

# WILLIAM KENTRIDGE

## THE PULL OF GRAVITY

William Kentridge lives and works in Johannesburg, South Africa. He's best known for his hand-drawn animated films, charcoal drawings, theatre and opera productions, and sculptures.

William tells powerful stories about history, memory, and imagination. He shows us how

just a few lines or shapes can suggest much bigger ideas and offer visual clues.

William invites us to look closely, think deeply, and be curious about the world around us.

Now it's your turn to explore with your drawing kit.

### Play with different lines and marks

William's work is full of movement, and he often draws, rubs out, and then draws on top again. Think about how your drawing can grow. What happens if you keep adding, layering, and changing your drawing? Mistakes are part of the story, too.

### Start with a line

Make a squiggle. Turn and move it into an object or a character.

### ROOM ONE

**Look** at *Laocoön*. This artwork started as a drawing that William turned into a sculpture.

Follow the loops and swirls with your finger in the air.

**Draw** without lifting your pencil off the page. Capture the shapes in one flowing line.

Is your line heavy? Light? Fast? Twisting?

Notice the sculpture's shadows and gaps, **draw** those too. Imagine the sculpture moving. What shapes might it make?



Kentridge's art often brings ordinary objects to life – they march, dance, and sing.

**Find** a sculpture you can hear and draw the sound. Is it sharp and spiky, smooth and flowing, loud or quiet? What kind of lines could show that?

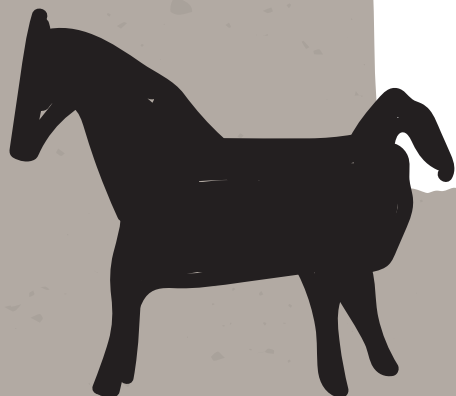
**Draw** a machine inspired by everyday objects. What does it do? How does it move or make sound?

## ROOM TWO

William's projects often grow through collaboration. Spend some time watching these films that include dancers, singers and musicians. Notice how he uses drawing, objects, movement and sound to tell stories.

### Movement Drawings

**Move** your pencil in different ways, make it jump, slide, twist, and dance. Ask someone in your group to move slowly, try **drawing** them mid-step. Imagine what they could be carrying – something surprising or strange?



## ROOM THREE

### Drawing Horses

**See** what objects you can recognise that make up these horses.  
**Notice** the noses riding the horses.

Try **drawing** a horse using only five lines.  
Give your horse a story: Is it marching? Sleeping? Dreaming?  
Is it carrying something? Heading somewhere important?

### Self-Portrait as a Coffee Pot

These films show William in his studio, sharing how creative ideas develop. The title is a playful way to explore identity and how ordinary, everyday objects can reflect who we are.

**Make** a self-portrait. You choose:

Draw yourself from memory, or use your mirror, or tell us who you are by drawing objects that say something about you.



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