

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 80th 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 35th 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
- 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