

# OUT OF THE BOX

## Artists Play Chess



WORLD CHESS  
HALL OF FAME

September 9, 2011 - February 12, 2012

Chess and art have shared a close relationship virtually since the invention of the game. Throughout the long and rich history of chess, the three-dimensional playing pieces have provided artists and craftsmen with seemingly endless opportunities for creative interpretation and expression, resulting in a tremendous diversity of forms ranging from the representational to the abstract. Within the standardized arrangement of thirty-two pieces on the square grid of the game board, artists have found innumerable ways to challenge expectations with innovative approaches, transforming this timeless and universal game into something novel and even unconventional. While the material aspects of chess, such as the pieces and board, have traditionally been the focus of artistic expression, a number of more recent artists have directed their creative energies not toward the game as a static arrangement of objects, but toward the strategic nature of the chess match as a complex mental process.

Yoko Ono, *Play It By Trust* (Roskilde Version), 2002. Wood chairs, table, and chess pieces. Edition 3 of 6. Collection of Jeanne and Rex Siquefield.



Guido van der Werve, *Number Twelve: variations on a theme, The king's gambit accepted, the number of stars in the sky, and why a piano can't be tuned, or waiting for an earthquake*, 2009. Piano: walnut, ebony, fichte, maple, piano mechanism; wood chess pieces and stools. Courtesy of the artist; Galerie Juliette Jongma, Amsterdam; Marc Foxx, Los Angeles; and Luhring Augustine, New York.



**OUT OF THE BOX: Artists Play Chess** is an exploration of artworks that consider chess both at the formal level and at the level of actual play. Comprising a wide breadth of media, these artworks demonstrate an integration of chess that goes beyond the visual, incorporating elements of play or strategy that invite the viewer to reflect on the game's intricate operations. The theme of this exhibition will remind many of the chess-inspired strategic maneuvers of one of the twentieth century's most respected and controversial artists, Marcel Duchamp (1887-1968), whose intellectual depth, ironic wit, and playful spirit are echoed in the similarly challenging, irreverent, and quixotic works in this gallery. These artworks demonstrate how the nature of the game complicates and enriches static media such as sculpture, or time-based media such as video, and draws the spectator into the work in a way that is truly inimitable to chess.



**Barbara Kruger** is an artist whose iconic juxtapositions of image and text address cultural representations of power and identity while challenging stereotypes and clichés. Even as she has embraced new materials and technology, Kruger has remained faithful to her acute, often humorous, critique of popular society. Her work has been featured in museums and public art projects worldwide, and her mid-career retrospective, organized by The Museum of Contemporary Art in Los Angeles in 1999, traveled to the Whitney Museum of American Art in New York. In 2005, Kruger’s exceptional career was recognized with the Golden Lion for Lifetime Achievement at the Venice Biennale, where she also designed the façade of Italy’s national pavilion.

**Yoko Ono** is an internationally renowned conceptual artist whose extensive career has encompassed performance, instructions, film, music, and writing. Her massively influential work as a visual artist has been recognized by numerous institutions, with traveling retrospective exhibitions organized by the Museum of Modern Art Oxford in 1997 and the Japan Society in New York in 2000. In 2009, she received the Golden Lion for Lifetime Achievement from the Venice Biennale. In 2011, she will have a solo exhibition at the Hiroshima City Museum of Contemporary Art, and is being honored with the Hiroshima Art Prize for her lifetime of dedication to peace activism through her IMAGINE PEACE campaign.

Liliya Lifánova, *Anatomy is Destiny, The Wardrobe: Game in Waiting*, 2009. Mixed-media installation. Collection of the artist.

Diana Thater, *Georges Koltanowski vs. Marcel Duchamp, Paris, 1929 (Played by Ellen Simon and Cybelle Tondy)*, 2010. Installation for 4 video monitors, 1 Blu-ray player, 1 Blu-ray disc. Certificate THAD10156. Collection of Jeanne and Rex Sinquefeld.

