

RYAN LEE

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RLWindow
Peter Burr

March 27 – May 31, 2021

RYAN LEE is pleased to present a selection of three works by the digital and new media artist Peter Burr. All three works deal with the human body—whether it finds itself endlessly tumbling down a vacuum of digital space, metaphorized as a building-turned-living-organism, or even assimilated to ever-looping urban labyrinths. Each work—which simultaneously places itself on the questionably abstract and figurative, organic and technological—will be on view in the RLwindow for several weeks at a time, allowing each of Burr's various iterations of the body to be individually highlighted for the public.

The first work presented will be *Falling Method*, which was initially commissioned by infinite objects in 2019 for their inaugural series of 'printed' video artworks. It focuses on the startling imagery of a seemingly broken-bodied avatar dressed in business attire endlessly falling down an undefined space. The body writhes throughout its descent, folding and unfolding like a fluttering leaf. Since its inception, the work has been translated internationally to a large-scale format in both outdoor and indoor environments, including the New Museum in New York.

The following works include *Collective Monument* (2017). This series depicts a variety of sprawling unfinished labyrinths which are, as a whole, equated to a living, organic entity. The form and philosophy of these various structures were first inspired by a trip to Arcosanti—an urban laboratory in the Arizona desert designed by Paolo Soleri, an architect who propagated the idea of a building as a living body. Burr's resulting framework follows this train of thought and conceives of the building as a silicate organism—with the human inhabitants as the "soft stuff" inside.

Finally, *Architecture Machines* (2018) presents a simulated community of occupants endlessly looping through itself and its home, like blood circulating through the body. It is part of a series of arcologies designed and built in a video game engine—buildings which are developed to emulate living organisms to sustain themselves.

Peter Burr (b. 1980) is an artist from Brooklyn, NY. A master of computer animation with a gift for creating images and environments that hover on the boundary between abstraction and figuration, Burr has in recent years devoted himself to exploring the concept of an endlessly mutating labyrinth. His practice often engages with tools of the video game industry in the form of immersive, cinematic artworks. His work has been presented internationally by various institutions including Documenta 14, Athens; MoMA PS1, New York; and the Barbican Centre, London. He is currently a visiting artist at the School of the Art Institute of Chicago