

John Gerrard Animated Scene

RHA Projects
La Biennale di Venezia
53. Esposizione Internazionale d'Arte
7 June to 22 November, 2009

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EXHIBITION CHECKLIST AND IMAGE SHEET

John Gerrard: Animated Scene
A collateral event at the 53rd International Art Exhibition
La Biennale di Venezia



John Gerrard

Dust Storm (Dalhart, Texas) 2007

2007

Realtme 3D projection (Venice: 4m x 5.3m)

Dust Storm (Dalhart, Texas) 2007 is based on a single archival photograph of a storm from the 1930's American Dust Bowl, a man-made environmental catastrophe caused by a surge in petroleum based power, and a major contributor to what became the Great Depression. No moving images of the event are known to exist. The production of this work involved the virtual reconstruction – based on hundreds of the artist's own photographs and films – of a ten-mile square section of Texan landscape close to the town of Dalhart, a landscape dotted with windmills, farms and fences. This documentation was subsequently enhanced by publicly accessible satellite and topographical data. Once activated, a virtual storm unfolds in a sculptural and constantly random manner within the reconstructed landscape.

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Grow Finish Unit (near Elkhart, Kansas) 2008
2008
Realtime 3D projection (Venice: 4m x 5.3m)

Grow Finish Unit (near Elkhart, Kansas) 2008 is an intricately detailed reconstruction of a large, unmanned pig production facility in the Great Southern Plains region of the United States. It documents a horrifyingly functional agricultural reality: the denial of animal dignity within contemporary food production, and the reduction of contract between farmer and farmed to one of pure technicality. Moving around the perimeter of the scene, we pass a vast lake of excrement, sparkling in the blazing sun, while a series of computer-automated silos relentlessly pump nitrogen-enriched corn feed into the sheds. The “finish” in the title is enacted by a fleet of trucks that will arrive at a designed but unscripted moment within the work’s unfolding to silently remove the ‘completed’ inhabitants and replace them with new ones. At no point are these many thousands of animals visible, as is the case in reality.



John Gerrard

Oil Stick Work (Angelo Martinez / Richfield, Kansas) 2008
2008
Realtime 3D projection (Venice: 4m x 5.3m)

Oil Stick Work (Angelo Martinez / Richfield, Kansas) 2008 is a virtual sculpture depicting a solitary aluminum corn silo on the austere landscape of the American Great Plains. At daybreak, in real time, a Mexican-American builder named Angelo Martinez arrives at the silo and carefully paints a small black square on the exterior of the structure with an oil stick crayon. Within thirty years, working a six-day week from dawn to dusk, the building will be entirely covered and transformed into a dark, negative object on the landscape. In 2038 the Martinez character will complete his task and leave the scene.

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Sentry (Kit Carson, Colorado) 2009
2009

Realtime 3D object (152.5cm x 53.7cm x 117.2cm)

Sentry (Kit Carson, Colorado) 2009 depicts a brilliant red oil derrick stooping repetitively to the earth to draw oil to the surface. In addition to being a reference to the dutiful, regimented behaviour of the pump, 'Sentry' is also its brand name, visible on a large sign badge to the arm of the machine. The work is designed to function within a temporal space identical to our own: that is to say, the scene that it represents progresses through an ongoing chronology and constantly changing play of light that runs with perfect accuracy for 24 hours a day, 365 days a year.

Sentry (Kit Carson, Colorado) 2009, will be shown as part of the exhibition *Infinitum* at Palazzo Fortuny, Venice.

TO REQUEST IMAGES PLEASE CONTACT:

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