**Tom Friedman** is a conceptual sculptor known for his work employing everyday materials. Friedman subjects his media, taken from the home and grocery store, to a technical rigor that renders them extraordinary, while at the same time underscoring their familiarity. Friedman was born in Saint Louis, Missouri and attended Washington University in St. Louis. He has exhibited extensively in major museums throughout the world, including solo exhibitions at The Museum of Modern Art in New York, the Saint Louis Art Museum, and Gagosian Gallery. His first mid-career retrospective in 2000 traveled to venues in New York, Chicago, San Francisco, Aspen, and Tokyo.

An American born in Kyrgyzstan, **Liliya Lifánova**’s matrix of influence developed out of the ongoing political and socio-economic reforms of the former Soviet nation of her birth, as well as the traditional nomadic lifestyle and customs of the Kyrgyz Land. In 2010, Lifánova received her Master of Fine Arts degree from the School of the Art Institute of Chicago and was a nominee for the Claire Rosen and Samuel Edes Foundation Art Prize. In 2011, Lifánova was the recipient of a Fulbright fellowship to Russia and an artist residency in Spain, where she worked on a video project at the Center for Research and Creativity Casamarlés (CeRCCa) in Llorenç del Penédes and at La Fragua, Cordoba exploring transience and nomadism.



**Diana Thater** is not only a groundbreaking film, video, and installation artist, but also a curator, writer, and professor. Her video installations explore the relationships between human beings, animals, and technology, stressing what she considers to be the almost impossible experience of a nature that is free of culture. She has exhibited widely throughout the world, with solo exhibitions at The Museum of Modern Art in New York in 1998, the Los Angeles County Museum of Art in 2007, and Kunsthau Graz in collaboration with the Natural History Museum, London in 2009. Her numerous honors include a Guggenheim Fellowship in 2005 and the James D. Phelan Award in Film and Video in 2006.

**Gavin Turk** is a British artist whose sculptures and installations deal with issues of authorship, authenticity, and identity. In the 1990s, Turk came to prominence as one of the infamous YBAs (“Young British Artists”), and was included in the influential exhibition “Sensation” in 1997. His work has been featured in several other seminal exhibitions, including “Material Culture” at the Hayward Gallery, London in 1997, the 46th International Istanbul Biennial in 1999, the 2001 Venice Biennale, and “Pop Life: Art in a Material World” at Tate Modern in 2009. In 2007, Turk received the Charles Wollaston Award for the most distinguished work in the Summer Exhibition at the Royal Academy of Arts, London.

Tom Friedman, *Untitled*, 2005. Pieces: mixed media; table and board: maple and American black walnut; wall mounts: maple, American black walnut, and Perspex. Edition 6 of 7. Collection of Jeanne and Rex Sinquefeld.



Gavin Turk, *The Mechanical Turk*, 2008. HD film on DVD. RS&A Ltd., London.



Dutch artist and filmmaker **Guido van der Werve** draws from his varied interests ranging from performance and classical music to industrial design and archaeology. Van der Werve has produced an ongoing series of numbered films that he describes as “possible scenarios of imaginary realities.” Van der Werve has been featured in solo exhibitions at the Kunsthalle Basel, Switzerland in 2008 and the Hirshhorn Museum and Sculpture Garden, Washington, D.C. in 2009. He was included in “Greater New York 2010” at MoMA PS 1, Long Island City, New York in 2010, and most recently in the 54th Venice Biennale in 2011. Van der Werve is also a composer and an accomplished chess player.

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*OUT OF THE BOX: Artists Play Chess* is curated by Bradley Bailey. Related programming information can be found at [www.worldchesshof.org](http://www.worldchesshof.org).

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Barbara Kruger, *Untitled (Do you feel comfortable losing?)*, 2006. Pieces: black and red Corian, miniature speakers, electronic and computer components; board and box: sublimated image in Corian, electronics, and customized metal and carbon fiber flight case with printed exterior and foam interior. From an edition of 7 and 3 artist's proofs. Luhring Augustine, New York.

