

SERGIO MORA-DIAZ

NEW MEDIA AND LIGHT ART



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Sergio Mora-Díaz is a new media artist and architect based in Santiago, Chile. His work focuses on the development of immersive experiences, installations and live performances through the use of interactive digital media, projections and light, exploring the relationship between physical spaces, nature, human body and perception mediated by digital technologies.

Graduated from Tisch School of the Arts, New York University, his works have been exhibited internationally in different art spaces and festivals, such as the New York Hall of Science, Lincoln Center and ZAZ10 Times Square in New York, Art + Bits in Katowice , Poland, Scienceworks Planetarium in Melbourne, Australia, Westside Cultural Arts Center in Atlanta, Georgia, and K Museum of Contemporary Art in Seoul, South Korea, as well as GAM, Matucana 100, and the Museum of Contemporary Art in Santiago de Chile.

He has also participated in artistic research initiatives such as Choreographic Coding Lab by the Forsythe Company, Virtual Reality Lab at Samsung Global Innovation Center and the Art and Technology Residency at Pioneer Works, New York.



Selected Exhibitions and Performances

- 2020 Alone Together, ZAZ10 Times Square, New York, NY, USA
K Museum of Contemporary Art, Seoul, South Korea
Dome Under Festival, Melbourne Planetarium, Melbourne, Australia
14 Media Arts Biennial, Santiago, Chile
- 2019 XXI Architecture and Urbanism Biennial, Santiago, Chile
Primera Linea, Centro Experimental Perrería Arte, Santiago, Chile
Tearamas, Contemporary Art Museum, Santiago, Chile
Kuze FullDome Festival, Planetario Chile, Santiago, Chile
Museo Gabriela Mistral, Vicuña, Chile
- 2018 Westside Cultural Arts Center, Atlanta, GA, USA
Galería Fauna, Santiago, Chile
Festival Santiago a Mil, GAM Cultural Center, Santiago, Chile
- 2017 Skirball Center for the Performing Arts, New York, NY, USA
Kuze Light Festival, Contemporary Art Museum, Santiago, Chile
Pioneer Works, Brooklyn, NY, USA
SXSW Festival, Brush Square Park, Austin, TX, USA
Dance on Camera Festival, Lincoln Center, New York, NY, USA
- 2016 New York Hall of Science, Queens, NY, USA
Artificial Retirement, Flux Factory, Queens, NY, USA
Expanded Cinema, Made in NY Media Center, Brooklyn, NY, USA
- 2015 Big Screens, InteractiveCorps HQ, New York, NY, USA
Tisch Dance and New Media Festival, Tisch NYU, New York, NY, USA
Livestream Public, Frieze Art Week, Brooklyn, NY, USA
Art+Bits Festival, Katowice, Poland
- 2014 Proyecto Cilindro, Factoría Italia, Santiago, Chile

Selected Press

- Diario Emol, 2020 - [Artista chileno expone obra digital en las pantallas de Times Square de Nueva York](#)
- Diario Las Últimas Noticias, 2020 - Obra de artista chileno se deja ver en el corazón de Times Square - printed press
- La Tercera, 2020 - [El asombroso concierto audiovisual con mapping en una antigua iglesia abandonada](#)
- Revista Más Deco, 2019 - [La Luz como Material](#)
- Plataforma Arte & Medios, 2019 - [VOID](#)
- Huffington Post, 2017 – [BalletCollective's Luminous Collaboration with Author Ken Liu & Composer Julianna Barwick](#)
- Hyperallergic, 2017 – [Contemporary Ballet Adventures with Trevor Paglen, Science Fiction, and More](#)
- Arte al Límite, 2017 – [VOID: internándose en lo sideral](#)
- Diario La Segunda, 2017 – [“Void”: La instalación artística que recrea el cosmos](#) - printed press
- [REGIA Mag, 2016 – Reactivo y Mutante](#)
- VICE, 2016 – [Dancers Fill an Electric Void with a Slow-Burning Ballet](#)
- ArchDaily, 2016 – [Light, Space, and Movement Become Art During the Mesmerizing Sensory Experience of “Void”](#)
- VICE, 2015 – [Follow the Light into This Projection-Mapped Industrial Chimney](#)
- Plataforma Arquitectura, 2014 – [Arte y Arquitectura: Cuerpo Transitorio por Sergio Mora-Díaz + Katia Montes](#)

VOID (2015/2017)

Performative Light Installation

Author and Director: Sergio Mora-Díaz

“Void” is a performative installation where light, sound and movement participate to generate a sensory experience with a transcendent and meditative nature, inspired by the cosmos, information flows and cycles of nature. The experience takes place inside an immersive installation that displays light geometries generated by digital projection and sensors that respond in real time to the movements of the human body.



