

Paik Video Station Hill Arts Series

Visualizing Rituals Making Images Move Multi-media Cracked Media Opportunities in Arts & Crafts Careers, Revised Edition Topless Cellist Taiwan Review Opportunities in Arts and Crafts Careers Annual Bibliography of Modern Art Contemporary Digital Cinema Progressive Architecture American Book Publishing Record Paik Video Nam June Paik and Korea, from fantasy to hyperreality A History of Video Art Global Groove 2004 Nam June Paik Paik's Virtual Archive Illuminating Video Art in America The Cumulative Book Index Creativity & Cognition TV Museum Modern Times Gary Hill We are in Open Circuits The Emergence of Video Processing Tools Nam June Paik Video/Art: The First Fifty Years New Art Examiner Nam June Paik The Fluxus Reader Academic American encyclopedia ABM Art School Modern Painters Tokyo Contemporary Art Guide Expanded Cinema Video Spaces

Visualizing Rituals

Are you looking for the latest information to open the door to the career of your dreams? Opportunities in Arts and Crafts Careers covers a range of jobs in this industry, from those that require high school and trade school to associate, four-year, and graduate degrees. You'll find up-to-date salary statistics, training requirements, as well as the lowdown on life on the job. This comprehensive, no-nonsense guide takes the stress out of launching a career that's both satisfying and financially rewarding.

Making Images Move

Multi-media

The independent voice of the visual arts.

Cracked Media

Essays by Nam June Paik, John G. Hanhardt, Caitlin Jones and Anja Osswald.

Opportunities in Arts & Crafts Careers, Revised Edition

Topless Cellist

Taiwan Review

"The Emergence of video processing tools presents stories of the development of early video tools and systems designed and built by artists and technologists during the late 1960s and 1970s. Split over two volumes, the contributors examine the intersection of art and science and look at collaborations among inventors, designers, and artists trying to create new video tools to capture and manipulate

images in fascinating and revolutionary ways. Volume two includes the section 'Tools' that describes the particular collaborations and technologies that created these custom-made video instruments. The contributors include 'video pioneers' who have been active since the emergence of the aesthetic, and technologists who continue to design, build, and hack media tools."--Back cover.

Opportunities in Arts and Crafts Careers

The first book to explore the extraordinary career of musician and performance artist Charlotte Moorman, whose work combined classical rigor, avant-garde experiment, and madcap daring.

Annual Bibliography of Modern Art

Contemporary

Digital Cinema

Leading international artists and art educators consider the challenges of art education in today's dramatically changed art world. The last explosive change in art education came nearly a century ago, when the German Bauhaus was formed. Today, dramatic changes in the art world--its increasing professionalization, the pervasive power of the art market, and fundamental shifts in art-making itself in our post-Duchampian era--combined with a revolution in information technology, raise fundamental questions about the education of today's artists. *Art School (Propositions for the 21st Century)* brings together more than thirty leading international artists and art educators to reconsider the practices of art education in academic, practical, ethical, and philosophical terms. The essays in the book range over continents, histories, traditions, experiments, and fantasies of education. Accompanying the essays are conversations with such prominent artist/educators as John Baldessari, Michael Craig-Martin, Hans Haacke, and Marina Abramovic, as well as questionnaire responses from a dozen important artists--among them Mike Kelley, Ann Hamilton, Guillermo Kuitca, and Shirin Neshat--about their own experiences as students. A fascinating analysis of the architecture of major historical art schools throughout the world looks at the relationship of the principles of their designs to the principles of the pedagogy practiced within their halls. And throughout the volume, attention is paid to new initiatives and proposals about what an art school can and should be in the twenty-first century--and what it shouldn't be. No other book on the subject covers more of the questions concerning art education today or offers more insight into the pressures, challenges, risks, and opportunities for artists and art educators in the years ahead. Contributors Marina Abramovic, Dennis Adams, John Baldessari, Ute Meta Bauer, Daniel Birnbaum, Saskia Bos, Tania Bruguera, Luis Camnitzer, Michael Craig-Martin, Thierry de Duve, Clémentine Deliss, Charles Esche, Liam Gillick, Boris Groys, Hans Haacke, Ann Lauterbach, Ken Lum, Steven Henry Madoff, Brendan D. Moran, Ernesto Pujol, Raqs Media Collective, Charles Renfro, Jeffrey T. Schnapp, Michael Shanks, Robert Storr, Anton Vidokle

