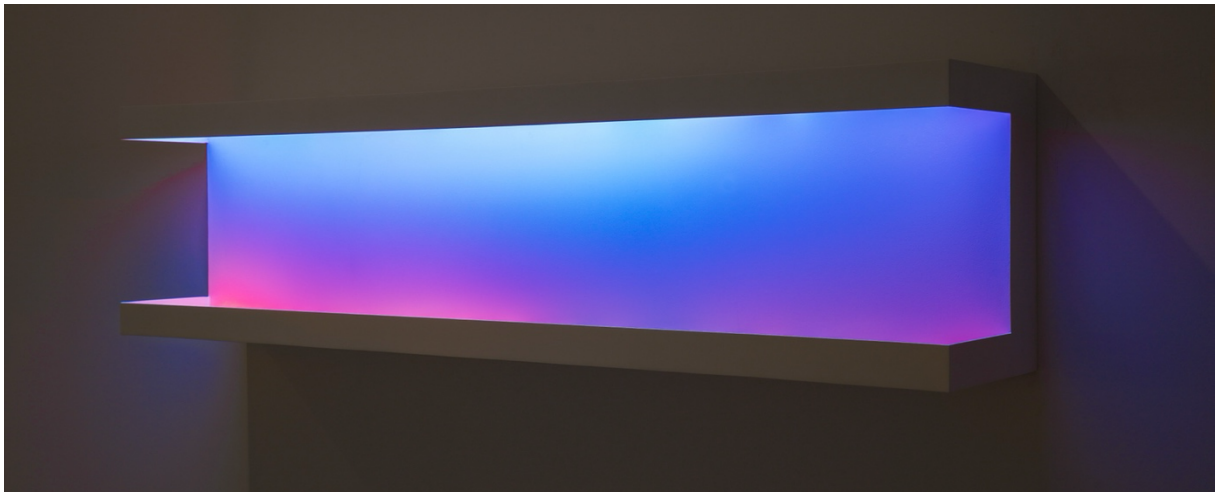


DANIEL CANOGAR



DIORAMA I, 2025

Metal structure, led panels, electronic components, computer, generative custom software, internet connection

Edition of 1 + 1 AP

Video link:

<https://www.danielcanogar.com/work/diorama-i>

The *Diorama Series* is composed of generative sculptures that respond in real time to various forms of environmental and climatic data. Live inputs ranging from meteorological events to natural disasters are transformed into abstract visual landscapes. Formally, the series draws inspiration from traditional museum dioramas. These artificial, three-dimensional reconstructions were used to recreate natural habitats and anthropological scenes.

Diorama I reacts to live alerts related to meteorological events and natural disasters. The data is extracted from the GDAC's website (Global Disaster Alert and Coordination System) an initiative sponsored by the UN and European Union that provides real-time information of extreme climatic events.

Sculpturally, the horizontal beam-shaped artwork evokes a minimalist sculpture. It also becomes an optical device that contains a play of light and shadow, reflections off LED screens embedded within the sculpture. The artwork uses an archive of videos found online of electric storms, volcanic eruptions and hurricanes. Their speed and intensity fluctuate in direct response to incoming data; when alerts increase, the videos become more animated and alive; when alerts drop, the visuals slow down, becoming more subdued. By translating abstract data into a visual experience, *Diorama I* transforms statistical information into an evolving digital landscape.