The artwork consists of two moments: In the first, attendees are spectators of a 25-minute dance performance piece. In the second, they are invited to walk freely through the immersive light installation. Given the magnitude of the installation, the interactive optical effects and the audiovisual and scenic proposal, the artwork invites the public to experience a journey through space and time.

“Void” was created and directed by Sergio Mora-Díaz in New York as a media and light art installation and later premiered in Santiago, Chile as a live performance, with the collaboration of Rodrigo Chaverini as choreographer and performer and Emiliana Abril (Kinética) as music composer. Its successful premiere in March 2017 at Espacio Diana attracted more than 10,000 attendees. Since then, the piece has been presented at Santiago a Mil Festival 2018 and at Matucana 100 during April 2019.

Video: <https://youtu.be/24OVwBWd-Lw>









TRANSLATION (2017)

Light Installation for Dance Piece

Director: Troy Schumacher

“Translation” is an immersive installation commissioned by New York City Ballet dancer and choreographer Troy Schumacher, to be used as the scenographic design for a 40-minute ballet performance. The piece was inspired by an essay by science fiction writer Ken Liu, which fuses speculative fiction with studies and philosophy about the mind. The work reflects on human relationships and experiences mediated by layers of digital information, fusing ballet with visual arts along with the musical composition by Julianna Barwick.

The installation uses columns of fabric and reflections of light, expanding the dimensions of the stage and presenting the dancers in silhouette. As a result, shapes and contours intersect, abstracting the relationships between bodies and limbs to turn dancers into biomorphic beings. Through light, sound and movement, “Translation” explores the rapid evolution of communication that we live today: abbreviation of words, mediation of reality through screens and the normalization of artificial intelligence.

Since its premiere in 2017, Translation has been performed by dancers from the New York City Ballet, Ballet Collective, and Terminus Modern Ballet Theater.

Video: <https://youtu.be/g5Bg6ejy1Wo>









SONPENDULAR (2018)

Audiovisual concert, immersive projection mapping

Authors: Sergio Mora-Díaz, Andrea Gana and Marco Martínez

“Sonpendular” is an audiovisual concert with immersive projection mapping by artists Sergio Mora-Díaz, Marco Martínez and Andrea Gana, which takes place inside the Church of El Carmen Bajo de San Rafael in Independencia, Santiago, Chile. The temporary intervention makes use of digital projection, lighting and live music to reactivate and resignify this religious heritage building, built in 1777 and in disuse since 1958.

