

*Animation Impulse: Video Art and the Generated Image* represents a small sampling of video artists who use animation as a tool. Animation has a multitude of applications and, consequently, there is a broad range of work in this medium -- for instance there is a significant gap between familiar joviality of Walt Disney characters and the animals in Joseph Peragine's video. The venues for animated works are as diverse as their styles and include television, movie theaters, the Internet, museums, and galleries. For Cheekwood's Installation Galleries (formerly horse stalls), we chose works designed to be shown in museums, galleries and (in the case of Jennet Thomas) cafes and clubs.

The six works in this exhibit tackle topics ranging from death to romance to abstract painting. In *Morphology of Desire*, Robert Arnold creates a narrative with romance novel illustrations, presenting a twisted look at ideal love. Jeremy Blake appropriates his own paintings to create abstract, color-field animations about a house's alleged spectral activity in his video called *1906*. In *Mar Vista*, Jennifer Steinkamp designs a virtual reality seascape that is computer-generated and inspired by cubism. On a more narrative note, Joseph Peragine's video *3 Small Deaths* recreates three movie scenes about the profound loss that comes with the death of a child. William Kentridge uses his unique, charcoal-rendered animation to address the more common difficulties of depression and chaos in his video titled *Memo*. Made using a potpourri of animation techniques, the most light-hearted of the works in *Animation Impulse* is Jennet Thomas's *Heady*, which follows the trials and triumphs of an inflatable head who, after battling an angry model, finally gets the vacation she needs.

The artists in *Animation Impulse* originate from Great Britain, South Africa and the United States. Collectively, their videos are constructed from source materials of super 8 film, collage, found objects, paintings, drawings, and computer-generated imagery. The technology includes Flash and Maya computer animation, stop animation and image morphing. By exhibiting accomplished artists who incorporate diverse materials and various technologies in their work, *Animation Impulse* hopes to scratch the surface of how animation is influencing contemporary video art.



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