

Royal Winds 1 (detail), 1960, gold painted wood construction, 83 x 46 x 9 1/2 inches

## Louise Nevelson: Symphony of Ambient Forms

November 4 - December 3, 2016

Opening Reception: Friday, November 4, 5:30-7:30 pm

Laurie Wilson Book Signing Event: Saturday, November 5th 11:30 am

Gallery Hours: Tuesday-Saturday, 10am-6pm

A prolific figure of post-war American art, Louise Nevelson (1899-1988) came to prominence in the late 1950s with her groundbreaking sculptural "environments" made of found and repurposed wood. These immersive, monochromatic installations culminated in her presentation at the 1962 Venice Biennale—for which she produced three room-sized environments in black, white and gold, respectively. Out of this extremely productive and seminal period, Nevelson developed her iconic mode of working, continuing to collect, construct and compose painted wood assemblages throughout her lifetime.

[continued on reverse]

Symphony of Ambient Forms celebrates Nevelson's dexterity across her chosen mediums of assemblage and collage, highlighting her pioneering use of materials and the breadth of complex forms she so deftly wove into her sculptures. Large-scale stacked box constructions, wall reliefs and plywood-backed collages (dating from 1958 through the early 1980s) embody the major threads of Nevelson's artistic output and continue an ongoing dialogue of intimacy and monumentality in her work—reflected by the whimsical use of raw and 'ready-made' materials in her collages and the remarkable transformations of ambient forms in her wood sculptures.

Locks Gallery's own history of Nevelson exhibits dates back to 1994 and since then the gallery has presented 5 exhibits of her work, including the first survey of her collages. Accompanying the exhibit will be a new publication illustrating all of the works on view.

On the occasion of the release of Laurie Wilson's November 2016 biography of the artist, Locks will host the author for a conversation and book signing on Saturday, November 5 at 11:30 am.

LG