

Based on a True Story Euan Macdonald

Curated by Christina Ritchie Art Gallery of Ontario March 12 to June 29, 1997

Euan Macdonald seems to have bypassed discussions of whether current culture is in a vacuum, and come to the happy conclusion that the overdetermined semiotic wasteland we inhabit is our culture. In Based on a True Story, a solo exhibition held last spring as part of the Art Gallery of Ontario's Present Tense series, Macdonald dealt with some quiety-lived boyhood experiences and the telling melodramatic marks of suburban delusions. And he was happy to slather around in the puddles of a positive attitude and the general fiction of a rosy utopia

Coconut Trees was a painting that rippled with giddy happiness. Tiny palm trees were eiched out in black across a plane of whiteness and in a

pattern that looked like a rectangle of wallpap a home-decorating book. On the same wall we Heap, a painting that showed a stash of discar piled up in the distance and floating in a sea of white. Both works emitted the subtle emotions of a material make-believe with just a whiff of disquieting irony

To know Macdonald's work is to know something about suburban existence and the stages of disenfranchising oneself from it with urban cynicism. Macdonald was born in 1965, two years after me, which makes me think whatever references I might think of when I see, for instance, his two model airplanes suspended, one on top of the other and hanging in a window, are very near to his childhood memories. In my case, Land of the Giants reminds me of the two taxidermied baby crocodiles my brother had from a family trip to Florida. He liked to set them up on his bookshelf in a similar 11-year-old boy's wet dream joke Macdonald hones in on with his humping aircrafts; one toy saddling another like-toy.

It's that kind of thinking, of coming up with matched life experiences, that makes me wonder whether Macdonald's work is only readable to those with a similar background and time line. But he is also smack in the middle of the current, 90s art stream of work that delivers objects of deliberately modest and ephemeral proportions, work that is openly inane, mockish in its exaggerated anonymity, and filled with deadpan humour aimed pointedly at social ennui. I'm thinking of artists like Mike Kelley and Tony Oursler here. Or even more so, Steve Reinke, who like Macdonald is more inclined to pump up the happy side of suburban disillusionment rather than pick at its dysfunctional underbelly.

City Boy and the Blockheads are prob-

City Boy, Euan Macdonald, 1996

Banality and excess — both the loathsome and the glorious — provides Macdonald with a vast amount of junk to pilfer through as material for reimagination. The Present Tense exhibition seemed like only a small amount of what Macdonald must have stashed in his studio. Christina Ritchie wrote in her essay that everything in Based on a True Story was made by the artist in just a few months, a comment that suggests Macdonald is prolific, his poetic eye constantly matching form to content and that he works fast so as not to detach the work from his impulse to choreograph a constant stream of ideas, something like an endlessly bouncing yellow rubber ball — a metaphor of Macdonald's own design shown in a looped video titled Ball.

ably the best examples of how Macdonald twists his generational metaphors. In the most economic of materials, City Boy manages to find soft-lit emotion in vacuum packaging. A series of plastic rectangles hang on one wall, each painted on the inside in

maudlin, suburban living room tones — aqua, daisy yellow, pound cream ivory — but with the exception of two spots on each rectangle that are left blank, like a pair of blockhead eyes. City Boy is slightly larger and hung on the facing wall as either authoritarian ring leader or over-sized outcast There's a cunning subversion in these works, of taking such innocuous and unnameable trash objects that have since lost any functional purpose and turning them into sweet, loveable, symbolically-loaded readymades

Hiked Based on a True Story immediately. I like the way Macdonald treats garbage like loot. Garbage is to him an instantaneous universe of material called Heap, that unidentifiable stash he painted as flotsam Heap sits there like Macdonald's dream pile of unpilfered goods just wan ing for the taking.

Catherine Osborne