Scripting Artworks: Studying the Socialization of Editioned Video and Film Installations

Noël de Tilly, A.

Publication date
2011

Citation for published version (APA):

General rights
It is not permitted to download or to forward/distribute the text or part of it without the consent of the author(s) and/or copyright holder(s), other than for strictly personal, individual use, unless the work is under an open content license (like Creative Commons).

Disclaimer/Complaints regulations
If you believe that digital publication of certain material infringes any of your rights or (privacy) interests, please let the Library know, stating your reasons. In case of a legitimate complaint, the Library will make the material inaccessible and/or remove it from the website. Please Ask the Library: https://uba.uva.nl/en/contact, or a letter to: Library of the University of Amsterdam, Secretariat, Singel 425, 1012 WP Amsterdam, The Netherlands. You will be contacted as soon as possible.
# Table of Contents

List of figures 5

Acknowledgments 11

Introduction 13

Chapter 1
Exhibiting, Distributing, and Preserving (Editioned) Video and Film Installations 27

1.0 Introduction 28
1.1 Exhibiting and Re-Exhibiting Video and Film Installations 31
1.2 Distributing Video and Film Installations 40
1.3 Preserving Video and Film Installations 46
1.4 Conclusion: Studying Film and Video Installations as Continuums 51

Chapter 2
Scripting Editioned Video and Film Installations 53

2.0 Introduction 54
2.1 The Artwork’s Script 55
2.2 Scripting Artworks 63
2.3 Conclusion 68

Chapter 3
Making/Displaying Douglas Gordon’s *Play Dead; Real Time* 71

3.0 Introduction 72
3.1 Bringing an Elephant in the “White Cube” 74
3.2 The Plural Immanences of *Play Dead; Real Time* 84
3.3 Archiving *Play Dead; Real Time* 93
3.4 Conclusion 97