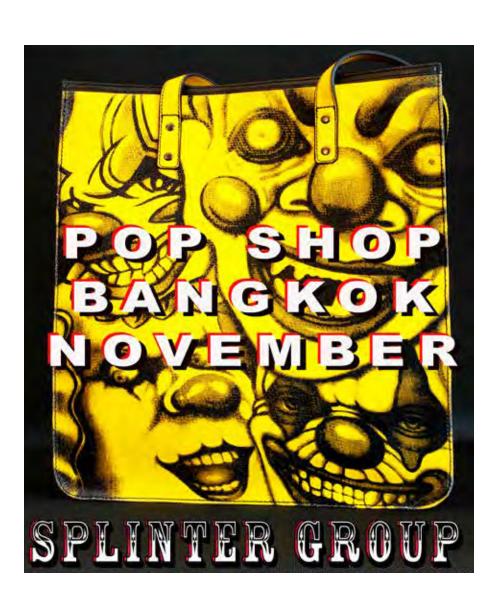




## S:

COLLECTIONS:	
RAW + COOKE	2009 - 2011
HURLY BURLY a play by David Rabe, Bangkok	2010 - 2012
SLINGS	2013
SATURDAY NIGHT	2012 - 2013
HURLY BURLY 2020	2020
RETRO VINTAGE BLACK AND WHITE	2020
STUDIO SLOGANS	2020
GRASS CANVAS	2020





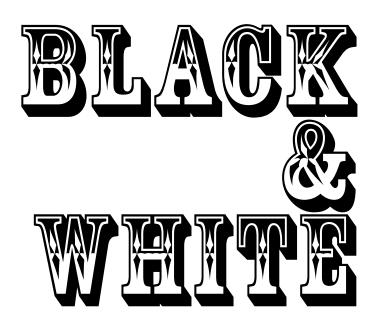


THE COLLECTIONS INCLUDED IN THIS ARCHIVE PORTFOLIO COMPRISE THE ENTIRE GROUP OF BAGS PRODUCED UNDER THE SPLINTER GROUP LABEL. THE MAJORITY OF THE COLLECTIONS WERE DESIGNED AND PRODUCED IN DEVELOP STUDIO IN BANGKOK AND THEY WERE CRAFTED IN BANGKOK AS WELL. DEVELOP STUDIO WAS THE MAIN STUDIO FOR THE ENTIRE SPLINTER GROUP PRODUCTION. 2009 - 2018

THE COLLECTIONS PRODUCED IN RICHMOND, VIRGINIA ARE SMALLER EDITIONS OR EACH BAG UNIQUE.

WHEN YOU GIVE IN TO IT,
THE INFLUENTIAL HISTORIES OF DESIGN
CAN BE OVERCOME MORE SUCCESSFULLY
THAN THE INFLUENTIAL HISTORIES OF
ART CAN BE OVERCOME. THIS IS WHAT
MAKES SWIMMING IN THE WATERS OF
DESIGN A MUCH MORE PLEASURABLE
AND REWARDING EXPERIENCE,
AT LEAST FOR THE
DESIGNER.





So, the janitor comes in at 6:00 am. He sweeps the floor, there's a tremendous amount of trash scattered about the floor of the club. Last night's headliners pulled in a raucous crowd.

Leather, feathers, suede fringe, straps, chains, buttons, god knows what, shreds of bleached and dyed fabric torn off every part of any piece of clothing or whatever.

Piled up by the janitor it's an impressive collection of shredded whatnot. The Whiskey A Go Go was in true form.









