



**Ericka Beckman, *Nanotech Players-Starters*, 1988, C-Print edition 1/3", 40" x 60". Courtesy the artist.**

**Ericka Beckman** was given a grant by Hallwalls Gallery in Buffalo last year to develop a film installation project. Titled *The Nanotech Players*, it was shown in New York at the Bess Cutler Gallery (May 20–June 25) a month after its premier at Hallwalls. Beckman uses five large color C-prints, framed under glass, that portray simulated computer generated images of industrial robots in the process of producing a “consumable product from a single information byte.” A light and sound accompaniment give a feeling of animation to the process as spotlights shine on individual prints at different intervals as the sound of a pinball machine is heard on the audio system. The piece is very humorous in its reflection on recent simulationist art. It was ironic that the photographs were framed in glass as gallery commodities, instead of functioning as theatrical elements within an installation. The glare of the lights distracted from the otherwise inspired idea. **Robert C. Morgan**