John Gerrard, modernist ruins and the deceit of endless growth

John Gerrard’s projections exploit 3D rendering technology, which is more commonly seen in gaming, to build an eerie virtual world that explores the decline of a utopian ideal.

Aldan Dunne

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John Gerrard’s CUBAN SCHOOL works were inspired when John Gerrard, below, left a main road on the island and discovered this alien structure in the landscape.

Then came gradals... I want to pursue the idea in the US [the Art Institute of Chicago] and I failed... I couldn’t figure out how to develop it. Another epiphany came when I went to Trinity College in Dublin. I read the IMAX-Digital text in the library, and I could... There was something in the glass that made me think of a digital camera... It was as if the camera was recording life. I imagined a whole new world in the digital space of the camera... I was amazed....