



EAI at NADA Art Fair, Miami

EAI is pleased to participate in the New Art Dealers Alliance (NADA) Art Fair in Miami, December 1-4, 2005.

NADA Art Fair December 1-4, 2005 The Ice Palace, 59 NW 14th St., Miami, FL 33136



EAI will present nightly screenings of new video from our collection of works by emerging and established artists. Works by Cory Arcangel, Bernadette Corporation, Dan Graham, Joan Jonas, Shana Moulton, Takeshi Murata, Paper Rad, Seth Price, and Lawrence Weiner will be shown. The screenings will be held at 6 pm nightly, from Thursday, December 1 through Saturday, December 3, in front of the NADA Art Fair at the Ice Palace.

Video Program:

- Bernadette Corporation** *The B.C. Corporate Story*, 1996, 7:03 min
Shana Moulton *Feeling Free with 3D Magic Eye Poster Remix*, 2004, 8:13 min
Seth Price *Rejected of Unused CLips, Arranged in Order of Importancery*, 2003, 10:38 min
Paper Rad *P-Unit Mixtape*, 2005, 21:08 min
Cory Arcangel *All the Parts from Simon and Garfunkel's 1984 Central Park Performance Where Garfunkel Sings With His Hands in His Pockets*, 2004, 6:33 min
Dan Graham *Death by Chocolate: West Edmonton Shopping Mall (1986-05)*, 2005, 8 min
Joan Jonas *Waltz*, 2003, 7:03 min
Takeshi Murata *Melter 2*, 2003, 3:50 min
Lawrence Weiner *Inherent in the Rhumb Line*, 2005, 7 min

Cory Arcangel: Cory Arcangel works with early computers and video game systems. He is best known for his Nintendo game cartridge hacks, and his subversive reworking of obsolete computer systems of the 1970s and '80s, such as the Commodore 64 and Atari 800. Arcangel often works with art collective/record label Beige, a loosely defined ensemble of artists and programmers who work collaboratively in digital media. Beige has produced videos, Web projects, and albums of electronic music, as well as modified Nintendo video game cartridges.

Bernadette Corporation: Since 1994, the anonymous, international group of artists known as Bernadette Corporation has explored strategies of cultural resistance, appropriating contemporary entertainment modes for their own experimental purposes. From the BC fashion label and the magazine *Made In USA*, to the collectively-authored novel *Reena Spaulings* and videos starring the likes of Sylvère Lotringer and Chloe Sevigny, Bernadette Corporation's interventionist projects amount to a precisely-calibrated critique of a global culture that constructs identity through consumption and branding.

Dan Graham: Dan Graham's provocative art and theories analyze the historical, social and ideological functions of contemporary cultural systems, including architecture, rock music, and television. In performances, installations, and architectural/sculptural designs, he investigates public and private, audience and performer, objectivity and subjectivity. Deconstructing the phenomenology of viewing, he manipulates perception with time delay, projections, closed-circuit video, and mirrors.

Joan Jonas: An acclaimed multi-media performance artist, Joan Jonas is also a major figure in video art. From her seminal performance-based exercises of the 1970s to her later televisual narratives, Jonas engages in an elusive theatrical portrayal of female identity. Employing an idiosyncratic vocabulary of ritualized gesture and symbolic objects that include masks, mirrors, and costuming, she explores the self and the body through layers of meaning.

Shana Moulton: Shana Moulton has created a character named Cynthia who wears clothing embedded with medical devices and surrounds herself with inspirational new age knickknacks. In a series of episodic videos, performances, and installations, Moulton depicts Cynthia's search for purpose, fulfillment and salvation through her

banal home decorations. Played by Moulton herself, Cynthia copes with life's little struggles by creating her own reality out of the mundane.

Takeshi Murata: Los Angeles-based artist Takeshi Murata produces abstract digital works that refigure the experience of animation. Creating Rorschach-like fields of seething color, form and motion, Murata pushes the boundaries of digitally manipulated psychedelia. With a powerfully sensual force that is expressed in videos, loops, installations, and electronic music, Murata's synaesthetic experiments in hypnotic perception appear at once seductively organic and totally digital.

Paper Rad: Artist collective Paper Rad synthesizes popular material from television, video games, and advertising, reprogramming these references with an exuberantly neo-primitivist digital aesthetic. As member Jacob Ciocci writes, "In the '70s and '80s cartoons and consumer electronics were bigger and trashier than ever and freaked kids out... Now these kids are getting older and are freaking everybody else out by using this same throw-away trash."

Seth Price: In conceptual works that include video, sculpture, sound, written texts, performance and Web-based projects, Seth Price engages in strategies of appropriation, remixing and repackaging to consider issues of cultural production, the distribution of information, and political structures. Investigating the cultures generated and re-circulated by mass media technologies and information systems, Price ultimately questions the production and dissemination of art.

Lawrence Weiner: A key figure in Conceptual Art, Lawrence Weiner has long pursued inquiries into language and the art-making process. From his pioneering installation works of the 1960s and '70s through his new digital projects, Weiner posits a radical redefinition of the artist/viewer relationship and the very nature of the artwork. Translating his investigations into linguistic structures and visual systems across varied formats and manifestations, Weiner has also produced books, films, videos, performances and audio works.

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 artists' biographies, descriptions of works, QuickTime excerpts, research materials, Web projects, and online ordering.

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