

# DANIEL ROZIN

b. 1961

Lives and works in New York

## BIOGRAPHY

Daniel Rozin is an artist who creates interactive installations and sculptures that have the unique ability to change and respond to the presence of a viewer. Even though computers are often used in Rozin's work, they are seldom visible. In some of his pieces, the viewer is a subject of the artwork. In other works, the viewer takes part, actively and creatively, in the performance of his artwork. Mirrors and self-perception are central themes in his current body of work.

A solo exhibition of Daniel Rozin's took place at bitforms gallery in New York in September 2005 and was accompanied by a catalog. In addition in January 2006 bitforms gallery in Seoul opened a solo show of his work. Recently his work has been on view in group exhibitions at the Taiwan National Museum of Fine Art in Taipei, MUSAC in Spain and ARCO '05.

Past solo exhibitions of his work have included bitforms gallery in New York, the Israel Museum, and John Michael Kohler Art Center in Wisconsin. His work has also been included in group exhibitions at Ars Electronica, the Jamaica Center for the Arts in New York, Art Interactive in Cambridge, Lincoln Center, ICC in Tokyo, The American Museum of the Moving Image, bitforms gallery in Seoul, the Markle Foundation in Rockefeller Center, SIGGRAPH, Media City Seoul 2000, New York University, Interaction-99 in Ogaki City in Japan, Zman Laomanut in Tel Aviv, and Threadwaxing Space in New York.

His work has been featured in *The New York Times*, *USA Today*, *Wired*, *ID Magazine*, *Mac Week*, *Computer Graphics*, *Spectrum*, and *CyberArts '99*. Books citing his work include Creative Code by John Maeda, Closed Circuit Video Installations by Slavko Kacunko, The Art of Experimental Interaction Design and Experience Design by Nathan Shedroff. Rozin has been honored with many awards including the 1999 Prix Ars Electronica, 2000 ID Design Review and the 2001 Chrysler Design Award. His work is collected by MUSAC, Sprint and NYU.

He is a professor and the Director of Research at ITP in the Tisch School Of The Arts at New York University, where he earned an MPS. Previous teaching positions include the Jerusalem Bezalel Academy of Art and Design, where he also earned a BA in Industrial Design.

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## EDUCATION

- 1994-96 NYU, Tisch School of Arts, MPS - Interactive Telecommunications Program  
1983-87 Bezalel Academy of Arts and Design, Jerusalem, Industrial Design, BA

## AWARDS

- 2001 80<sup>th</sup> Annual Art Directors Club Awards. Silver Medal  
Chrysler Innovation In Design Award, New Media category  
2001-05 National Design Awards - Communications Design Achievement, nominee  
2000 I.D. Magazine Interactive Media Design Review, Silver Prize  
IBM Research Fellow, MIT Media Laboratory  
Tokyo Type Directors Club, Honorable Mention  
2000-01 Muriel Cooper DMI Prize, Finalist  
1999 Prix Ars Electronica, Linz, Austria, Honorary Mention  
AIGA Communication Graphics 20  
1998 AIGA Communication Graphics 19  
1997 American Center for Design 100 Show  
1993 Rothchild Prize, for team in Scitex  
1992 Seybold Seminar Award

## SOLO EXHIBITIONS

- 2006 *Daniel Rozin*, bitforms gallery, Seoul, Korea  
2005 *Sculpture & Software Art Installations*, bitforms gallery, New York  
2004 *Mirror Image*, John Michael Kohler Art Center, Wisconsin  
2003 *Mirrors*, Liquid Spaces - Israel Museum  
2001 *Mirrors*, bitforms gallery, New York

## GROUP EXHIBITIONS

- 2006 *Emoção Art.ficial 3*, Itaú Cultural Institute, Sao Paulo, Brazil  
2005 *Inaugural Show*, bitforms gallery, Seoul, Korea  
*Subject*, MUSAK, Spain  
Taiwan National Museum of Fine Arts, Taipei  
*Live Pictures*, Jamaica Center for Arts, New York  
ARCO, Madrid Spain  
*Mosaics*, Zman Laomanut, Tel Aviv, Israel  
2003 *Body Double*, Art Interactive, Cambridge, Massachusetts

