

REFUSED

Art Culture

Art

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Tattoo

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Nate Van Dyke



So, what is the story with your monkey wheat pastes?
 Well, I've always drawn inspiration from graffiti. Be it color combinations, flow, character, etc. Being an illustrator, a lover of line-work and a detail whore it would only frustrate me to try to pull off a detailed piece in the middle of the night. BUT, with wheat paste, I can put up a very complicated illustration in seconds and be pleased with the result. I've done a little bit of work in the comic book field for Heavy Metal Magazine and the chimp is a reoccurring theme. I've also done a lot of chimp pieces for art shows and have gotten great responses. So, I figured taking it to the streets was one of the best galleries of all.

Were Shepard Fairey and Dave Kinsey a major influence?
 I've always admired the works of Shepard and Kinsey for individual reasons. I think if anything, those guys showed what could be done. It's great to see what someone else does because you can then expand upon it and give it your own twist.

I remember seeing a chimp sticker with the words "disobey" on 3rd and Minna in SF, was that a play on words to Shepards work?
 The whole "Disobey" thing was more of a joke than anything. Nothing to be taken too seriously. I don't have any actual beef with Shep or anything like that. It caught on more than I ever intended. I've actually dropped the "Disobey" of it all and have focused on the actual image of the chimp rather than a label.



Why the chimp image? Is it a random idea, or does it have a deeper meaning to it?
 The chimp came around as a farce that also caught wind. People seemed to love it and I rolled with it. Truly, the chimp is us. It's a simple man that gets pushed too far and reacts. Besides, people relate really well to the whole missing link concept. That humanizes it all the more.

Tell me about the show at Upper Playground....
 I had a solo at Upper Playground SF which ran from August 2nd to the 30th. I didn't have much time to put it together. I was given about two months which made it a bit tricky since I'm doing a full-time video game concept artist for SEGA. On top of that I also do freelance by night. It was a tight squeeze but I pulled it off. One of my personal highlights of the opening was having Pushead swing by. I got a chance to chat with him a bit and it turns out he's a big fan of my work and he also picked up one of my pieces. That's a dream come true when one of your early art influences turns into an admirer and collector of your own work. REFUSED