Progressive Architecture

Making Images Move reveals a new history of cinema by uncovering its connections to other media and art forms. In this richly illustrated volume, Gregory Zinman explores how moving-image artists who worked in experimental film pushed the medium toward abstraction through a number of unconventional filmmaking practices, including painting and scratching directly on the film strip; deteriorating film with water, dirt, and bleach; and applying materials such as paper and glue. This book provides a comprehensive history of this tradition of "handmade cinema" from the early twentieth century to the present, opening up new conversations about the production, meaning, and significance of the moving image. From painted film to kinetic art, and from psychedelic light shows to video synthesis, Gregory Zinman recovers the range of forms, tools, and intentions that make up cinema's shadow history, deepening awareness of the intersection of art and media in the twentieth century, and anticipating what is to come.

American Book Publishing Record

The curator who founded MoMA's video program recounts the artists and events that defined the medium's first 50 years. Since the introduction of portable consumer electronics nearly a half century ago, artists throughout the world have adapted their latest technologies to art-making. In this book, curator Barbara London traces the history of video art as it transformed into the broader field of media art - from analog to digital, small TV monitors to wall-scale projections, and clunky hardware to user-friendly software. In doing so, she reveals how video evolved from fringe status to be seen as one of the foremost art forms of today.

Paik Video

Korean-born artist Nam June Paik (1932-2006) is known for his cutting-edge approach to art, and this new volume features both well-known works - such as *Electronic Superhighway: Continental U.S., Alaska* - and more rarely seen pieces. It also includes an

Nam June Paik and Korea, from fantasy to hyperreality

A History of Video Art is a revised and expanded edition of the 2006 original, which extends the scope of the first edition, incorporating a wider range of artists and works from across the globe and explores and examines developments in the genre of artists' video from the mid 1990s up to the present day. In addition, the new edition expands and updates the discussion of theoretical concepts and ideas which underpin contemporary artists' video. Tracking the changing forms of video art in relation to the revolution in electronic and digital imaging that has taken place during the last 50 years, *A History of Video Art* orients video art in the wider art historical context, with particular reference to the shift from the structuralism of the late 1960s and early 1970s to the post-modernist concerns of the 1980s and early 1990s. The new edition also explores the implications of the internationalisation of artists' video in the period leading up to the new millennium and its concerns and preoccupations including post-colonialism, the post-medium

condition and the impact and influence of the internet.

A History of Video Art

Paik Video by Edith Decker-Phillips, a renowned critic of contemporary media art, is a complete and meticulously documented account of Nam June Paik's career from its beginnings in Western-style musical composition through his discovery of the revolutionary work of John Cage, to his present status as a major figure in 20th century art. Known in the '50s for his "action music," he was led by electronic music to the visual electronics of television. Besides providing extensive aesthetic and technical analyses of the whole spectrum of Paik's oeuvre from the late '50s to 1984, Paik Video emphasizes the artist's work in video installations as embodying the artist's major vision and influence in contemporary art. It also includes a complete, thematically organized catalogue of Paik's installations from 1963 to 1984, over one hundred illustrations of Paik's work including eight pages in full-color, ample and informative annotations, a full bibliography, and name and subject indexes.

Global Groove 2004

TV Museum takes as its subject the complex and shifting relationship between television and contemporary art. Informed by theories and histories of art and media since the 1950s, this book charts the changing status of television as cultural form, object of critique, and site of artistic invention. Through close readings of artworks, exhibitions, and institutional practices in diverse cultural and political contexts, Connolly demonstrates television's continued importance for contemporary artists and curators seeking to question the formation and future of the public sphere. Paying particular attention to developments since the early 2000s, TV Museum includes chapters on exhibiting television as object; soaps, sitcoms, and symbolic value in art and television; reality TV and the social turn in art; TV archives, memory, and media events; broadcasting and the public realm; TV talk shows and curatorial practice; art workers and TV production cultures.

