

Daniel Rozin

Art Basel Miami Beach

Zero 10

Booth Z4

December 2 - 6, 2026

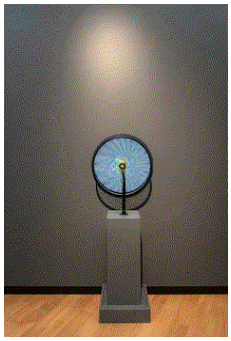


About Daniel Rozin:

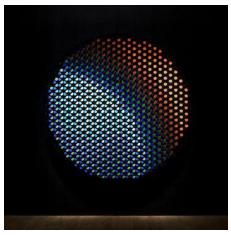
For nearly three decades, Daniel Rozin's practice has investigated the structure and materiality of images. From mosaics to digital images comprising pixels, discrete components are assembled to make a whole. Employing a range of materials—from trash to hand fans—Rozin probes at what constitutes an image, as well as what can be transformed into one. Rozin's interactive installations and sculptures integrate the viewer, in real time, to create a representation of the viewer's likeness in the object. His kinetic "mirrors" are often made with materials that become unexpectedly "reflective," responding to a person's presence via a camera and physical computing or custom software. Reflection and surface transformation become a means to explore human behavior, representation, and perception.

Past exhibitions of his work include the Reina Sofia National Museum, Madrid, Spain; Victoria and Albert Museum, London, England; The Garage CCC, Moscow, Russia; NTT InterCommunication Center, Tokyo, Japan; The Israel Museum, Israel, Jerusalem; Milwaukee Art Museum, Milwaukee, WI; Whitworth Art Gallery, Manchester, England; Taiwan National Museum of Fine Art, Taichung, Taiwan; Barbican Centre, London, England; CAM Raleigh, Raleigh, NC; Art Gallery of Nova Scotia, Halifax, Canada; Bunkamura Museum of Art, Tokyo, Japan; Perot Museum of Nature and Science, Dallas, TX; Katonah Museum of Art, New York, NY; ICA Portland, Portland, ME; the Central Academy of Fine Arts Museums, Beijing, China; Ringling Museum of Art, Sarasota, FL; the Peabody Essex Museum, Salem, MA; and the Sundance Film Festival, Park City, UT. Awards include the Prix Ars Electronica, I.D. Design Review, Chrysler Design Award, and the Rothschild Prize. Rozin is an Associate Arts Professor in the Interactive Telecommunications Program at New York University's Tisch School Of The Arts. He earned a BD at the Jerusalem Bezalel Academy of Art and Design and an MPS from NYU.

Additional works available



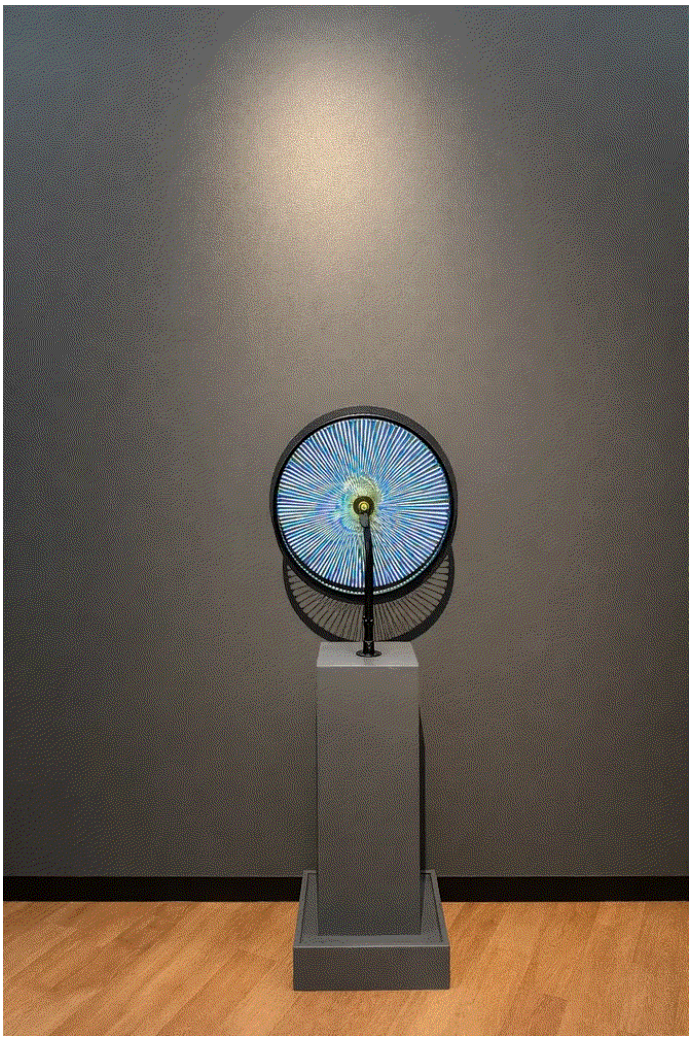
Daniel Rozin $ 55,000.00
Wheel Mirror, 2026
Mounted bicycle wheel, round screen, camera, computer, custom software
24 x 65 x 12 in / 61.0 x 165.1 x 30.5 cm
Edition of 5, 1 AP



Daniel Rozin $ 250,000.00
RGB Peg Mirror No. 5, 2019/2022
Anodized aluminum knobs, motors, 3D camera, control electronics, computer, custom software
57 in / 183 cm, diameter
5.5 in / 13 cm, depth



