DAN GRAHAM
Video - Television - Architecture

Please join EAI and Dan Graham for an artist talk that explores his early and unrecorded experiments with video, architecture, and time.

Tuesday, April 10, 2007, 6:30 pm

**Electronic Arts Intermix (EAI), New York
535 West 22nd Street, 5th Floor
(between 10th & 11th Avenues)**

Admission free   RSVP: info@eai.org

Dan Graham will talk about his live video pieces from the 1970s. These works were created using closed-circuit cable television technology and incorporated into architectural installations using corporate building materials and design concepts. Actively engaging the viewer, Graham's first pieces were perceptual inquiries into the boundaries between private and public spaces and the audience and performer. The viewer's perception was manipulated and displaced through the use of various devices, including video, time delay, projections, surveillance and mirrors.

The video produced in these installations was, by design, a real-time element and was deliberately not recorded. Graham will guide the audience through his own documentation of this fascinating period in his work, sharing rarely-seen plans, photographs, and video of these pieces in action. In addition, the artist will also discuss a number of unrealized works. Following the talk, there will be a Q&A with Graham.

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Dan Graham

Since the mid-1960s, Dan Graham has produced an important body of art and theory that engages in a highly analytical discourse on the historical, social and ideological functions of contemporary cultural systems. Architecture, popular music, video and television are among the focuses of his provocative investigations, which are articulated in critical essays, performances, installations, videotapes and architectural/sculptural designs.

Graham's work is represented in the collections of numerous major institutions in the United States and Europe, including Moderna Museet, Stockholm; Centre Georges Pompidou, Paris; and The Tate Gallery, London. He has had retrospective exhibitions at Van Abbemuseum, Eindhoven, Holland; Museum of Modern Art, Oxford, England; Kunsthalle, Berne, Switzerland; and has been represented internationally in group exhibitions at Documenta 7, Kassel, Germany; Art Institute of Chicago; Stedelijk Museum, Amsterdam; P.S. 1, New York; and The Museum of Modern Art, New York, among other festivals and institutions. Dan Graham lives and works in New York City.

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About EAI: Founded in 1971, Electronic Arts Intermix (EAI) is one of the world's leading nonprofit resources for video art and interactive media. EAI's core program is the international distribution of a major collection of new and historical media works by artists. EAI's activities include a preservation program, viewing access, educational services, online resources, and public programs such as exhibitions and lectures. The Online Catalogue provides a comprehensive resource on the 175 artists and 3,000 works in the EAI collection, including extensive research materials. **www.eai.org**

Please visit EAI's new project, The Online Resource Guide for Exhibiting, Collecting & Preserving Media Art, a comprehensive source for information on single-channel video, computer-based art, and media installation:
http://resourceguide.eai.org

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For more information about this event please contact: Josh Kline (josh@eai.org)   T: (212) 337-0680 x17
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