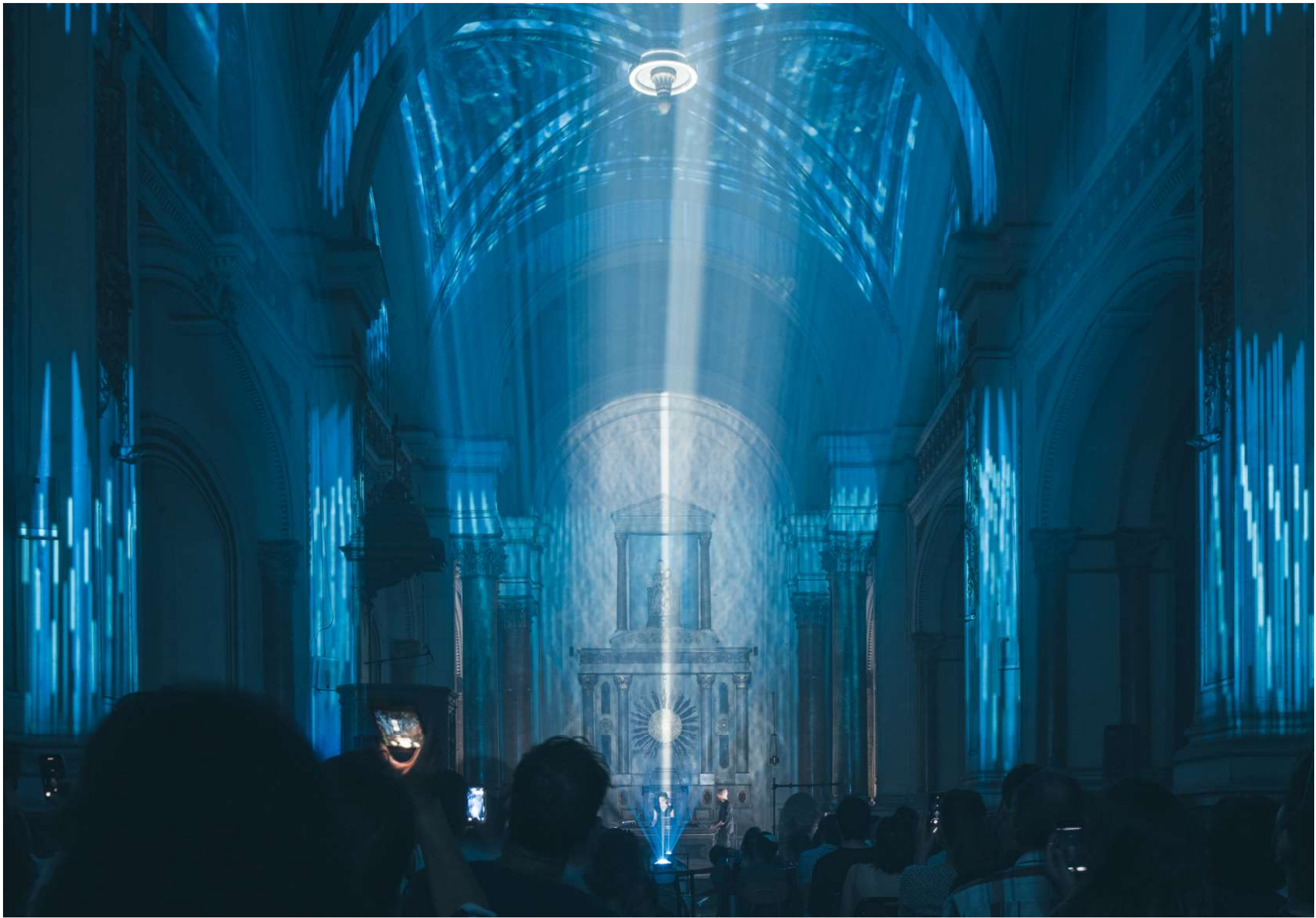


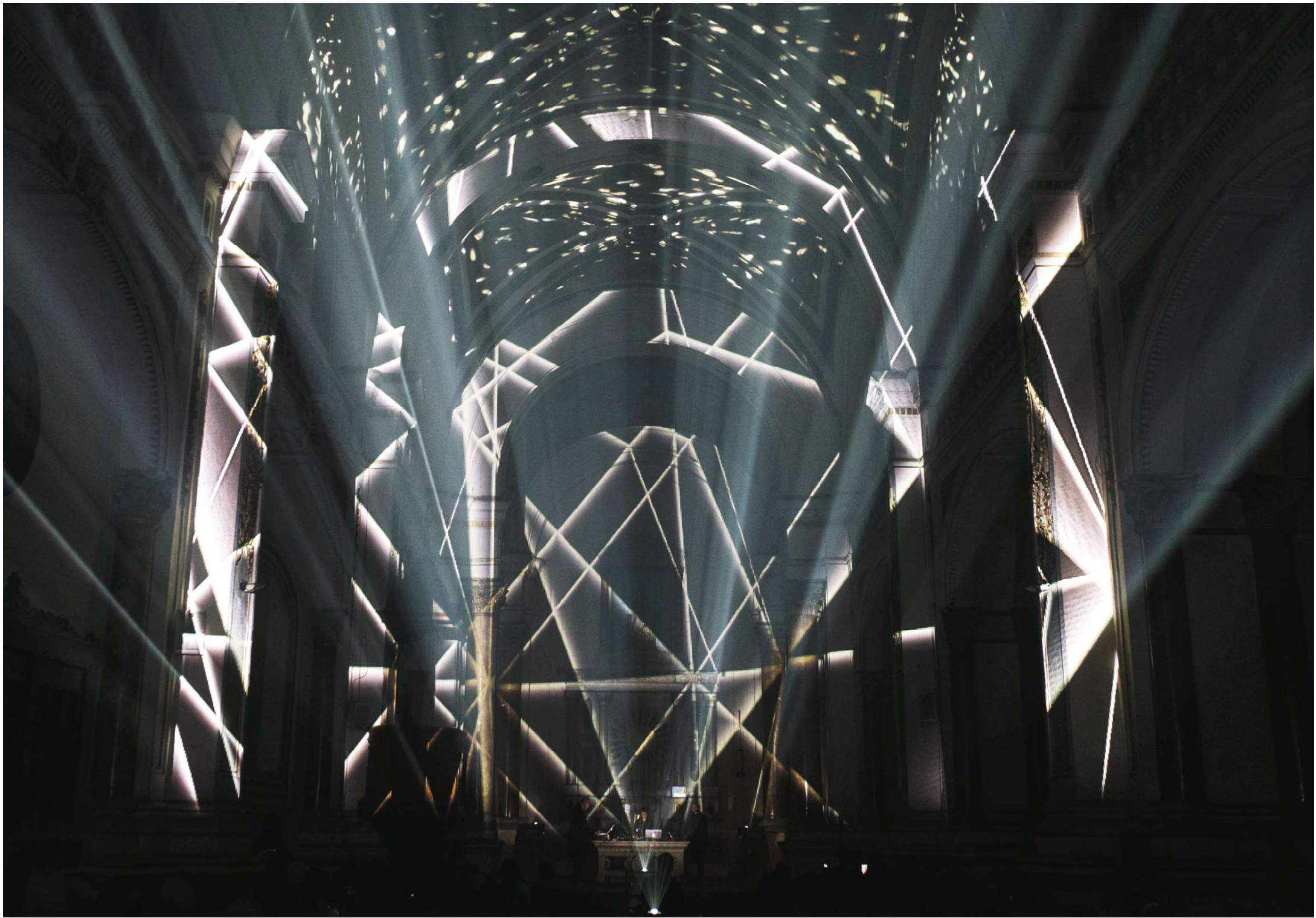
The project is an aesthetic research about time and space, which invites the viewer to a ritual of light and sound, rich in geometric patterns and audio in real time. These compositions refer to cyclic patterns and pendular movement, generating intense immersive atmospheric states.

“Sonpendular” has been performed three times at the Church of El Carmen Bajo in Independencia, joined by collaboration of different invited artists. The last exhibition, in January 2020, was part of the 14 Media Arts Biennial of Santiago, Chile.

Video: <https://youtu.be/l6znLcnEo6A>









RESET (2018)

Audiovisual Performance

Authors: Sergio Mora-Díaz and Sebastián Mella (Fantasna)

