Beginning in the 1950s, Pittsburgher Andy Warhol turned the art world upside down with bold artwork and a cutting-edge style that helped to launch the modern Pop Art movement. Today, Pittsburgh native Burton Morris continues Warhol’s legacy with his own brand of post-Pop art that is enjoyed around the world.

Born in Churchill, Morris was fascinated by the world of comic books and cartoons as a child. At age three, Morris was confined to a body cast after a broken bone, so he began to draw. He never stopped. Although neither his mother (a school teacher) nor his father (an accountant) received formal art training, they nurtured young Burton’s talents throughout adolescence. After graduating from Carnegie Mellon University in 1986, Morris began an advertising career in Pittsburgh, but his passion for illustration pushed him to go out on his own.

He received his big break in the mid-1990s when producer Kevin Bright took an interest in his energetic style and soon Morris’ artwork was featured on the hit NBC television show Friends as part of the Central Perk coffee shop set.

Over the years, Morris has become an international star and his artwork has been selected for the 76th Academy Awards®, the Paris World Cup Soccer Games, the 38th Montreux Jazz Festival, and the 2004 Summer Olympic Games.

Despite his global success, Morris has never forgotten his hometown. In 2006, he created the logo for the Major League Baseball All-Star Game and his signature Pittsburgh work includes original pieces showcasing such icons as Heinz ketchup, Mister Rogers’ Neighborhood, and Bill Mazeroski.

Through his artwork, Morris casts an energized, fresh vision of the region that can be seen in galleries across the globe. With bright colors, bold shapes, and an unwavering positive outlook, Morris projects a mood of high energy and optimism in everything he does.

The History Center’s newest exhibition, Poptastic! The Art of Burton Morris, presented by Dollar Bank, features more than 100 works of art, including early drawings from Morris’ childhood, signature painted works, product lines, sculptural work, and interactive works of art developed in conjunction with the Entertainment Technology Center at Carnegie Mellon University.