In both his art and his life, Joseph Cornell created the sublime from the ordinary. Living with his mother in a working-class section of Queens, while toiling at a series of low-level jobs, Cornell actively pursued and gained a remarkable wealth of knowledge, “collectenia” and imagery from the streets of New York which he used in his work. As his career evolved, he became a celebrated figure visited by famous artists, prima ballerinas and distinguished poets. He created a unique and fascinating body of art, which took the everyday and conjured from it works of subtle imagery and stunning beauty.

In celebration of the 100th anniversary of Cornell’s birth, The Smithsonian Institution and the Voyager Foundation joined together to present Joseph Cornell: Shadowplay…Eterniday, a sumptuous and scholarly tribute to this unique American artist. In addition to magnificent illustrations and close-ups of over seventy-five works, Shadowplay…Eterniday offers expert insights and essays from Lynda Roscoe Hartigan, former director of the Joseph Cornell Study Center, Richard Vine, managing editor of Art in America, and Robert Lehrman, a leading collector of Cornell’s work. In addition, commentary is provided by legendary curator Walter Hopps who befriended Cornell and championed his work.

Although Cornell lacked formal art training, he drew inspiration from European Surrealism and crafted a work that was uniquely American. He has intrigued and influenced subsequent generations of Pop, Minimalist, and post-Modern artists.

Cornell focused an immense and wide-ranging knowledge—what Hartigan terms “vast topography”—into his art. He worked his magic with found objects, juxtaposing them in new ways to produce his “métaphysique d’éphemera,” which Hopps sums up as “very big ideas, achieved with very simple means.” One of those ideas was “eterniday,” or the fusion of the timeless and the daily. That notion grew out of Cornell’s religious beliefs as a devout Christian Scientist, a topic that Vine explores in his intriguing essay.
Cornell’s collages and series of boxes contain texture, sound, motion, and imagery, creating worlds unto themselves that are at once intimate and marvelously grand. Shadowplay…Eterniday’s companion DVD-ROM, The Magical Worlds of Joseph Cornell, lets us investigate those realms as if the boxes were in our hands, “exploring the endless mysteries embedded in the works,” as Lehrman puts it. The state-of-the-art disk offers intimate, multidimensional views of Cornell’s works, along with interviews with scholars and friends of Cornell’s, the artist’s own films, never before seen source materials, and more.

Shadowplay…Eterniday and its extraordinary accompanying DVD, offers the reader/viewer a more comprehensive experience of the artist’s work than has ever been possible.

About the Contributors

The Book

Lynda Roscoe Hartigan is chief curator of the Peabody Essex Museum in Salem, Massachusetts, and a founding curator of the Smithsonian American Art Museum’s Joseph Cornell Study Center. An internationally recognized authority on Cornell, she is currently organizing a retrospective of his work for the Smithsonian that will tour nationally in 2006.

Walter Hopps is the founding director and the 20th century curator at the Menil Collection, he is also an adjunct senior curator at the Guggenheim Museum. He served as director of the Corcoran Gallery of Art and as curator of 20th century art at the Smithsonian Institution’s National Collection of Fine Arts.

Richard Vine is the managing editor of Art in America, a position he has held since 1988. He writes frequently on contemporary art, architecture, and design. He was previously editor-in-chief of the Chicago Review and Dialogue: An Art Journal, and he has written on subjects ranging from Jean Baudrillard to the Bellagio’s art collection.

Robert Lehrman is chairman of the Board of Trustees of the Smithsonian’s Hirshhorn Museum and Sculpture Garden. As one of the nation’s leading collectors of contemporary art, he has been named one of the “Top 100 Collectors” by ARTNews and Art & Antiques. His collection of works by Joseph Cornell is among the most comprehensive in the world.
The DVD-ROM: Principal Biographies

Rory Matthews, Concept, Designer, Art Director and Project Lead

Rory Matthews designed and art directed "The Magical Worlds of Joseph Cornell" working with the Voyager Foundation and a production team at Cognitive Applications led by Jason Ryan.


Jason Ryan, Concept, Production and Technical Lead

Jason Ryan worked closely with Rory and the Voyager Foundation on "The Magical Worlds of Joseph Cornell", leading the technical and production work on the project.

Jason is Cognitive Applications’ production director. He has an academic background in research, conservation and archaeology and has taught at the Royal College of Art. He has been involved with new media for eight years now and has contributed to over 35 digital projects in the fields of art, science, education, music and film. His projects for Cognitive Applications include delivering interactive projects for the Science Museum, London, National Maritime Museum, London, Sheffield Galleries and Museums and The Cleveland Museum of Art.

Joseph Cornell Shadowplay ... Eterniday
By Lynda Roscoe Hartigan, Walter Hopps, Richard Vine, Robert Lehrman
Publication date: November 2003
Thames & Hudson
Hardcover, $60.00
256 pages with 231 illustrations, 205 in color
0-500-97628-9
Nvidia GeForce Shadowplay is meant to be used for in game recording, but it can also be used to record your desktop. Follow our guide to find out how. If you purchase products after clicking on links on our site, we may earn an affiliate commission. Learn more. How to Record Desktop with Shadowplay. August 7, 2020. Nvidia’s GeForce Shadowplay makes it super easy to record game play on your desktop. Plus, it grabs those key moments that might have been overlooked between each recording. How to use Nvidia’s ShadowPlay to record your games. Learn how to record your games using ShadowPlay or Windows Game DVR with this easy tutorial! You will have ShadowPlay unless you have a severely outdated GPU. If you don’t have an Nvidia GPU but would also like to record your games, don’t worry! Windows 10 also offers a similar feature, called Game DVR. We’ll cover that later in the article. First, let’s learn how to use Nvidia ShadowPlay. Does ShadowPlay Impact Your Game’s Performance? From Poverty to Eternity. That’s the last of these for 2017. If it weren’t for the pervasive sense of the world going to hell in a hefty handbasket, I would say that I had a decent year. | 5 Responses to “From Poverty to Eternity” | dbenson Says: December 30, 2017 at 9:38 pm. | “The Tunnel of Living Beauty” almost pretty close to a “fear-chilled nightmare” if you think about it. NVIDIA GeForce Shadowplay is a useful add-on application for the popular GeForce Experience. It records your gameplay sessions, and gives you an advantage over other players. Additionally, the program improves your game experience, and lets you work on skills effectively. ShadowPlay’s DVR-style Instant Replay mode already recorded it! Just hit a hotkey to save the last 30 seconds of gameplay to your hard drive or share to YouTube or Facebook. It works as game recording software to manually record gameplay videos for as long as you want—all at up to 8K HDR at 30 frames per second or up to 4K HDR at 60 frames per second. And ShadowPlay is hardware accelerated, so you can leave it running in the background without worrying about video capture impacting your performance.