

HISTORY OF THE EXQUISITE CORPSE

The exquisite corpse was first created as a drawing game in 1925 by surrealist artists Yves Tanguy, Jacques Prévert, André Breton and Marcel Duchamp.

To play the game, an artist would draw a portion of a figure, then fold the paper to hide their sketch. The next artist could only see a small portion of the original image and created a drawing that connected to the visible portion. This process could be repeated more than once depending on how many times the paper was folded.



Cadavre Exquis with André Breton, Max Morise, Jeannette Ducrocq Tanguy, Pierre Naville, Benjamin Péret, Yves Tanguy, Jacques Prévert

Figure
1928

[Link to image at Moma](#)

Exquisite corpses have continued as a collaborative art tradition and expanded into other media. Today, artists work together to create uniquely random compositions using the same process for paintings, prints, collages, and photographs.

Tate. (n.d.). Cadavre exquis (exquisite corpse) – Art Term.
<https://www.tate.org.uk/art/art-terms/c/cadavre-exquis-exquisite-corpse>