

# AUREL SCHEIBLER

Jonathan Bragdon

Why I Think My Drawings  
Are Not a Waste of Time

**Duration:**

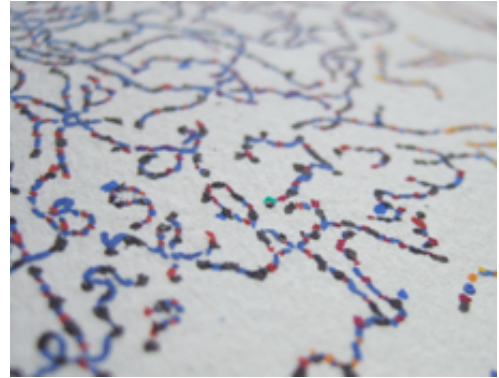
6 September – 25 October 2008

**Opening:**

5 September, 4 – 6 pm

**Location:**

Witzlebenplatz 4, 14057 Berlin



Jonathan Bragdon, detail of a dune drawing

*“Some places seem to send out a signal, as if someone were calling your name from a crowd.”*

This analogy aptly exemplifies Jonathan Bragdon’s highly personal approach to the genre of landscape. During the creative process the artist engages in a singular dialogue with his surroundings.

Bragdon’s rigorous examination of landscape becomes something akin to a struggle. He describes it as a “free fall” in which the discernable spatial arrangement of things and their objective denotation gradually fall apart. The outer world has become nothing but a loose network of possibilities that are ordered anew during the lengthy drawing process. “It is as if the existence of the landscape and myself come into balance [...]”

This balance is embodied in the main characteristic of Jonathan Bragdon’s artwork – the simultaneousness of representation and abstraction that is evident on levels of production as well as reception. According to Dr. Dorothee Brill (Museum für Moderne Kunst, Frankfurt), “One moment the drawing appears to be a detailed depiction of each leaf, stem and stone; the next they dissolve into an abstract network of lines.” The observer is not offered a predetermined standpoint; rather, he is drawn into a vivid and pulsating dialogue with the work.

Executed in a range of media including graphite, watercolor, and ink, Bragdon’s drawings are fascinating works that bear a meditative quality despite their strong emotional impact.

Jonathan Bragdon is an American artist who has lived in the Netherlands since 1979. His work is represented in numerous international collections including the Stedelijk Museum. After solo and group exhibitions in Europe, Asia and the USA, he is showing for the first time at Aurel Scheibler in Berlin.