

The Exquisite Corpse in Glass

Contemporary Figurative Flameworkers Play a Surrealist Game.

Exhibition Curator

Marshall Hyde

Traveling Exhibition Coordinator

Michael J. Beam

Number of works

22 complete figures, each approximately 12 inches tall, with support armatures. Wall hung photographic/text panels will accompany the exhibition, showcasing each original glass figure as well as profiling each artist, and illustrating the flamework process.

Exhibition space

Minimum of 150 running feet of wall space and approximately 72 square feet of secure vitrine space (equal to approximately four secure cases with 3 x 6 feet of surface area)

Insurance

Must be provided by exhibition venue

Rental Fee

\$2,900.00 Plus one way (out) shipping to next venue, to be billed directly to your institution. The curator of the exhibition, Marshall Hyde, is available to attend the installation of the exhibition and give a slide presentation and lecture about the artwork, participating artists, and history of the game. [His \(one-time\) travel and participation in installation and/or lecture is included in the cost of the exhibition; details of his participation will be determined with the hosting venue at the time of booking.](#)

Exhibition Period

10-14 weeks; bookings are available starting March 2006

Publication

10 interactive catalogues will be provided at no cost, additional can be purchased at reduced rate.

Contact

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Genius is a shared experience...

Share the excitement of a new Exquisite Corpse concept and secure your venue for this first-of-its kind traveling exhibition.

In this exhibition, eleven internationally recognized figurative glass sculptors are invited to “play” a modern version of the Surrealist game, the *cadavre exquis* (exquisite corpse.) In the original game, the players would write words on bits of paper, which would then be drawn at random to create nonsensical (or amazingly profound!) sentences. The first sentence ever created this way gave the game its name: “The exquisite corpse drinks the young wine.” The game could also be played graphically: one person would draw a head on a sheet of paper, fold it back so that it could not be seen, and then pass it to a second person, who would draw a torso, folding that back and passing it to a third person, who would draw the legs. Only when the drawing was unfolded would the startling and humorous images be revealed.

In *The Exquisite Corpse in Glass* exhibition, both versions of the game are combined: each artist has created two figures in flameworked glass, one male and one female, in three parts: head, torso, and legs. At each venue, labels with each artist's name and body parts will be drawn at random (**great opportunity for a regional media event!**), and the figures will then be assembled accordingly. Thus, artist A's female head may be placed upon artist F's male torso, which then rests on artist C's male



legs, and so on. Each combined figure will be assembled on specially designed armatures. Each hosting venue will have an entirely unique installation. Visual and didactic materials will accompany the exhibition, showcasing every complete figure, artist biography, and the flameworking process.



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