Nam June Paik

With its huge cost-saving potential, digital cinema is the biggest thing to happen to the movies since sound -- this book details how each phase of the digital movie-making process, shooting, postproduction, delivery, and exhibition -- differs from film and provides clear answers to the cost vs. quality controversy. * Nonlinear editing -- software, basic technique, cost savings * Digital video color correction * CGI -- changing the shot after the shoot * Digital composition for film * Universal mastering (film, DVD, TV, Internet) * Digital distribution and exhibition

Paik's Virtual Archive

In Paik's Virtual Archive, Hanna B. Hölling contemplates the identity of multimedia artworks by reconsidering the role of conservation in our understanding of what the artwork is and how it functions within and beyond a specific historical moment. In Hölling's discussion of works by Nam June Paik (1932-2006), the hugely

influential Korean American artist who is considered the progenitor of video art, she explores the relation between the artworks' concept and material, theories of musical performance and performativity, and the Bergsonian concept of duration, as well as the parts these elements play in the conceptualization of multimedia artworks. Hölling combines her astute assessment of artistic technologies with ideas from art theory, philosophy, and aesthetics to probe questions related to materials and materiality, not just in Paik's work but in contemporary art in general. Ultimately, she proposes that the archive—the physical and virtual realm that encompasses all that is known about an artwork—is the foundation for the identity and continuity of every work of art.

Illuminating Video

Art in America

Diverse aspects of art from its inception to its eventual display have continuously been connected to rituals and vice versa, whether formally or informally. As the field of critical theory has expanded over the past several decades, becoming increasingly relevant to art historical discourse, new methods of understanding art in relation to the individual and society have played a significant role in the conceptualization of ritual practices. In addition, psychoanalytic theories of identity formation as well as ideas of the fragmented, post-modern subject have opened up new avenues for considering the role of rituals in modern society. Thus, the relationship between art and ritual is wide and varied and has become a dynamic field of critical inquiry. The essays presented in this compilation examine various ways in which emerging scholars are negotiating the relationship between art and ritual. Drawing from numerous aspects of art historical, anthropological and theoretical discourses, the papers seek to address some of the questions that arise from these complex relationships and open up the possibility for new ways of defining both art and ritual. The essays range in scope from the architectural forms of temples from Ancient Greece to the ritualistic return to blackness in the art of Kahinde Wiley. Visualizing Rituals is a crucial project that creatively develops new ways of navigating the nexus between art and ritual practices.

The Cumulative Book Index

Abstracts of journal articles, books, essays, exhibition catalogs, dissertations, and exhibition reviews. The scope of ARTbibliographies Modern extends from artists and movements beginning with Impressionism in the late 19th century, up to the most recent works and trends in the late 20th century. Photography is covered from its invention in 1839 to the present. A particular emphasis is placed upon adding new and lesser-known artists and on the coverage of foreign-language literature. Approximately 13,000 new entries are added each year. Published with title LOMA from 1969-1971.

Creativity & Cognition

Fiftieth anniversary reissue of the founding media studies book that helped

establish media art as a cultural category. First published in 1970, Gene Youngblood's influential *Expanded Cinema* was the first serious treatment of video, computers, and holography as cinematic technologies. Long considered the bible for media artists, Youngblood's insider account of 1960s counterculture and the birth of cybernetics remains a mainstay reference in today's hypermediated digital world. This fiftieth anniversary edition includes a new Introduction by the author that offers conceptual tools for understanding the sociocultural and sociopolitical realities of our present world. A unique eyewitness account of burgeoning experimental film and the birth of video art in the late 1960s, this far-ranging study traces the evolution of cinematic language to the end of fiction, drama, and realism. Vast in scope, its prescient formulations include "the paleocybernetic age," "intermedia," the "artist as design scientist," the "artist as ecologist," "synaesthetics and kinesthetics," and "the technosphere: man/machine symbiosis." Outstanding works are analyzed in detail. Methods of production are meticulously described, including interviews with artists and technologists of the period, such as Nam June Paik, Jordan Belson, Andy Warhol, Stan Brakhage, Carolee Schneemann, Stan VanDerBeek, Les Levine, and Frank Gillette. An inspiring Introduction by the celebrated polymath and designer R. Buckminster Fuller—a perfectly cut gem of countercultural thinking in itself—places Youngblood's radical observations in comprehensive perspective. Providing an unparalleled historical documentation, *Expanded Cinema* clarifies a chapter of countercultural history that is still not fully represented in the arthistorical record half a century later. The book will also inspire the current generation of artists working in ever-newer expansions of the cinematic environment and will prove invaluable to all who are concerned with the technologies that are reshaping the nature of human communication.

