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GOINGS ON ABOUT TOWN

ART

JOHN F. SIMON, JR.

Computer-based wall works take a fanciful, labor-intensive approach to abstraction. Animations (driven by software coded by the artist himself) are embedded in colorful wood, acrylic, and Formica housings—and sometimes reflected in mirrors—to create moving, mutable polychrome sculptures. Digital stripes shift or revolve in concert with painted ones; decorative vegetal motifs spin and spiral. It's all very slick and expert, but Simon's purported attempt to echo the forces of nature in the systems of software goes too far. The works end up feeling more like high-concept gimmickry than like rigorous explorations of nonobjective art. Through Nov. 3.