

# Peter LEVINSON

October 3-30

*Opening*

Sat., October 3, 3 to 6PM

*Hours*

Saturday & Monday

1 to 6PM

or by APPOINTMENT:

(718) 875-2098

#### DIRECTIONS

SUBWAY: F or A train to Jay St., Boro Hall Brooklyn. Outside take B-61 Bus to RED HOOK, stops in front of gallery between Wolcott & Dikeman Streets.

CAR: BQE to Atlantic Ave exit, left on Columbia St., right on Degraw, left onto van Brunt. Go 12 blocks, on the left after the school.

KENTLER Int'l Drawing Space  
353 Van Brunt St., in Red Hook, B'klyn., N.Y. 11231



LANTERN

### What is the idea behind Lantern?

I hope that Lantern can exist in its own realm, as mystery. It is a presence, visual and emotional, in the room. The piece is meant to resemble, but be apart from the everyday world of objects. The forms are entirely invented, but are meant to resonate with the forms of buildings or furniture, maybe half-remembered or seen from a child's viewpoint.

The piece is in two parts: the arch structure in the middle of the room and the parallel piece on the wall. There is a visual and emotional tension between the two parts. The wall piece is like a distorted shadow of the arch structure.

### Is Lantern sculpture?

Lantern is in-between categories. It is flat and painted but not painting; linear and monochromatic but not drawing; dimensional but not sculpture.

### Why is it black? Isn't that morbid?

I think the piece is actually a little funny. It is black because the piece expresses itself through shape: color would be a distraction.

### Why is it called Lantern?

Because part of it (to me) resembles a lantern.

### Why is it so crudely made?

I don't want to make something perfect. Its human-ness is in its shortcomings. An installation is temporary and will be discarded afterwards. I don't want to hide that in the work.

### Where do you get ideas for the shapes?

I may get an idea from something I see, or something will come to me. I work on it for a long time (months or years) in a notebook.

### You make a living doing this?

Hell no!