

Nature Pops!

July 12 - September 05, 2016

Glyndor Gallery



Pictured above:

Polly Apfelbaum

Love Alley 4, 2012

Woodblock, Hiromi handmade paper

32" x 68"

Printed and published by Durham Press

Image courtesy of Durham Press and the artist

A half-century after the emergence of Pop art as a revolutionary response to new norms of consumerism, *Nature Pops!*, Wave Hill's summer 2016 exhibition, brings together work by artists who recalibrate this movement in contemporary terms. Continuing to reevaluate popular culture, particularly the increasing mediation of our experience by technology, artists question whether we can still have an authentic experience—even in the natural world. By viewing nature and the environment through a populist lens, *Nature Pops!* focuses on the relevance of this new work. Situating the show at Wave Hill, a stunning garden and cultural center located in the Riverdale section of the Bronx, adds depth and dimension to the subject.

In this light, *Nature Pops!* shows the fascination that the aesthetics of pop culture—the culture of everyday—still has for artists, but offers nuanced perspectives, sometimes subversive, sometimes playful. The artists in the exhibition are exploring three aspects of this topic. Artists like **Kira Nam Greene** and **Vandana Jain** are continuing a dialogue with advertising imagery and brand identity, which was a burgeoning interest during the Pop art era, but has since become even more prevalent. Other artists are upcycling or creating art work out of consumer debris. This method of using found, commercial products in art was employed by early Pop artists, but currently artists like **Portia Munson** and **Amy Pryor** are using this material to address the impact of mainstream lifestyle on the physical health of the planet. Finally, **Polly Apfelbaum** and **Justin Berry** and others are making work inspired by current popular culture, such as cartoons and video-gaming. The increasingly immersive consumption of those media spills over into how we experience the natural world. At times, the artists' Pop-inspired work portrays the exuberant aspects of nature; at other times, its enigmatic qualities. As it

becomes more common for millennials to experience the landscape and flora and fauna in their virtual forms, these simulations, in turn, are changing the way young people today relate to the natural environment.

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