

LUHRING AUGUSTINE

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David Musgrave

January 31 – March 1, 2014

Opening reception: Thursday, January 30, 6-8 PM

531 West 24th Street, New York, NY 10011

Luhring Augustine is pleased to announce an exhibition of new work by David Musgrave. This marks the artist's second solo exhibition with the gallery and comprises drawing, sculpture, and digital animation. Through his meticulously rendered graphite and colored pencil drawings, Musgrave explores the uncertainties of representation, expression, and process; these concerns are further addressed in his aluminum and cast resin sculptural works, and are investigated in a narrative context through digital animation.

While maintaining the exactitude of detail and technical precision characteristic of his earlier work, Musgrave undertakes a larger format for his new drawings of imagined surfaces, which he describes as existing somewhere between panels and veils. These surfaces resemble discarded sheets of board or paper that have been torn, creased, faded, stained, or etched with a blade, or which appear to show the embossed results of markings made on the surface's verso. In Musgrave's words, "the drawn planes are mental objects that assert physicality, or fantasies of the material that show that materiality is also a particular category of fantasy." The objects that Musgrave renders take form in his imagination; while he may rely on a preliminary model as a point of departure for some of the drawings, others have no external source. In several instances the works project the future of these virtual objects, forecasting the structural and surface damage that they might suffer.

In his sculptures, Musgrave endeavors to reflect the conditions of their making through a distorting lens, and to remake matter in its own image. For example, *Machinic figure no. 2* is an aluminum construction developed from a crude maquette that faithfully reiterates the flaws inherent in the original, while *Glue golem* is cast in resin, a material that behaves similarly to the one referenced in the work's title. In his new digital animation, Musgrave merges the imaginative potential of digital simulation with the utilitarian aesthetic of diagrams by realizing a narrative wherein the scraps and waste that accumulate on his studio desk spontaneously form sculptures or quasi-living beings. Uniting the new body of work is a preoccupation with reduction, which is exemplified by the impoverished, cancelled, and semi-human figure that reappears throughout. For Musgrave, "stripping things out is expression in reverse."

David Musgrave was born in Stockton-on-Tees, England, and lives and works in London. He has recently had solo exhibitions at greengrassi, London and Marc Foxx, Los Angeles. His work has been included in a number of group exhibitions at institutions throughout Europe and the Americas, including Kunstverein Freiburg; Tate Britain, London; CAPC musée d'art contemporain de Bordeaux, France; and Contemporary Art Museum St. Louis, MO. Musgrave's work is included in the collections of the Museum of Modern Art, New York; The Metropolitan Museum of Art, New York; the Hammer Museum, Los Angeles; the Dallas Museum of Art; the Rhode Island School of Design; and Tate, London. In January 2013 Musgrave's digital animation *Studio golem* was broadcast on Channel 4 in the United Kingdom.

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