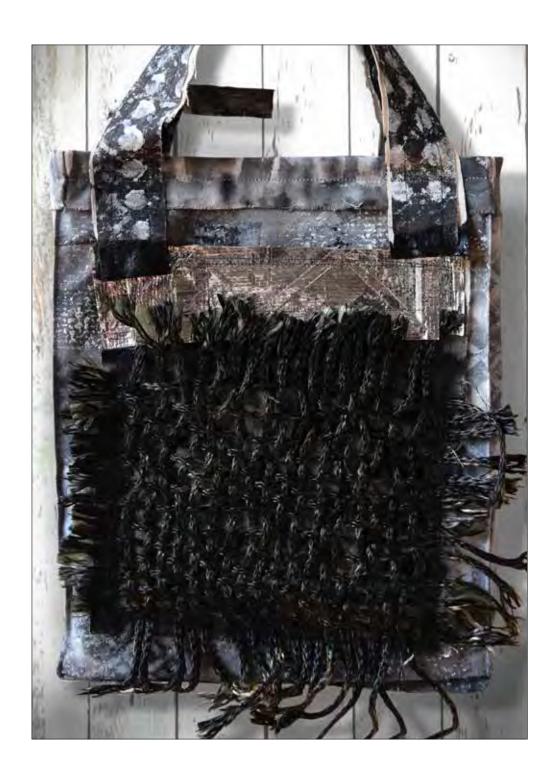




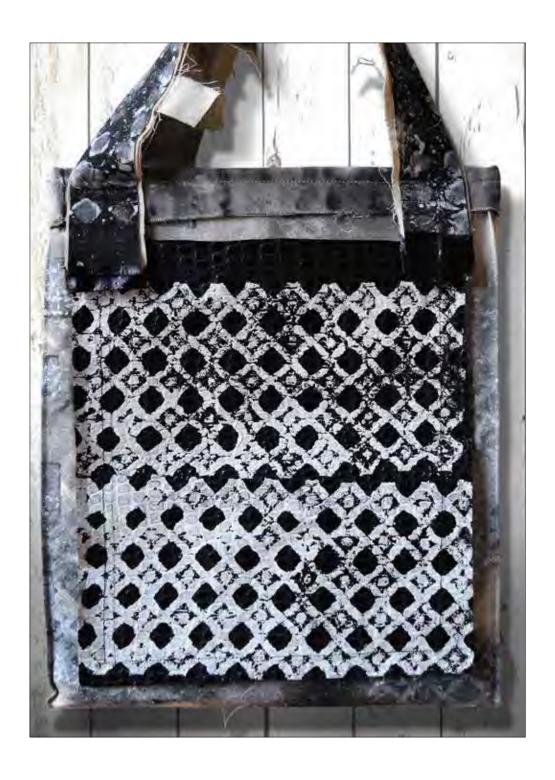






















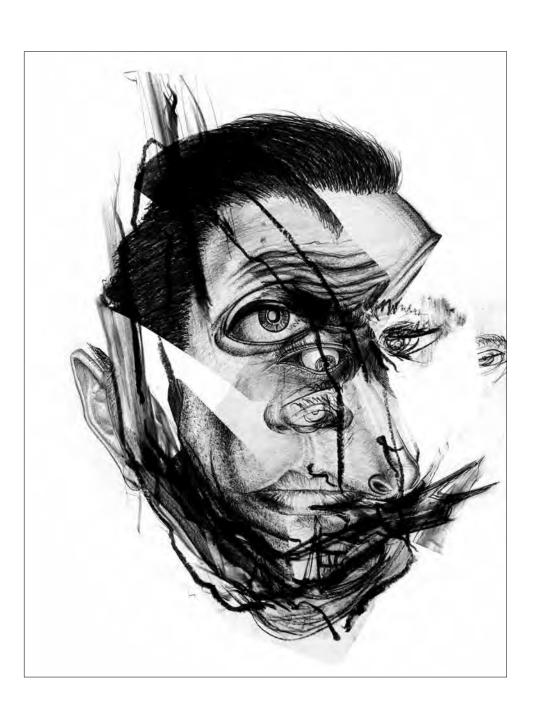




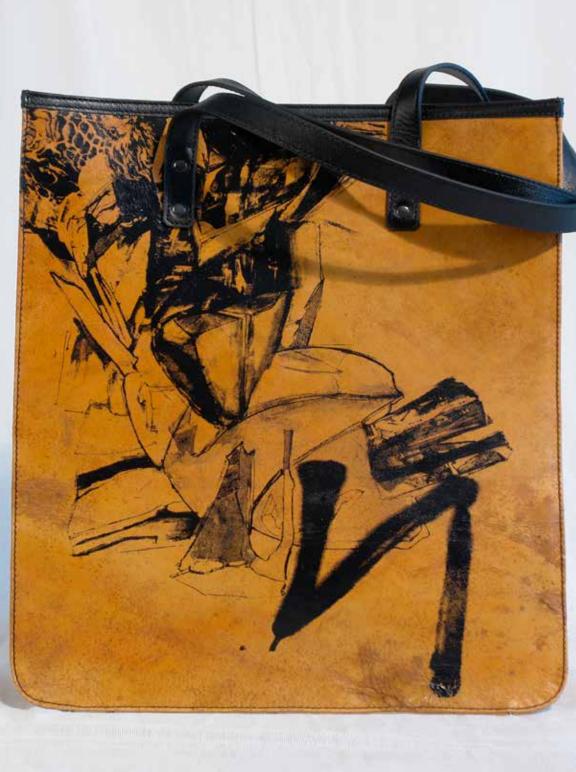












## TAW +

The work of the painter, the poet or the musician, like the myths and symbols of the savage, ought to be seen by us, if not as a superior form of knowledge, at least as the most fundamental and the only one really common to us all; scientific thought is merely the sharp point more penetrating because it has been whetted on the stone of fact, but at the cost of some loss of substance and its effectiveness is to be explained by its power to pierce sufficiently deeply for the main body of the tool to follow the head. RAW AND THE THE COOKED. Claude Levi-Strauss















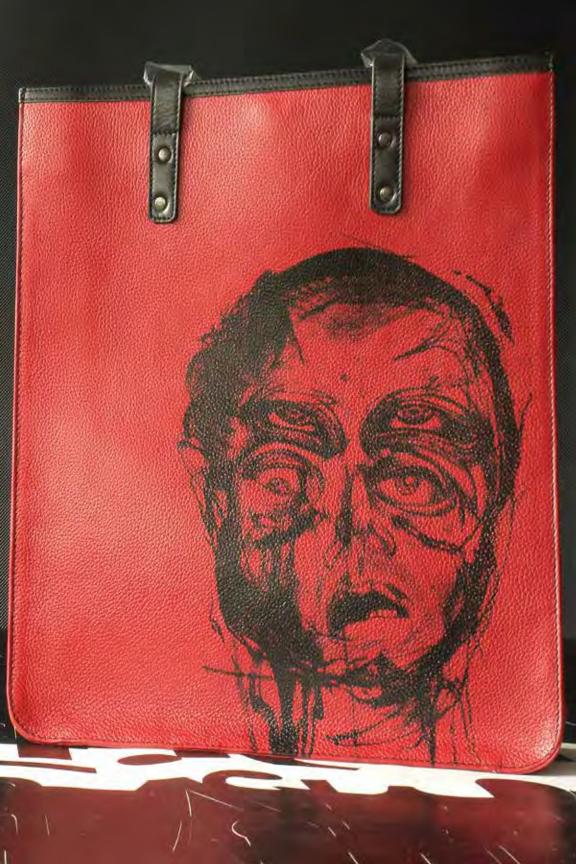


















Implicit within the characters' motivations that the visual motifs and painted canvases of Hurly Burly would be insufficient as a final stage in their performance, because paintings on a gallery wall would be too isolated and privileged. Naturally those images belong on T-shirts and bags and hard-core merchandise preferably sold online - at a discount. Cowboys on a handbag does to a certain extent conclude their possibility as a critique of Western culture and the best of their ideals perpetrated throughout. In any regard the broken down and dusty circus side show is perhaps the most obvious of metaphors for the idealspasam of contemporary culture. "My privacy has been demolished. You think a person wants that kind of thing to happen in their heads. They are trying to give their problems some serious thought, the next thing they know there's nothing in their brains as far as they can see but your tits and ass? You think a person likes that?" Hurly Burly, David Rabe, 1984



