Art This Week: Lines, Cut Paper, and Low-Tech Glitches

thecatamites, Magic Wand, 2016, Video game, Dimensions variable (still) (image via apexart)

Dire Jank

Opening Wednesday, March 20 at apexart, 6 pm to 8 pm. On view through May 19.

It's usually considered good and impressive for something digitally created to look flawless, almost like it wasn't created by humans to begin with. Usually this process is time-consuming; it almost always involves some sort of expensive software, or equipment, or graduate degrees. Dire Jank, an exhibition of games, videos, and digital art curated by Porpentine Charity Heartscape, celebrates pretty much everything that isn't that. Pixelated images, old Photo Booth filters, outdated Flash games, glitches, and more are put on a pedestal here, valued more than the glossy, hyper-realistic creations that modern technology can create.

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