Matthew Day Jackson, *Metamorphosis*, 2007, aquatint, etching, screenprint, archival inkjet, gold leaf, and hand additions, 73 × 154 inches overall installation. Courtesy of Lower East Side Printshop.

Summer '07 Exhibition

Lower East Side Printshop 306 West 37th Street, 6th Floor, 212-673-5390 Hell's Kitchen June 27 - August 31, 2007 **Reception: Wednesday, June 27, 6 - 8 PM**

Guest Curated by Sebastiaan Bremer featuring Beth Campbell, Hope Dector, Matthew Day Jackson, Mary Temple, and Liz Zanis

EDITIONS '07 Essay written by: Starr Figura, Assistant Curator, Prints and Illustrated Books, MoMA.

Artists included: Sebastiaan Bremer, Beth Campbell, Matthew Day Jackson, Amy Kao, Steve McClure, Ryan McGinness, and William Villalongo

The Lower East Side Printshop is pleased to present the Summer '07 Exhibition, guest curated by Publication's Resident Sebastiaan Bremer who is well known for his exquisite ink or dye drawings over photographs. Bremer's interest in the abstraction of the personal and the objective is clearly conveyed through the selection of artworks, some of which deal with interior spaces, such as Mary Temple's Light Describing a Room (Dark), and Beth Campbell's Space (In/Out) in an Empty Bedroom. Mary Temple's rooms are described through the use of light sources, whilst Beth Campbell's web of internal dialogue within an empty

bedroom emphasizes the emotional aspect of residing within a space. Liz Zanis's miniature works are akin to Campbell's edition, with two prints from a series of etchings, places i've slept (long island city and box street), that are recalled and drawn from her memory.

Other works in the exhibition have more social connotations such as Matthew Day Jackson's Metamorphosis, an installation comprising a suite of seven images that transitions from left to right in both its imagery and concepts, describing a capsule of historical moments, re-invented through the artist's vision and experience of the American dream. Hope Dector's line etchings reference the evolving and ever changing digital age with abstracted arrangements of computer boards and micro-chips with chance allusions to objects and architectural plans.