The Exquisite Corpse in Glass
Contemporary Figurative Flameworkers Play a Surrealist Game.

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. Each combined figure will be assembled on specially designed armatures. Visual and didactic materials will accompany the exhibition, showcasing every complete figure, artist biography, and the flameworking process.

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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