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Long Play Contemporary

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*Angel Heurtebise, abound, marrow
Of elderberry airplanes and alabaster linen.
It is time. We must descend
Again with my help, head
First, cross the glass
Without lowering your eyes, the void, the isle
Where the hearth sings. Leave your sword,
Come to me slowly, crazy star.
And if I do not have your body? Ah!
If only we had your hips
Draped with stone, evil
Beast of our God.*

Long Play Contemporary is pleased to announce “For Heurtebise”, a presentation of hitherto un-exhibited works developed between 2018 - 23 by Gabriel Cohen.

Accompanying the presentation will be a newly commissioned essay on Jean Cocteau’s 1950 film *Orphée* by the scholar Lucy Campbell Whiteley, and the Los Angeles debut of a twelve hour-long original audio composition by musician Ben Babbitt (composed originally as an audio component of Cohen’s 2021 presentation at Sweet Pass Sculpture Park, Dallas).

The exhibition will open with an artists reception : Sunday, October 22 , 3-6p , and continue through Fall 2023.

Gabriel Cohen is an artist, writer and curator based in Los Angeles, CA. Cohen graduated with a BFA from the Rhode Island School of Design in 2017, and has exhibited widely, including group exhibitions organized by ADDS DONNA (Chicago, IL), Lawrence & Clark (Chicago, IL), Kings Leap (New York, NY), Alyssa Davis (New York, NY), Below Grand (New York, NY), Harkawik (Los Angeles, CA), Gattopardo (Los Angeles, CA), and projects organized by the artists Lauren Quin and Nicholas Campbell. Additionally, Cohen has exhibited in the public sculpture program of Sweet Pass Sculpture Park (Dallas, TX), institutionally at the RISD Museum (Providence, RI), and has had solo presentations with In Lieu (Los Angeles, CA) and Gattopardo (forthcoming).

Cohen has published written and spoken work with AQNB, WNTT Magazine, the Hammer Museum’s Graphite Interdisciplinary Journal of the Arts, Montez Press Radio and WFMU – where he presented a year long spoken-word project broadcast weekly during the Tuesday morning radio program. His curatorial work includes a group presentation at MX Gallery (New York, NY) and since 2019 he has advised closely on the guest curator programming for the arts non-profit Foundwork.

Cohen was awarded the 2018 Alternative Worksite fellowship organized by the Robert Overby foundation and received alumni honors from RISD. His work has been published by The Dallas Morning News, Artillery Magazine, Artemis Journal and has been featured digitally by White Columns’ “White Columns Online” exhibition series and Artforum’s artguide featured “Must See” list.

Ben Babbitt is a composer and producer working mainly within contemporary electronic music, performance, and scoring for visual media. Babbitt created the score and sound-design for BAFTA-winning video game *Kentucky Route Zero*, as well as the feature film *Paris Window* directed by Amanda Kramer; and co-scored *The African Desperate*, the debut feature film by artist and director Martine Syms. Also active as a producer, arranger and session musician, Babbitt has worked with artists including Earthater, Weyes Blood, How to Dress Well, Angel Olsen, Rabbit, and Colin Self. His work as both a solo artist and collaborator has been presented at MOCA, Los Angeles; the Art Institute of Chicago; V&A Museum, London; SCI-ARC, Los Angeles; Perth Institute of Contemporary Arts; MOMA, NYC; 3HD Festival, Berlin; and the Getty Museum, Los Angeles. Babbitt is currently wrapping production on a new body of solo music to be released in 2024.

Lucy Whiteley is a writer, scholar, and photographer from New York. She is currently a doctoral candidate in French and Francophone Studies at the University of Southern California. Her work explores how space changes and transforms language and imagery, and how the three-dimensional translates to the materials of page, image, and screen. She is at work on a project about Jean Cocteau and his depiction of *la Zone* in *Orphée* (1950)