## HURLY BURLY A PLAY BY DAVID RABE VARIOUS PROJECTS 2013

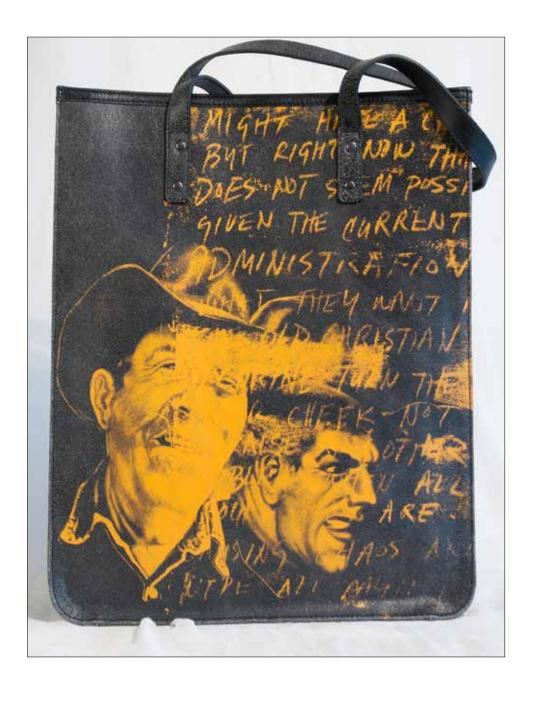
Once again the critical audience and regular gallery viewers will have the opportunity to attempt to decipher the seemingly contradictory and borderline irresponsible graphic work of Dennis Balk. The exhibition at Gallery VER is comprised of a dozen or more large-scale pictures and painted canvases, theatrically installed, which appear to have been left behind when somewhere, for some unknown reason, a traveling circus has abandoned them upon leaving town. For now, these pictures and leave-behinds are warehoused until some future time when they regain a purpose. Other references are engaged in the work, some from within the cannons of contemporary art, but taken as a whole; the viewer is presented with an array of references that give even the skilled gallery goers a run for their money.

For this exhibition, as with previous work, Balk engages issues of narrative and the potential for static work to bring a piece of story, however fragmented, into a particular focus. For sure leaving most of the work for the audience. And also, like previous installations the work is in service of animating a particular ideological perspective that appears to have nothing in common with the gallery material. Here we find paintings masquerading as pictures posing as circus props and other detritus of a bygone era.

Balk's work is often concerned with narrative tendencies as a historicizing process of the present. In the past he has written and produced theater pieces, (performed in New York), that were sometimes meant to be considered in relation to his gallery installations, often pitting contemporary characters as antagonists attempting to decipher significant historical moments. The work for this exhibition is a component of a larger project produced in Bangkok titled: Dennis Balk, Hurlyburly, a play by David Rabe. Rabe's play, produced in the eighties, was a scathing immersion into a contemporary reality where none of the characters had any discernable handle on their present situation.















# SATURDA NICHT

I would hope for a Lyotard connection between pop culture and the dissonance of our contemporary political disfunctionality. Something like that.. A soft word with a hard word.. two cultural knowns but difficult, or not usual... a rift. a little hard to swallow... but not too confusing or off putting enough to make you want to go no further... it should be intriguing, beg to enter.. unusual..

4-Color Digital printing on heavy cotton canvas with acrylic varnish and coating. Black, faux crocodile with black leather adjustable straps and handles.

#### THE SATURDAY NIGHT GROUP

This collection within the collection uses printed panels, front and reverse, which came originally from a group of collage pictures titled "Exhausted and Ideographic." These pictures were exhibited in New York and were the very first digitally printed canvases to be shown in the gallery circuit, nowadays, very common. Pop burnout is everywhere in the collaged mess, Arafat, Travolta, Rick James, blurred with Aliens and Reptiles. Nothing goes together and nothing works.

