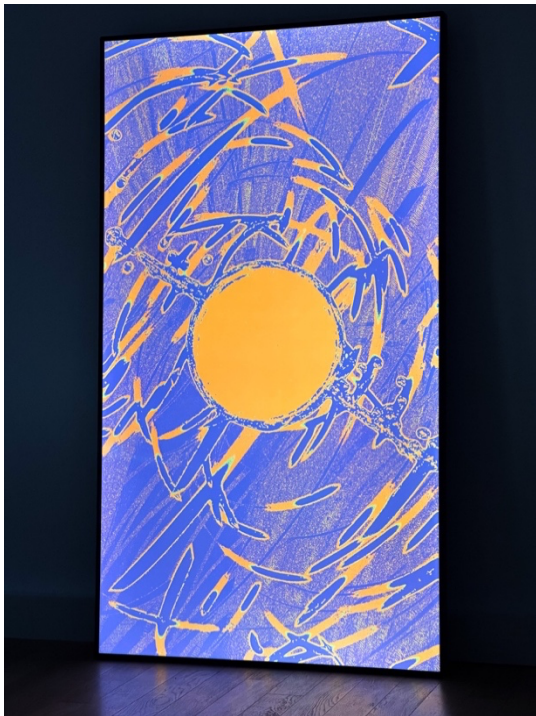


DANIEL CANOGAR



ORBITAL, 2025

4K Screen, computer, generative custom software, real-time data, internet connection

Edition of 7 + 2 AP

Video link:

<https://www.danielcanogar.com/work/orbital>

Orbital is a generative artwork that visually explores the massive presence of satellites in orbit around the Earth. The piece processes real-time data from satellites circling the planet, transforming this information into an abstract animation inspired by art-historical movements from the XX Century such as gestural abstraction.

Drawing on the visual language of printmaking—lithography, engraving, residue, and noise—Orbital converts satellite trajectories into gestural marks that evoke forms resembling cellular structures, biological nests, or fertilized ova. The work shifts between five distinct perspectives: Low Earth Orbit (LEO), Medium Earth Orbit (MEO), Geosynchronous Orbit (GEO), High Elliptical Orbit (HEO), and a ground-level perspective looking skyward.

Through these perspectives, Orbital meditates on themes of surveillance and live visualization in our hyper-monitored society. By capturing and translating real-time satellite data into artistic visual forms, the piece reflects the ways in which digital infrastructures continuously observe, map, and interpret the world. It raises questions about the politics of visibility—who is watching, who is being watched, and how data mediates our relationship to the planet and between the different social groups inhabiting it.