nature of my work I find this to be very interesting. I too see my family, friends, and neighbors in my pieces.