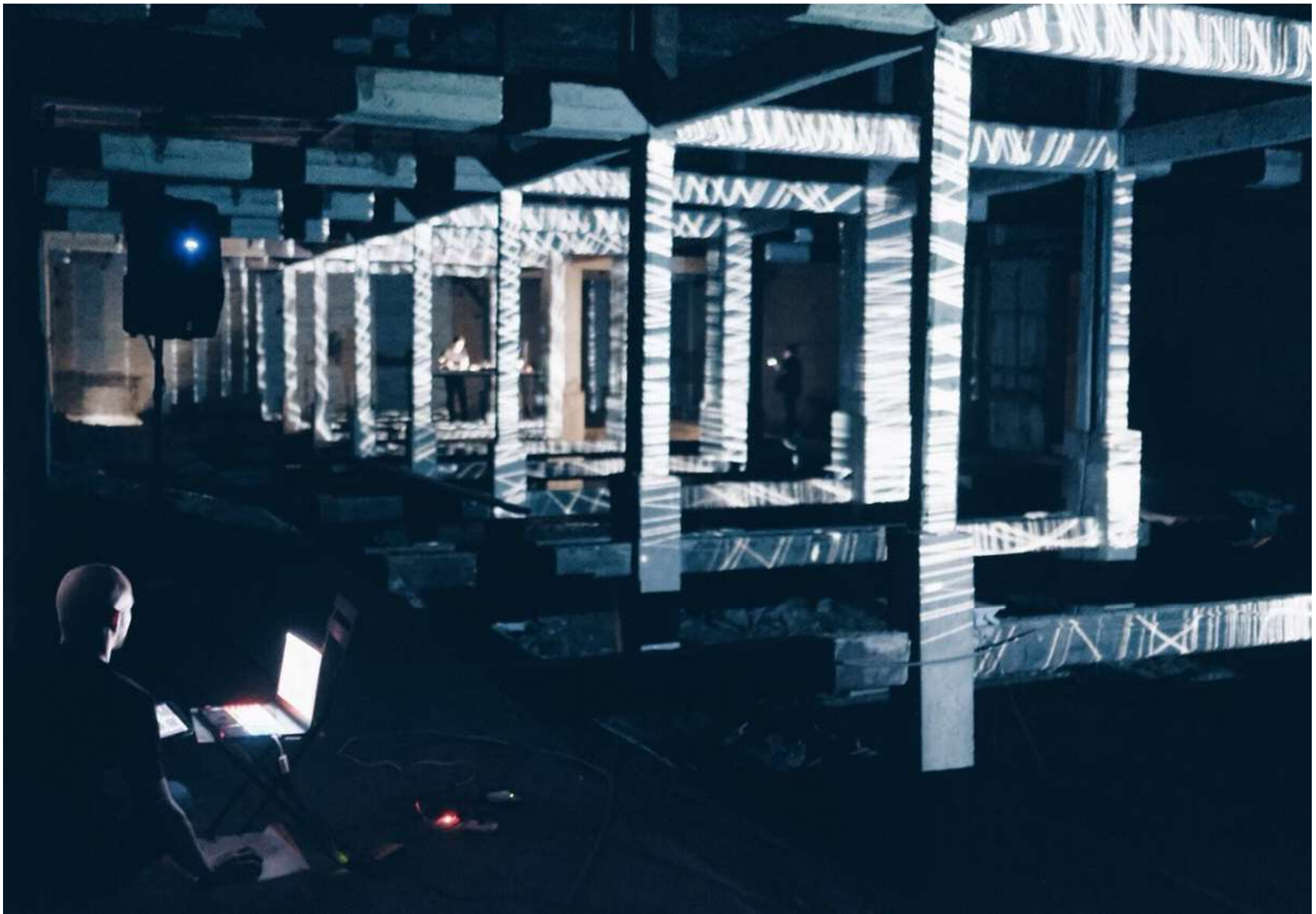
“Reset” is a live sound and light art experience inside the former tanneries at Persa Victor Manuel in Santiago, Chile, by the musician Fantasna and the visual artist Sergio Mora-Díaz. The intervention seeks to resignify and value the architecture and the symbolic character of the place, transforming space and creating different atmospheres through music, light and projection mapping.

