



## Museum of Arts & Design and Electronic Arts Intermix Present:



### Corporal Identity - Body Language: The Moving Image

February 26, 2004  
6 - 8 pm, free

[Donnell Library](#)  
20 West 53rd Street, New York

Presented in conjunction with the exhibition *Corporal Identity - Body Language* at the [Museum of Arts & Design](#), this public program features works by fourteen artists who employ the moving image to explore physical and intellectual aspects of identity. In the conceptual performance works of Beverly Semmes, [Carolee Schneeman](#), Tatiana Parceró, [Bruce Nauman](#), and Ingrid Mwangi, the artist uses his or her own body as an art-making object. Works by [Kristin Lucas](#), Aida Ruilova, Melissa Dubbin and Aaron Davidson reveal psychological anxieties as a condition of contemporary self. Stelarc, [Steina](#), [Torsten Zenas Burns and Darrin Martin](#) forecast the impact of new technologies on the body. The struggle with body-image is explored in a music video by [Tony Oursler](#) in collaboration with Sonic Youth, and artists [Ursula Hodel](#) and [Alix Pearlstein](#) continue this investigation with works that utilize the artist as performer or a surrogate as a means to interpret self-image.

Beverly Semmes, [Torsten Zenas Burns and Darrin Martin](#), Melissa Dubbin and Aaron Davidson, and [Alix Pearlstein](#) will introduce their works in person. Organized by Galen Joseph-Hunter (Electronic Arts Intermix).

Beverly Semmes, [The Swing](#), 2003, loop, color, sound  
Carolee Schneemann, [Body Collage](#), 1967, 3:30 min, b&w, silent, 16 mm film (projected in video)\*  
Tatiana Parceró, [Life Lines](#), 1995, 6 min, color, sound  
Bruce Nauman, [Gauze](#), 1969, 8 min, b&w, silent, 16 mm film (projected in video)\*  
Aida Ruilova, [The Stun](#), 2000, 1:30 min, color, sound  
Melissa Dubbin + Aaron Davidson, [Sitting Still](#), 2003, 2:15 min, b&w, sound  
Kristin Lucas, [Cable Xcess](#), 1996, 4:48 min, color, sound\*  
Acmi & Stelarc, [Alternate Interfaces](#), 2004, 6 min, color, sound  
Steina, [Warp](#), 2000, 4:30 min, color, sound\*  
Torsten Zenas Burns and Darrin Martin, [The Man-Probes Examples](#), 2004, 6 min, color, sound  
Aida Ruilova, [Oh No](#), 1999-2000, 45 sec, color, sound  
Tony Oursler. In collaboration with Sonic Youth, [Tunic \(Song for Karen\)](#), 1990, 6:17 min, color, sound\*  
Ursula Hodel, [Godiva](#), 1997, 4:31 min, color, sound\*  
Ingrid Mwangi, [Neger](#), 1999, 4:15 min, color, sound  
Alix Pearlstein, [Partners](#), 1998, 16:40 min, color, sound \*

\*Courtesy Electronic Arts Intermix, New York

About Electronic Arts Intermix (EAI)

Founded in 1971, Electronic Arts Intermix (EAI) is one of the world's leading nonprofit resources for video art and interactive media. As a pioneer and advocate of artists and the media arts, 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, exhibitions and events. The Online Catalogue provides a comprehensive resource on the 175 artists and 3,000 works in the EAI collection, including artists' biographies, descriptions of works, QuickTime excerpts, research materials, Web projects, and online ordering. [www.eai.org](http://www.eai.org)

#### About Museum of Arts & Design (MAD)

For nearly half a century, the Museum of Arts & Design, formerly the American Craft Museum, has served as the country's premier institution dedicated to the collection and exhibition of contemporary objects created in craft media, such as clay, glass, wood, metal, and fiber. The Museum celebrates materials and processes that are today embraced by practitioners in the fields of craft, art and design, as well as architecture, fashion, interior design, technology, performing arts, and art and design-driven industries. The institution's new name reflects the increasingly interdisciplinary nature of the Museum's permanent collection and exhibition programming as it explores objects that are created at the crossroads of craft, art, and design. [www.madmuseum.org](http://www.madmuseum.org)