SATURDAY NIGHT WITH RED SMEAR BAG

SATURDAY NIGHT WITH COWBOYS AT SUNSET BAG

SATURDAY NIGHT WITH ARAFAT AND ALIENS BAG

SATURDAY NIGHT WITH RICK JAMES, BITCH BAG

SATURDAY NIGHT WITH SAD LINDSEY LOHAN BAG

SATURDAY NIGHT WITH BROWN EYES BAG

SATURDAY NIGHT WITH SERPENT SKIN BAG

SATURDAY NIGHT WITH RED PARTICLE BAG

SATURDAY NIGHT WITH TRAVOLTA BAG



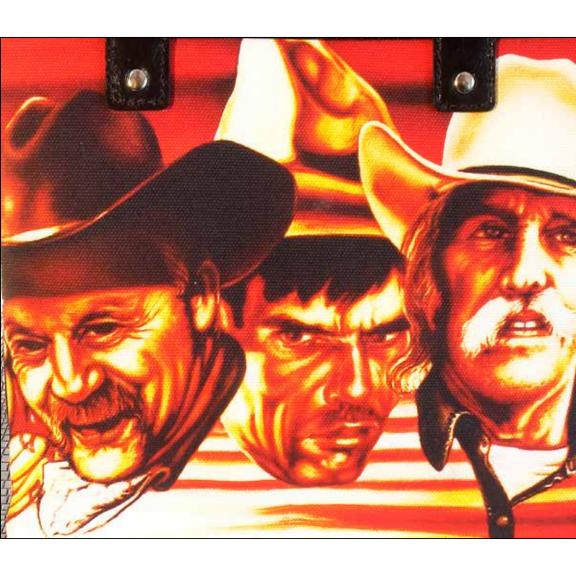
#### SATURDAY NIGHT COLLECTION, ALIEN WITH ARAFAT, ed. 10, 2013





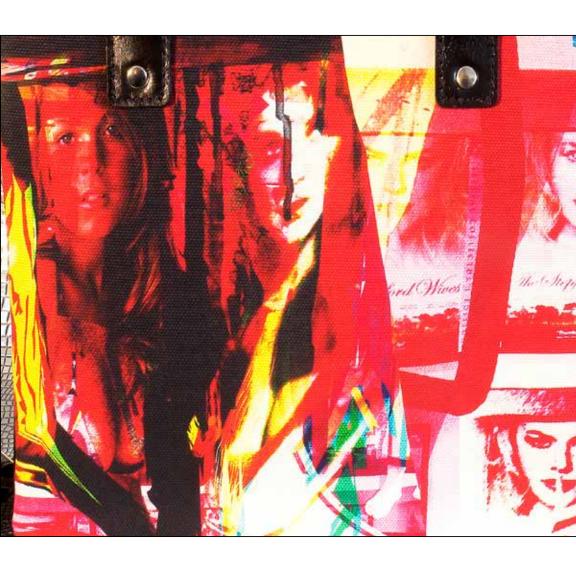
### SATURDAY NIGHT COLLECTION, COWBOYS, ed. 10, 2013





#### SATURDAY NIGHT COLLECTION, LINDSAY LOHAN, ed. 10, 2013





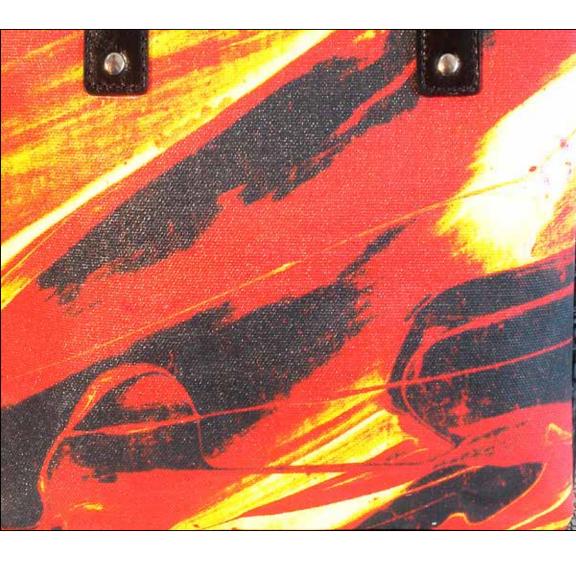
### SATURDAY NIGHT COLLECTION, RED PARTICLE, ed. 10, 2013





