



whiteonwhite: algorithmicnoir

Eve Sussman | Rufus Corporation

2009-11

Continuous ■ Mac pro tower with unique programming code, computer monitor

CONTACT INFORMATION:

Cristin Tierney Gallery
546 West 29th Street
New York, NY 10001 USA
T 212 594-0550
cristin@cristintierney.com
www.cristintierney.com

Eve Sussman | Rufus Corporation's much-celebrated work utilizes iconic images and ideas from art history as a starting point. Their *whiteonwhite:algorithmicnoir*, shot mostly in post-Soviet Central Asia, reinvents the Suprematists' radical abstractions through the deployment of paranoiac sci-fi film noir. Tarkovsky's *Solaris*, with its perpetual sense of crisis, looms large, as does Jean-Luc Godard: the film concerns one Mr. Holz, newly employed in the futuristic metropolis City-A, a clear reference to *Alphaville* but infused with the sadness,

horror and lost Utopian spirit of ever-present Soviet architecture. The work is of indeterminate length, generated algorithmically in real time by a computer program called a "serendipity machine," which runs alongside the film. Made up of over 3000 filmic fragments, some colour and some black and white, *whiteonwhite:algorithmicnoir* displays an amazing coherence and narrative thrust. Perpetually evolving, Eve Sussman | Rufus Corporation's exciting new work evokes the same radical spirit and willfulness as Malevich's squares and circles must have done so many years ago.

■ Noah Cowan

Eve Sussman is a Brooklyn-based artist and filmmaker who works independently and collectively with Rufus Corporation. Sussman's work has been exhibited at the Reina Sofia, MoMA, the IFC Center, Moscow International Film Festival, San Francisco MoMA, the Whitney Museum of American Art, Kunsthalle Wien and other museums, non-profit art spaces and festivals internationally.

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