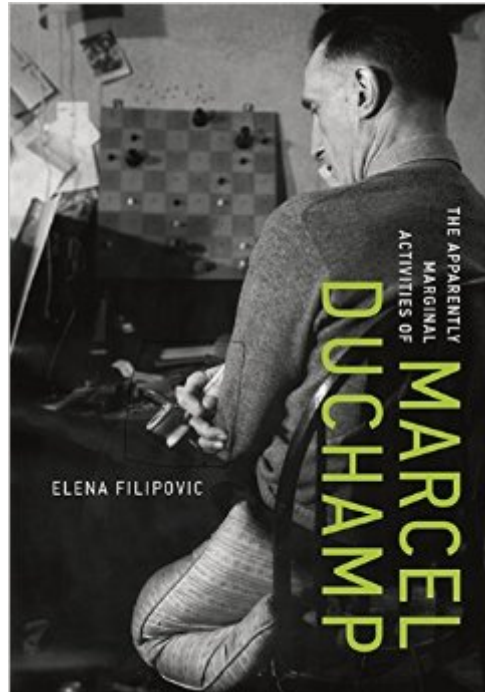


The book was found

The Apparently Marginal Activities Of Marcel Duchamp (MIT Press)



Synopsis

This groundbreaking and richly illustrated book tells a new story of the twentieth century's most influential artist, recounted not so much through his artwork as through his "non-art" work. Marcel Duchamp is largely understood in critical and popular discourse in terms of the objects he produced, whether readymade or meticulously fabricated. Elena Filipovic asks us instead to understand Duchamp's art through activities not normally seen as artistic -- from exhibition making and art dealing to administrating and publicizing. These were no occasional pursuits; Filipovic argues that for Duchamp, these fugitive tasks were a veritable lifework. Drawing on many rarely seen images, Filipovic traces a variety of practices and projects undertaken by Duchamp from 1913 to 1969, from his invention of the readymade to the release of his last, posthumous work. She examines Duchamp's note writing, archiving, and quasi-photographic activities, which resulted in the Box of 1914 and the Green Box; his art dealing, marketing, and curating that culminated in experimental exhibitions for the Surrealists and his miniature museum, The Boîte-en-valise; and his administrative efforts and clandestine maneuvering in order to posthumously embed his important donations into a museum. Demonstrating how those activities reflect the artist's questioning of reproduction and originality, as well as photography and the exhibition, Filipovic proposes that Duchamp's "non-art" labor, and in particular his curatorial strategies, more than merely accompanied his more famous artworks; in a certain sense, they made them. Through Duchamp's elusive but vital activities he revised the idea of what a modern artist could be. With this fascinating book, Filipovic in turn revises the very idea of Duchamp

Book Information

Series: MIT Press

Hardcover: 360 pages

Publisher: The MIT Press (October 28, 2016)

Language: English

ISBN-10: 0262034824

ISBN-13: 978-0262034821

Product Dimensions: 7 x 0.9 x 10 inches

Shipping Weight: 1.5 pounds (View shipping rates and policies)

Best Sellers Rank: #1,190,741 in Books (See Top 100 in Books) #73 in Books > Literature & Fiction > History & Criticism > Movements & Periods > Surrealism #8967 in Books > Arts & Photography > Individual Artists #11315 in Books > Arts & Photography > History & Criticism >

History

[Download to continue reading...](#)

The Apparently Marginal Activities of Marcel Duchamp (MIT Press) Infinite Regress: Marcel Duchamp 1910-1941 (October Books) 201 Fun Senior Activities - Top Senior Activities, Elderly Activities, Dementia Activities, and More! (Fun! for Seniors) A Marginal Jew: Rethinking the Historical Jesus, Volume V: Probing the Authenticity of the Parables (The Anchor Yale Bible Reference Library) Duchamp (Great Modern Masters) Marcel Zeitmanagement mit Microsoft Office Outlook, 8. Auflage (einschl. Outlook 2010): Die Zeit im Griff mit der meistgenutzten Bürosoftware - Strategien, Tipps ... (Versionen 2003 - 2010) (German Edition) The Best Bridal Shower Party Games & Activities, #1 (Party Games and Activities) Sex Education Activities: Just for the Health of It, Unit 4 (Health Curriculum Activities Library) Activities Keep Me Going and Going, Volume A (Activities Keep Me Going & Going) 1st Grade Spelling Games & Activities: Activities, Exercises, and Tips to Help Catch Up, Keep Up, and Get Ahead (Sylvan Language Arts Workbooks) 150+ Screen-Free Activities for Kids: The Very Best and Easiest Playtime Activities from FunAtHomeWithKids.com! Busy Toddler, Happy Mom: Over 280 Activities to Engage your Toddler in Small Motor and Gross Motor Activities, Crafts, Language Development and Sensory Play The Voice in the Machine: Building Computers That Understand Speech (MIT Press) Play Between Worlds: Exploring Online Game Culture (MIT Press) Persuasive Games: The Expressive Power of Videogames (MIT Press) Critical Play: Radical Game Design (MIT Press) Beyond Barbie and Mortal Kombat: New Perspectives on Gender and Gaming (MIT Press) Game Sound: An Introduction to the History, Theory, and Practice of Video Game Music and Sound Design (MIT Press) Rules of Play: Game Design Fundamentals (MIT Press)

[Dmca](#)