### SATURDAY NIGHT COLLECTION, RED SMEAR, ed. 10, 2013





# SATURDAY NIGHT COLLECTION, RICK JAMES BITCH, ed. 10, 2013

FRONT / BACK in detail

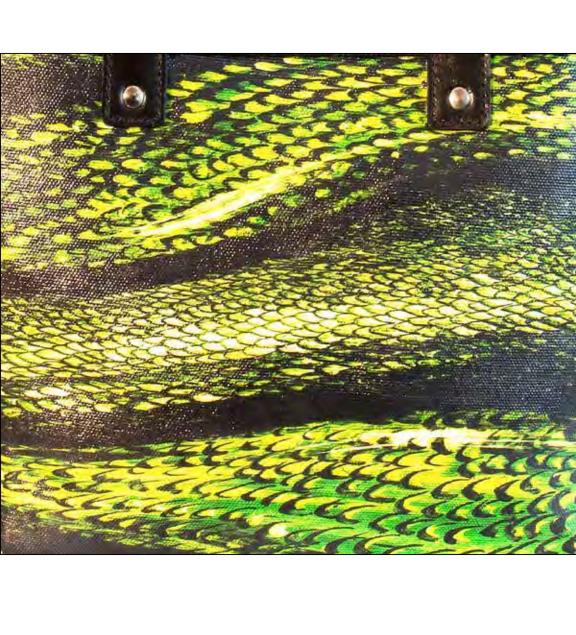




# SATURDAY NIGHT COLLECTION, SNAKE SKIN, ed. 10, 2013

## FRONT / BACK in detail





# SATURDAY NIGHT COLLECTION, TRAVOLTA, ed. 10, 2013

## FRONT / BACK in detail









In Richmond, after a few collections were completed I wanted to return to the Hurl Burly work from years earlier. I thought it still had something to offer. The litter along the roadside was still fresh. I poked back into the archive but really it was played out. So, I worked through some newer representations of the same idea; the washed up bankrupt circus, on its way out. The representation of the confused time, a polluted ideology and a context in misery.

The Richmond version was more material and collaged and patched together. I thought the process of composing the front and back panels then attaching to the body of the bag was a great way to work. Very Studio.