- 2002 American Museum of Moving Image, Queens, New York
- 2001 Inaugural exhibition, Markle Foundation Rockefeller Center, New York  
Dynamic Spatial Abstractions. MIT Media Laboratory. Cambridge, MA. Plane  
Modulator  
*Collision*. MIT. Cambridge, MA. Cells  
*Workspheres*. Museum of Modern Art. New York, NY. Atmosphere
- 2000 *New Media New Face - New York*, ICC, Tokyo Japan.  
SIGGRAPH, Siggraph Art Gallery, New Orleans, Louisiana  
*Media\_City Seoul 2000*, Seoul, Korea  
Tisch School of the Arts 35<sup>th</sup> Anniversary Gala, Lincoln Center, New York  
New York Digital Salon. New York, NY. Egg Machine  
*New Work from the MIT ACG*. Cooper Union. New York, NY. Plane Modulator,  
Reactive Box  
*Print on Screen*. Ars Electronica Center. Linz, Austria. Dakadaka  
MIT Media Lab. Sega Joypolis. Tokyo, Japan. Egg Machine, Plane Modulator  
*Creative Play*. American Museum of the Moving Image, NYC. Egg Machine, Plane  
Modulator
- 1999 *Interaction-99*, Ogaki City, Japan  
*Ars Electronica*, Linz, Austria  
*More and Less*, ITP New York University, New York  
*Organic Information*. Art Directors Club, New York, NY. Reactive 006
- 1998 FUSELAB at FUSE98. San Francisco, CA. Sterile 5
- 1997 *Elsewhere*, Threadwaxing Space, New York

## BIBLIOGRAPHY

- 2005 Exhibition catalog, *Daniel Rozin*, bitforms gallery, New York  
Andy Cameron, *The Art of Experimental Interaction Design*, IDN  
"Artistas sin reparos" Blanco y Negro Cultural, Madrid, February 12, p. 34 (Spanish)  
ABC de Arco, Cover (Wooden Mirror), No. 4, February 13  
Dana Plautz, "New Ideas Emerge When Collaboration Occurs", *Leonardo*, Vol. 38,  
Issue No. 4, MIT Press, August (cover story)  
Tom Vanderbilt, "The King of Digital Art", *Wired Magazine*, September  
R.C. Baker, "Voice Choices: Pick," *The Villiage Voice*, New York, September 28 -  
October 4, p. 86
- 2004 John Maeda, *Creative Code*, Thames & Hudson, New York  
Slavko Kacunko, *Closed Circuit Video Installations*, Logos Verlag  
Sari Raz, Israel *IBN TV Weekly* Art Review Magazine  
Kyeong-hye Choi, "Daniel Rozin", *Maru Interior Design*, Korea, September, pp. 57-59  
(Korean)  
"Danny Rozin's Wooden Mirror", *Prestige Living*, September
- 2003 Haim Handwerker, "Liquid Spaces," *Harraetz Daily Newspaper*
- 2002 Chrysler Design Awards, 10-year catalog  
Ann M. Mack, "What's a Dot-Gonner to Do?", *Adweek*, November 4
- 2001 Nathan Shedroff, *Experience Design*, New Riders  
Steve Bodow, "High-Performance Design," *Wired Magazine*, November  
William L. Hamilton, "With the World Redesigned, What Role for Designers?" *New York  
Times*, October 25  
Stephen Cass, "Electronic Realism," *IEEE Spectrum, Tomorrow's Tech Today*, March  
[www.spectrum.ieee.org/contents/index.html](http://www.spectrum.ieee.org/contents/index.html)
- 2000 "Interactive Media Design Review," *I.D. Magazine*, Review June 2000  
*New York Times*, July 30  
Mike Snider, "Artists getting into digital expression" *USA Today*, Tech Report, July 31  
"SIGGRAPH Photo Gallery," *MacWeek*, July 16

Karen Sullivan, "Between Analogue and Digital," *Computer Graphics*, August (cover story)  
1999 *CyberArts 99*, Springer Verlag, Wien

## PRESENTATIONS AND WORKSHOPS

- 2001 Washington D.C. AIGA. Design for the Fun of It. Washington D.C.  
Louisiana State University. Dynamic Systems. Baton Rouge, LA
- 2000 Number00. Dynamics and Metadesign sessions. Paris, France  
ISEA2000. The State of Interactive Design. Paris, France  
RISD Computational Design Workshop. Providence, RI  
International Media Research Foundation. The Aesthetics & Computation Group.  
Tokyo, Japan  
AIGA Design by Numbers Workshop. Boston, MA
- 1999 RISD Design by Numbers Workshop. Providence, RI  
AIGA Design by Numbers Workshop. New York, NY
- 1997 AIGA Technology SIG. New York
- 1995 AIGA National Conference Student Talk. Seattle, WA

## COLLECTIONS

MUSAK, Spain  
New York University  
Sprint  
Jon Shirley  
Jonathan Carroll  
Claudia Huntington  
Pearl Lam

## TEACHING

- 1999-present Resident Artist, Director of Research and adjunct professor, Interactive Telecommunications Program at Tisch School of the Arts, New York University; funded by Intel and Microsoft
- 1996-present Researcher and adjunct professor at the Interactive Telecommunications Program at New York University, recipient of research fellowships and grants from Interval, Intel, NCR, Microsoft. Instructor of Interactive Design, Advanced Workshop
- 1987-90 Instructor of computer graphics, Bezalel Academy of Art and Design