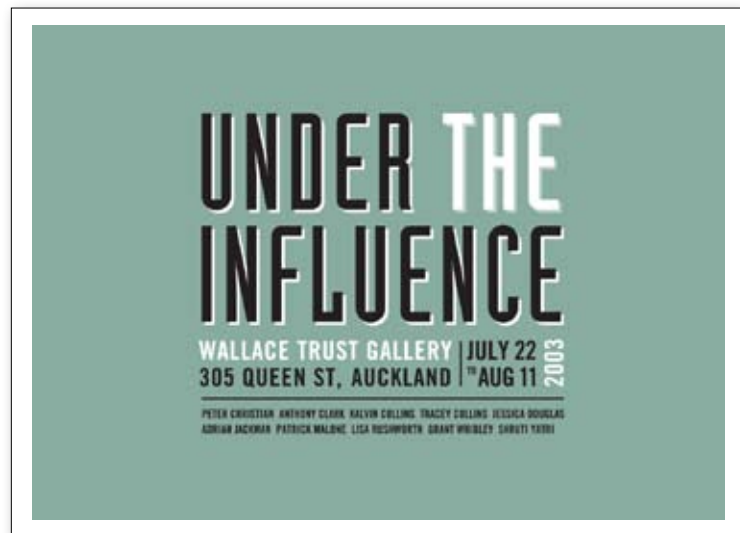


UNDER THE INFLUENCE

ESSAY WRITTEN BY **JOHN DALY-PEOPLES**

JULY, 2003

EXHIBITION: '**UNDER THE INFLUENCE**'
WALLACE TRUST GALLERY



Adrian Jackman's work combines a broad and seemingly indiscriminate range of sources from Japanese pop culture, Renaissance art, landscape art, car advertisements and computer games.

These are celebrations of the random and casual nature of contemporary culture.

In his work the real and the simulated inhabit the same space and are accorded the same importance. Many of the paintings have connections with early surrealist artists in the imagery, the reference to collage and the fascination with the machine.

There is a consciousness of the artist inventing new and original vistas in which the traditional ideas of perspective and construction are corrupted and enhanced by the design capabilities of the computer.

Several works refer directly to computer games some using the golf course games in which the reality of both landscape and the physical considerations of time, bodily movement and landscape are conflated into the controlled frames of the computer screen.

In his images of fast cars he touches on the illusory nature of the contemporary hero (and his car), its relationship to images of boy racers, car advertisements and the hyper reality of computer car racing games.