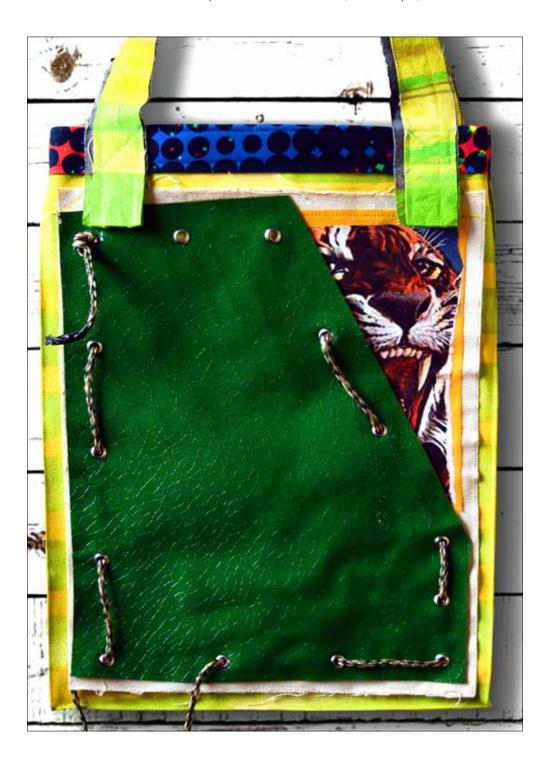




























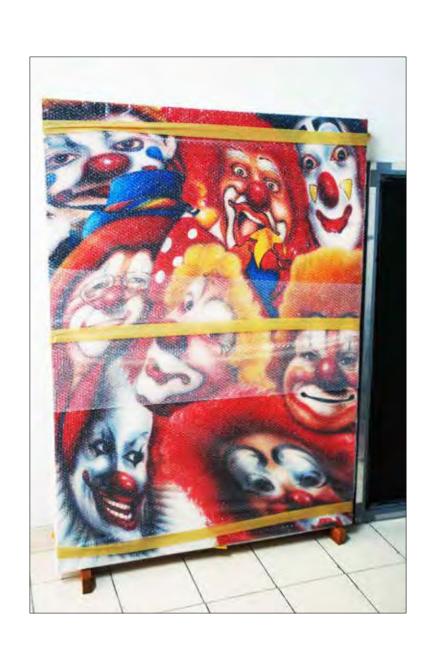


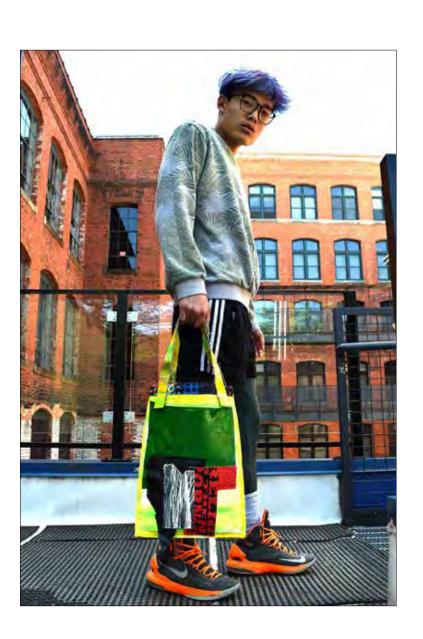






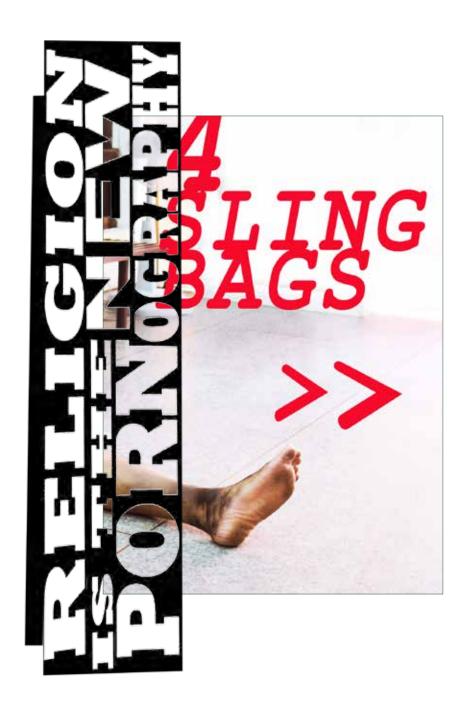






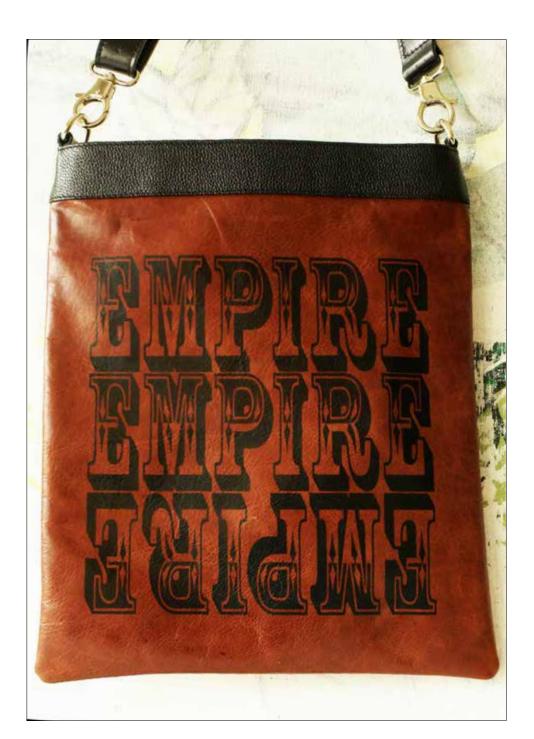






















## STUDIO BAGS

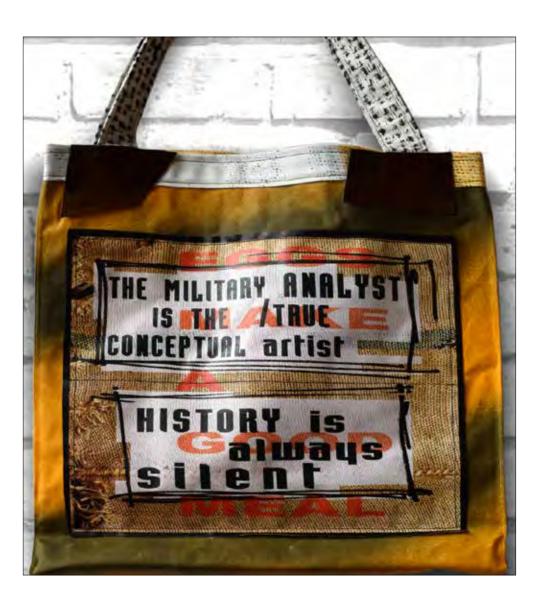
Τ h Studi Collection was cobbled together from a variety of archive projects. The vinyls and the splinter groups of pictures. Mostly from a series called Goldfinger. The imagery was modified and attacked as per normal. The requirement was the size of a small-carry bag. The sides of the bags were dyed canvas to represent an exotic type of crappy abstraction that you might see in a suburban gallery situation. The image panels were printed on a rough synthetic, similar in touch to vinyl. The prose Studio bags were meant to partner with slogan t-shirts. Those files were picked up from the archives as well, much older slogan research. Corn was an abstraction I had used in several projects.

























