

Bryant Girsch

Body Sync

March 10th - March 26th, 2022

59 Amwell Street, EC1R 1UR, London, UK

Bryant Girsch (b. 1990) is a Philadelphia based artist and educator. He received his MFA in painting from Tyler School of Art at Temple University and his BFA from Purdue University. Throughout academia and beyond, Girsch has sought to align a painting practice with new media technologies and methodologies.

Girsch's artistic practice reimagines the relationship with digital media and virtual environments via largely analog processes. The growing accessibility of 3D modelling software and virtual reality platforms has created new spaces for modes of personal representation and expression. Supporting these developing conversations with more traditional modes of art-making such as painting, allows for further investigation and critique. As the canon of art history grows wider to accommodate more voices and new technologies, Girsch explores the role of painting as it evolves to account for shifting priorities in wider cultural networks.

In *Body Sync* - the artist's debut solo show in the United Kingdom, Bryant Girsch presents a collection of paintings and drawings depicting character models and assets used in virtual environments where users have greater agency to represent themselves in the form of avatars. Given the ability to endlessly develop and morph, social spaces within digital realms provide an unparalleled opportunity to align one's outward appearance with one's inner identity. In this sense, the traditional mediums of painting and drawing provide a contrasting visual language to subjects that usually don't escape the boundaries of electronic devices. In this context, the acts of painting and drawing are defined by what they lack in comparison to the digital media: they are static, physical and contain clear evidence of their making. In exchange, however, this translation allows for the digital subjects to achieve a corporeal tangibility and inner life only available to art objects.

The virtual world is a malleable one, specifically in terms of representation. The title *Body Sync* borrows the language and inquisitive nature of painting and drawing to further this exploration of representation into digital realms.