Sprint, Squat, and Struggle—three screenprints by artist Orly Genger published at Island Press—signal energetic exertions of bodies in motion. In Sprint, contour shapes arranged end-to-end zig and zag across the frame. Squat presents a totemic form built of parts stacked and nested on each other in a carefully balanced tower. Lastly, Struggle conveys a tangle of dynamic forces at the composition’s center, which pushes toward the edges of the sheet. This entire assembly remains aloft, resting on the toes of a stout foot planted on the lower border of the work. Such figurative elements, including this foot, clenched fists, bent legs, flexed arms, and clawing fingers, appear throughout these compositions. These muscular anatomies are evocative of the idealized bodies upon which the canon of art history is built, passing from Ancient Greece through Renaissance Italy, and so forth. However, rather than the muscular ‘superheroes’ of art history, such as Polykleitos’ Doryphoros or Bernini’s David, Genger—with keen wit—turns to those of popular culture. The pages of comic books are her source and, specifically, the characters’ exaggerated physiques as they accomplish astounding feats.

During her residency at Island Press, Genger began with a collection of clippings from the comics, which she collaged, working with the master printer to generate screens from these designs. In the final prints, specific excerpts are recognizable, including the sharp talons, bulging biceps, and mid-calf booties wielded and donned by the pantheon of legendary characters. These passages, among numerous others, populate the artist’s palette of visual motifs she combines and arranges in playfully unexpected ways, adding color accents here and there; these three screenprints are a rich example of this process.

In addition to her drawings, collages, and prints, Genger is well-recognized for her large-scale installations composed of rope. She knots the material to create massive stretches of course textile, which are stacked into sprawling arrangements often sited in outdoor public spaces. Typically painted vibrant hues, Genger’s works
readily attract viewers who are welcome to sit, climb, and interact with the pieces. Upon initial consideration, one might judge Genger’s sculptures and works on paper as discrete entities; however, there are connections that link the two and illuminate aspects of each other. For her installations, Genger manipulates the linearity of rope in three dimensions; additionally, for her drawings and prints, such as Sprint, Squat, and Struggle, Genger layers her tracings to build up wonderfully satisfying depictions of line in all its variety of form. Moreover, the tangles of flexing bodies that populate the prints bring to mind the demanding actions required to maneuver Genger’s ambitious sculptures into position or, even, to romp upon them. Considered together, these different areas of her practice provide varied approaches to human form and its physicality—a long-held concern of the visual arts. By experimenting across mediums as she has at Island Press, Genger produces evocative works and fascinating insight to her creative process.

—by Gretchen Wagner, Andrew W. Mellon Fellow in Prints, Drawings, and Photographs, Saint Louis Art Museum

ABOUT ORLY GENGER:
Orly Genger served as the Arthur L. and Sheila Prensky Island Press Visiting Artist in the fall of 2015. Using the vernacular techniques of crocheting, knitting, and knotting, Genger creates monumental sculptures with rope. She has had major exhibitions at Madison Square Park, the Aldrich Contemporary Art Museum, the Indianapolis Museum of Art, the Contemporary Austin, Oklahoma Contemporary, and Brown University. Her work is in the collections of The Museum of Modern Art, The Whitney Museum, Hammer Museum, Hood Museum, and RISD Museum of Art, among others.

Island Press is a research-based printmaking workshop and publisher committed to education and innovation in contemporary print editions and artist projects. Visiting artists work side by side with the master printer and students in the Sam Fox School of Design & Visual Arts at Washington University in St. Louis. The result is high-quality print editions of technical complexity created in a unique setting where artists and students share skill sets and ideas.

Island Press is project-driven and collaborative, tapping into the place where the artist’s creative research intersects with the all of the possibilities of the print studio. Recent artist projects include editions with Radcliffe Bailey, Chakaia Booker, Squeak Carnwath, Willie Cole, Henrik Drescher, Chris Duncan, Tom Friedman, Ann Hamilton, Trenton Doyle Hancock, Nina Katchadourian, Shaun O’Dell, Lisa Sanditz, and James Siena.

Island Press was founded in 1978. Past visiting artists include Hung Liu, Jaune Quick-To-See-Smith, Joyce Scott, Juan Sanchez, Nick Cave, and many other great artists.