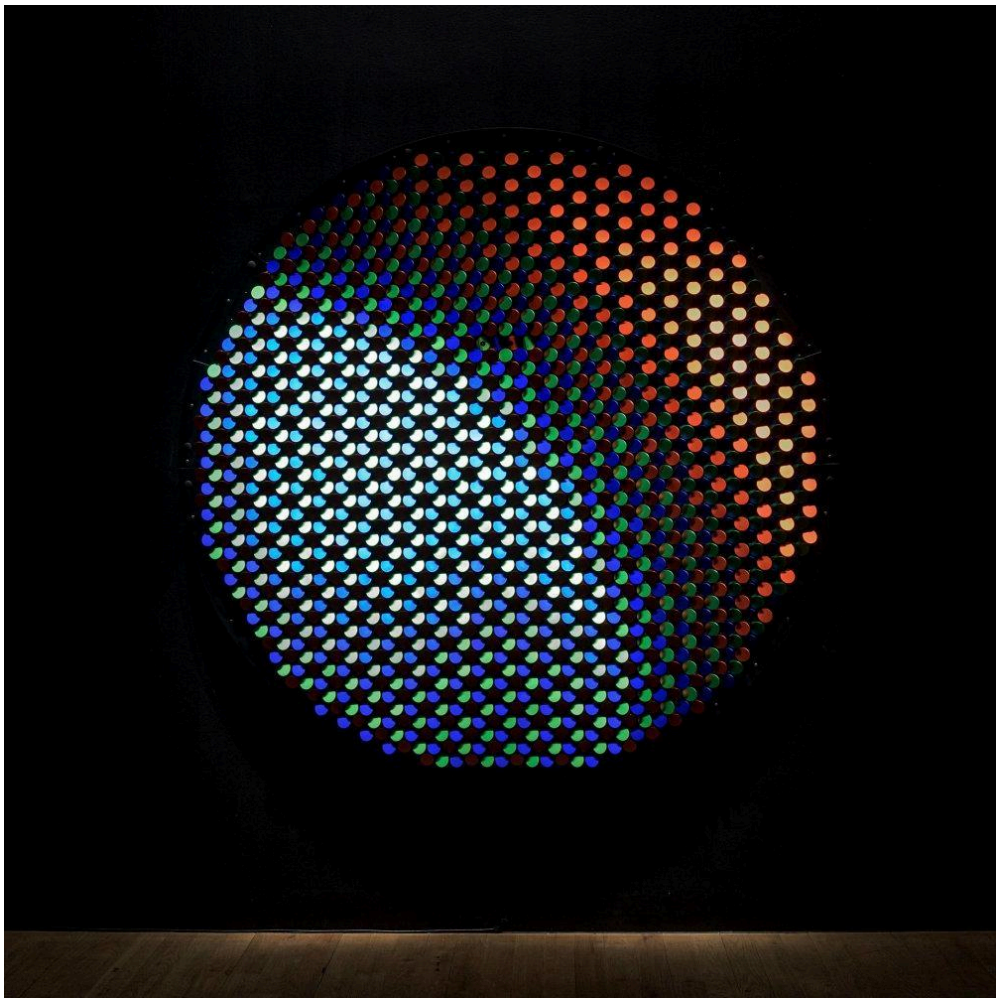
Daniel Rozin $ 325,000.00
Wooden Mirror, 1999
Wood pieces, motors, video camera, custom electronics, custom software, microcontroller
60 x 70 x 8 in / 152.4 x 177.8 x 20 cm
Edition 6 of 6, 1 AP (#6/6)



Daniel Rozin
Wheel Mirror, 2026
Mounted bicycle wheel, round screen, camera, computer, custom software
24 x 65 x 12 in / 61.0 x 165.1 x 30.5 cm
Edition of 5, 1 AP
$ 55,000.00

Description
Video Documentation: https://vimeo.com/1198104521

Part of the Interference series, Wheel Mirror places a bicycle wheel in front of a screen that renders the viewer as a system of starburst lines. Combined with the wheel's spokes, this produces a colorful, shimmering moiré pattern. The piece pays homage to Marcel Duchamp's 1913 Bicycle Wheel, considered the first kinetic sculpture and a cornerstone of Rozin's practice.



Daniel Rozin
RGB Peg Mirror No. 5, 2019/2022
Anodized aluminum knobs, motors, 3D camera, control electronics, computer, custom software
57 in / 183 cm, diameter
5.5 in / 13 cm, depth
$ 250,000.00

Description
Video documentation: https://vimeo.com/377886512
Shades exhibit documentation: https://vimeo.com/691493859

RGB Peg Mirror is Rozin's first mirror capable of reproducing full color reflections. The artist programs red, green, and blue colored knobs to tilt towards light and change their reflected color, thus allowing the recreation of a full color portrait in a manner similar to a computer monitor or TV. RGB Peg Mirror has two modes of operation: an interactive period where the viewer is reflected on the piece, and a generative function where the piece animates according to several algorithms to show a shimmering and colorful display of undulating vibrant colors.



Daniel Rozin
Wooden Mirror, 1999
Wood pieces, motors, video camera, custom electronics, custom software, microcontroller
60 x 70 x 8 in / 152.4 x 177.8 x 20 cm
Edition 6 of 6, 1 AP
$ 325,000.00

Description
Video documentation: https://vimeopro.com/bitforms/rozin/video/7820888

An interactive sculpture made up of non-reflective square wooden pixels. The piece reflects any object or person in front of it, moving fast enough to create live animation. Mechanical mirrors are a platform in which Rozin investigates the borderline and contrasts between digital and analog worlds, virtual and physical experience, or order versus chaos. The first of this series, Rozin's Wooden Mirror explores the inner workings of image creation and human visual perception.