STUDIO BAGS COLLECTION, LARGE SATCHEL BAG WITH SLOGANS, each unique, 2020











## GANSS CANVAS

Grass Bags are painted canvas, one hundred percent. I was considering an abstraction would that be so generic it could disappear without any contextual relationship to anything. Also, I was interested in playing with simple straps and ropes. The folded texture leather is from some back alley in Chinatown, Bangkok.





**GRASS BAGS COLLECTION,** *GRASS BAG MEDIUM*, each unique, 2020









Publication Interview. July 2021

I'm going to assume most of those interested in this record are already familiar with your gallery work, Mr. Balk. So, I would like to skip over the typical questions about how you first imagined your gallery work would function within the larger art world of that time in the early 90s. The work was demonstrably focused on issues and processes of constructing the occasion of the work of art, it's reception and expectation.

How would you describe your move to fashion accessories from gallery work.

DB. When I first started the Splinter Group brand I had no interest in any type of creative cross over between the two disciplines. There was no relationship to fashion concepts in the gallery work. I kept them separate as I thought that would be the most efficient way to do it. I was definitely not taken with fashion popping up in galleries or artists turned fashion makers. I thought those efforts by those artists were misplaced, an embarrassing direction. I have a limited tolerance for some of the shenanigans of clever art making. For me, an old fashion conceptualist, I still believe the object must come from a procedural investigation of a discourse waiting to be integrated into the broader conversation. I have no interest with painting and objects that spring forth out off the so-called imagination.

The first S.G. studio was in Bangkok. The beginning work was purely marketing visuals for merchandise that didn't exist. It wasn't so much a retooling of the already completed consumer critique. That was a finished archive as far as I was concerned. I thought marketing could be an interesting set of visuals as being tethered to a context which had yet to be divulged. I like the idea that you see one part of the story and never really know if you'll see the rest of it. The 'leave you hanging' idea. But as it developed

I started to make clothes and accessories to be in the photos and the graphics, I needed the merchandise to complete the fictitious marketing. So, quite honestly my main interest was marketing graphics as a brand work within the fashion context, but I didn't want the merchandise, I didn't know yet how wonderful that process could be.

I work fast so quickly I need more visuals for the marketing. I turned to my archive which is very full of visuals from a lot of different countries, I started with the martyr graphics, the street posters from the Middle East, primarily Jordan. I thought they looked great and if I were to integrate them into this new work I would need a piece of something to put the graphic on. A bag was the solution. The first serious bag I designed is the Yellow/ Green Double Martyr Bag.

As it turns out Bangkok is a terrific hub for S.E. Asia fashion production. There are many crafts people hidden away in the back alleys in little shops and these craftsmen do incredible quality work. Generations of experience. So right away the process was established and I could make the designs and the bags would be produced and it all became very fluid. The merchandise visuals became the visuals on the bags and then the bags became visuals in the merchandise panels and ads. Of course I put everything through my blender and almost all of it was unrecognizable from its source in the archive. Anyway it was all too much fun and I was hooked by the whole process.

My art work was far less interesting and to be honest I was hoping at some point in my future to surrender my diligence and throw myself at the play of creativity without the hinderence of an audience. That was the truth of the work. If I believed there would be an audience for the work it really killed the process. I decided to not want to be successful. So of course I wasn't. But the creative drive of the brand went on for many years, at a very high level. The process took its own direction and I was taken along for the ride all over the place. Things I would never have thought of were developing and going in all sorts of material directions. Of course that's what creativity is but you never really know it until you're in it.







## STAND AND FIGHT

ALL YEAR 2013

SPLINTER CROUP

## RUN FOR COVER

BANGKOK W NEW YORK

ROME

