

> FRUITKEY : JASON GLASSER

EXHIBITION DATES: OCTOBER 24 – NOVEMBER 17, 2003

GALLERY HOURS: FRIDAY TO MONDAY 1 TO 7 PM

It's difficult to know if Jason Glasser's world is the past, present or future of the world we know, and if it's grounded in science fiction, premonition or mythology.

There are mammoths, lions, bears, cows, deer and birds. There are hunters with spears and hunters with guns, and a monkey on a bicycle being bombarded by warplanes. These characters can be found in various settings- landscapes, with mountains, lakes, roads, rivers and houses. There are also a number of "beings" that are more difficult to describe- often oval or round, and with faces or eyes, some smiling, some not.

These elements appear in paintings realized in reverse on the backs of panels of auto-glass, and in short animated films, sometimes transferred from Super 8 film, sometimes computer generated.

The paintings and films draw us into a narrative that remains intriguing and unexplained, although it almost always manages to give an ominous impression of catastrophe –that has already happened, or is about to happen. These works are far from negative, however, probably because they are tempered by a good deal of humor, and in the end they are perhaps simply allegories for our existence, or even that of the planet. A rocky road so peppered with risks and dangers, that we might as well enjoy the journey, and laugh at our predicament, especially since it is ultimately doomed to disaster and disappearance.

Jason Glasser was born in Connecticut and graduated from the Hunter College MFA program in 1996. He has shown at Jack Tilton Gallery, Stephanie Martz Gallery, LFL Gallery, Plus Ultra Gallery, and Rhodes + Mann (London). His work was previously shown at Parker's Box in Distant Shores (June, 2003). Jason Glasser is a well known member of the group Clem Snide and will be playing a special set with musical guests at Galapagos on Friday, October 24, following the opening at Parker's Box.



Jason Glasser
Film still
2003