Cezar Mocan

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Bio

Cezar Mocan is a Lisbon-based artist and computer programmer interested in the interplay between technology and the natural landscape. Using narrative generative systems—animated videos of infinite duration, real-time simulations built in game engines or other software—he creates worlds that recontextualize aspects of digital culture we take for granted, often in absurd ways, while investigating the power structures which mediate our relationship with technology. He is interested in the built infrastructures which enable our digital lives, as well as the ways in which their presence in the natural landscape affects our perception: the moments when utility becomes nostalgia. Drawing on media archaeology and art history, his research process traces the origins of our current thought patterns around
(technological) progress.

Some of his past works have been exhibited with Inter/Access (Toronto), Transmediale Vorspiel (Berlin), Office Impart (Berlin), Onassis ONX Studio (New York), Currents New Media (Santa Fe), Romanian Design Week (Bucharest) and The Wrong Biennale. His real-time simulation work, Arcadia Inc. was recognized as a 2021 winner of the Lumen Prize in Art and Technology. Cezar holds a B.S. in Computer Science (2016) from Yale University and an M.P.S. in New Media Art (2021) from New York University, where he also served as a research resident and adjunct professor.

Education

2019 - 2021   M.P.S. New Media Art (ITP), New York University
2012 - 2016   B.S. Computer Science, Yale University

Exhibitions (selection)

2024   *[Hypertext](hyperlink)* • Yale University ISOVIST Gallery, curated by Alvin Ashiatey • New Haven, CT
2024   *Desire for the Useless* • Simultan Festival • Timisoara, Romania
2024   *WIP Festival* • CYENS Nicosia • Nicosia, Cyprus
2024   *Aura Bonding* • Orb / Lens, curated by Stina Gustafsson • online
2024   *Matrix of the Not-Yet* • Underground Art and Design, curated by Amy Jiang • online
2024   *Beyond Human* • Artemis Gallery, curated by Kirsten Eggers and Manuel Mendonca • Lisbon
2024   *Arcadia Inc.* (solo) • Panke Gallery /rosa, part of Transmediale Vorspiel, curated by Robert Sakrowski • Berlin

2023   *Sandbox Mode* • Office Impart, curated by Office Impart, Stina Gustafsson and Maria Paula Fernandez • Berlin
2023   *Reverse Tar Pit* • Onassis ONX Studio, curated by Mark Ramos, Don Hanson & Sammie Veeler • New York
2023   *Desktop Studies* • CAV Gallery, curated by Spam Index • Bucharest
2023   *The Wrong Biennale 06* • online
2023   *Tellurian Traversals* • Putty's Coronation Gallery, curated by David Temchulla • New York
2023   *Media Art Festival Arad x Ready Media* • Museum of Art Arad, curated by kinema.ikon • Arad, Romania
2023   *Romanian Design Week* • curated by The Institute • Bucharest
2023   *GUI / GOOEY* • Plexus Projects, curated by Laura Splan • online & New York

2022   *Dynamic Links* • www.spam-index.com, curated by Nico Mures • online
2022   *Lumen Prize x Infinite Objects* collection
2022   *Scripting* • theBlanc Gallery, curated by Elvin Ou and Morgan Mueller • New York
2022   *Currents New Media* • Center for Contemporary Art • Santa Fe
2022   *Kampüste Dijital Sanat* • Akbank Sanat, curated by Ali Kerem Bilge • Istanbul
2022   *Sculpted in Our Image, Forged in Our Minds* • Inter/Access, curated by Tristan Sauer • online & Toronto

2021   *Soft Power* (solo) • SPRING/BREAK Art Show, curated by Lizzy Chiappini • New York, NY
2021   *Anywhere but Here* • The Canvas Bowery, curated by Slow Burn Collective • New York
2021   *Art Homepage Fair* • arebyte On Screen, curated by Exonemo and IDPW • online
2021   *Lumen Prize for Art and Technology* • Student Award • London

Teaching (selection)

2022   Adjunct Professor, *Networked Media*, New York University Interactive Media Arts
2022   Guest Speaker, *Visualization and Computation*, Yale School of Architecture
2022   Guest Speaker, *100 Days of Making*, New York University Interactive Telecommunications Program
2022   Guest Critic, *Synthetic Architectures*, New York University Interactive Media Arts
2021   Guest Critic, *Visualization and Computation*, Yale School of Architecture
2021   Guest Critic, *Networked Media*, New York University Interactive Media Arts
2021   Curriculum Developer & Teacher, *Points, Lines and Systems*, School of Machines, Making & Make-Believe
2021   Curriculum Developer & Teacher, *Programming the Net*, Upgrade Education

Residencies, Publications, Talks, Interviews

2024   *Cezar Mocan on AI as a medium, nuanced conversations and Arcadia Inc.* • interview • online
2024   *Antikythera Cognitive Infrastructures Studio* • residency • London
2023   *Tracing the Line* • published by Vetro Editions in collaboration with Generative Hut • publication • Berlin
2023   *VCA Residency* • residency • online
2021 - 2022 *Research Residency at New York University's Interactive Telecommunications Program* • residency • New York
2021   *What Does the Desktop Want?* • for the Computer Mouse Conference 2021, hosted by CultureHub • talk • New York