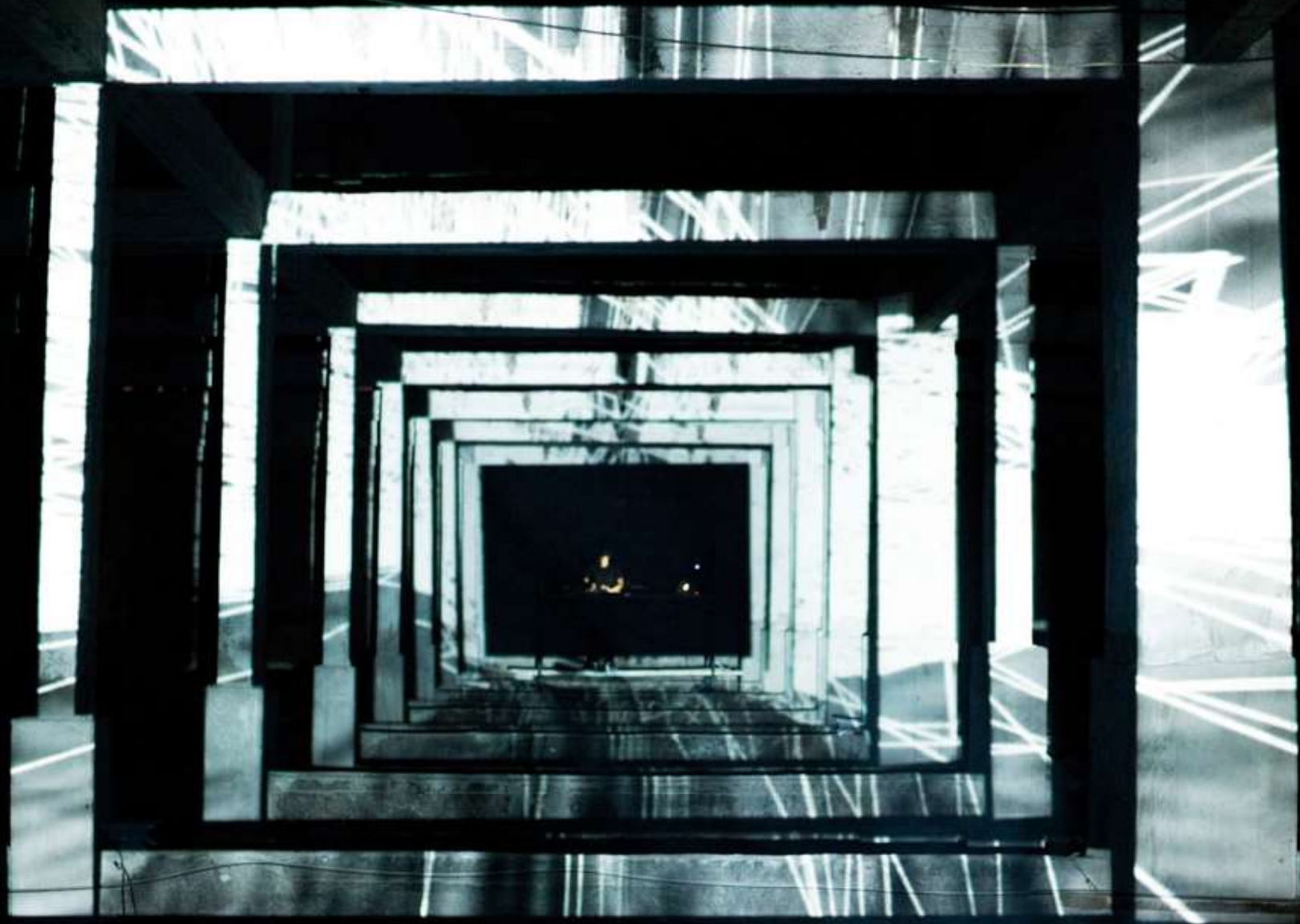
The work is a part of the activities of cultural revival of Persa Victor Manuel, a historic building in Franklin neighborhood, which in the early twentieth century functioned as a tannery and a leather and footwear factory. The project stems from the interest of both artists for the industrial architectural value of this place, as well as their own work linked to electronic arts.