TV Museum

Modern Times

Gary Hill

How the deliberate cracking and breaking of playback media has produced experimental music and sound by artists and musicians ranging from Nam June Paik and Christian Marclay to Yasunao Tone and Oval.

We are in Open Circuits

The Emergence of Video Processing Tools

The Fluxus Reader offers the first comprehensive overview of this challenging and controversial group, written by leading scholars and experts from Europe and the United States.

Nam June Paik

This new, fully illustrated catalogue on the celebrated progenitor of video art, Nam June Paik (1932–2006), brings together a host of scholars, artists, and Paik's own collaborators to illuminate the work of this innovative artist. An essay by curator Michelle Yun takes readers through Paik's highly original career, providing insight into his radical and witty experiments with technology, especially in relation to the body, which he viewed as vital platforms for the future of art, science, and popular culture. Scholars David Joselit and John Maeda contribute texts examining the artist's interest in new media and popular culture. A roundtable discussion with three of Paik's own artistic collaborators and contemporary artists' statements shed light on the collaborative process and Paik's enduring influence on artistic practice today. Drawing on the newly established Nam June Paik Archive at the Smithsonian American Art Museum, this book also features never-before-published primary sources that highlight Paik's prescient attitude towards the integration of increasingly indispensable technologies into modern life.

Video/Art: The First Fifty Years

New Art Examiner

Gathers together essays on video art, covering such aspects as its history, and its relationship to the media, fine arts, and culture

Nam June Paik

A world list of books in the English language.

The Fluxus Reader

Academic American encyclopedia

ABM

Multi-media charts the development of multi-media video, installation and performance in a unique dialogue between theoretical analysis and specially commissioned documentations by some of the world's foremost artists. Nick Kaye explores the interdisciplinary history and character of experimental practices shaped in exchanges between music, installation, theatre, performance art, conceptual art, sculpture and video. The book sets out key themes and concerns in multi-media practice, addressing time, space, the resurgence of ephemerality, liveness and 'aura'. These chapters are interspersed with documentary artwork and essays by artists whose work continues to shape the field, including new articles from: Vito Acconci The Builders Association John Jesurun Pipilotti Rist Fiona Templeton. Multi-media also reintroduces a major documentary essay by Paolo Rosa of Studio Azzurro in a new, fully illustrated form. This book combines sophisticated scholarly analysis and fascinating original work to present a refreshing and creative investigation of current multi-media arts practice.

Art School

Modern Painters

This book, one of a series on the gallery's collections, has two broad objectives: firstly to introduce the contemporary collection and the ideas that have provided direction for its evolution; and secondly to address and discuss with brevity and clarity the individual works of art.

Tokyo Contemporary Art Guide

Richly illustrated and beautifully designed, *Modern Times: The Untold Story of Modernism in Australia* reveals how modernism transformed all aspects of Australian culture across five tumultuous decades from 1917 to 1967. The influence of modernism was wide reaching. *Modern Times* looks at all things modern and as diverse as art, advertising, photography, film, fashion, the body, architecture, interiors, recreational sites such as the new swimming pools and fountains, milk bars and auto culture. Modernism embodied the utopian possibilities of the 20th century. It transformed Australian cities into complex metropolises and offered access to new cosmopolitan cultures. This is the first time that such diverse material has been brought together in one volume. With stories from more than 20 authors and more than 300 images, many of them never before published, *Modern Times* will be a revelation!

Expanded Cinema

Includes information on careers in architecture; bookbinding; ceramics; drawing; fashion design; fine printing; glassmaking; graphic design; interior design; jewelry making; landscape design; metalworking; needlework; painting; performance art; photography; printmaking; quilt making; sculpture; stained glass; video art; weaving; woodworking.

Video Spaces

Exhibition 6/22-9/12/95, Distributed by Abrams.

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