

STUDIO10

Adam Hurwitz

extraOrdinary

02/09/2018 – 03/04/2018



Studio 10 is pleased to present extraOrdinary, an exhibition of recent video animations by Adam Hurwitz. Included are six short continuously looping pieces playing simultaneously on monitors and projectors; and two digital prints based on video stills.

Hurwitz, who uses the software Maya to create his computer generated videos, turns the medium on its head. With software normally used to create special effects and slick advertising, Hurwitz points instead to the interstices of time where something much smaller happens. The videos are about what we hear when we stop talking – and begin listening to ambient sounds. They are about the complex texture of memory from the everyday of childhood: those feelings of dislocation, beauty, and poetry that occur in the spaces of the ordinary. They offer a way of observing the world in stark contrast to our spectacle-driven culture.

“Hide” (2017) begins within a chamber of wooden slats, which, as the view pans out, we understand is the underside of a piano. We see the floor, walls and furnishings of a living room, and hear the sounds of a ticking clock reverberating in the strings of the piano. The piece is based on a highly specific recollection of the artist’s childhood home in New England. However, its openness conjures a collective childhood memory: of crawling underneath furniture and seeing what the world feels like from there, and the sudden shift in scale and seclusion one experiences when moving out from under its protective architecture.

In "Titmouse" (2017) we circle over a bed of leaves in the woods, gradually realizing that there's an old porn magazine, opened up, but weathered enough so that the alluring image is just legible. We become implicated in the activity as we try to see what is on the page while hearing the call of the eponymous bird.

Each frame in these videos is painstakingly rendered in Maya, lending it an uncanny relationship to photography and the real world. They have a crisp, pristine quality, and the vantage points emphasize an architectural angularity. But these perspectives also heighten a sense of loneliness, dislocation, and oddness: the kind that children can experience in the everyday, even within a protected environment. People are suggested only through activity or sounds, but almost never imaged. Hurwitz created the audio tracks for the pieces largely from his own ambient recordings.

Adam Hurwitz received his BFA from Boston University and his MFA from Yale University. He has been the recipient of a Joan Mitchell Foundation grant, a New York Foundation of the Arts fellowship in Digital / Electronic Arts, and Yaddo and MacDowell Colony Residencies in 2015, 2016, and 2017. He made paintings before turning to CGI video animation, which were shown in many exhibitions including solo shows at Debs and Co. Project Room and Michael Steinberg Fine Arts, both New York. His video work was presented in a two-person exhibition at the AC Institute, New York in 2015 as well as group shows in Manhattan, Boston, San Diego, Maryland, and elsewhere. This is his first solo exhibition with Studio 10.

For more information and images contact Larry Greenberg (Director) at the gallery:

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