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GOINGS ON ABOUT TOWN: ART

JOHN GERRARD

The futility—and the tedium—of war is the subject of the Irish artist's latest computer simulations. In one, a soldier in combat fatigues stands on a desert road moving in ways that suggest praying or stretching but which are, in fact, movements related to mortar release. In another work, dense black smoke billows from burning oil wells. The most disturbing piece, which is based on an actual military exercise, features two teams of men, one in red uniforms and the other in blue, running in figure eights until they are exhausted. One at a time, they break away from the group, rest briefly, then rejoin the ranks. Through April 14.

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