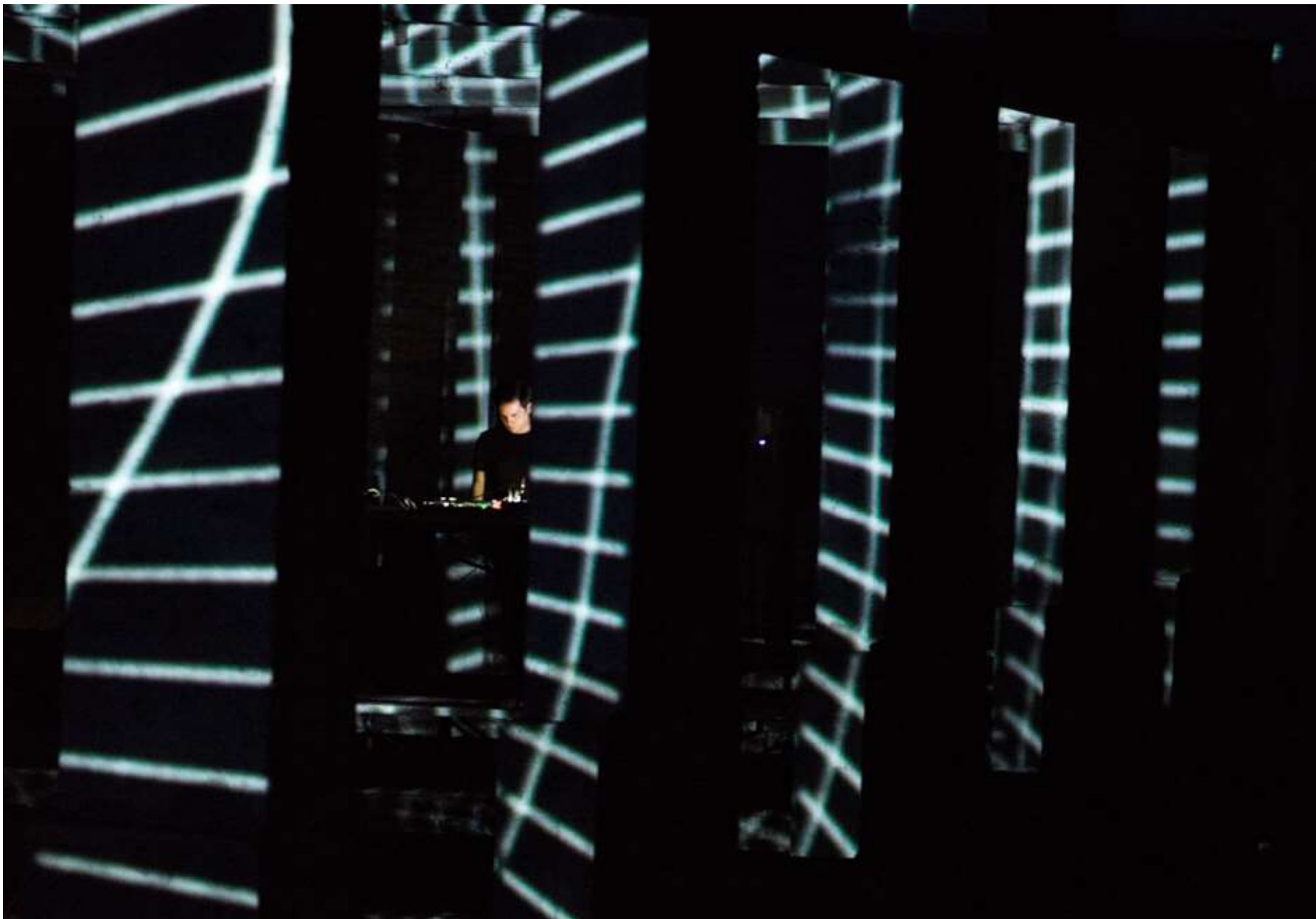
“Reset” was premiered in 2018 and was part of the XXI Architecture and Urbanism Biennial of Santiago, Chile in 2019.

Video: <https://vimeo.com/345852569>









BREATH (2018)

Immersive Light Installation

Author: Sergio Mora-Díaz

“Breath” is a media and light art installation inspired by landscapes and patterns of nature, creating a three-dimensional abstract environment in constant transformation. The piece combines techniques of physical materials and digital media, arranging a set of translucent tapes on which luminous digital images are projected.

This composition and organization system seeks to create a luminous organism that dialogues with the physical environment and its visitors, giving the space new expressive and sensory qualities.



“Breath” stimulates contemplation and participation, creating an atmosphere in which different forces dialogue with each other and allowing visitors to be part of a transitory and dreamlike ecosystem.

The piece was created with support of Piloto Gallery in Santiago, Chile and premiered as a site-specific work at the terrace of Colmado Coffee & Bar. From April to November 2020, it is exhibited at K Museum of Contemporary Art in Seoul, South Korea.

Video: <https://youtu.be/qsKFyxngpPk>









REFRACCION (2017)

Interactive Light Installation

Authors: Sergio Mora Díaz and Katia Montes

“Refraction” is a new media and light art installation that studies geometry and optics. The work seeks to multiply the light through space to dilute its physical limits and propose a physical interaction with the viewer, through an optical manipulation of the projection lens and the use of physical and digital geometries in motion. The installation consists of a series of translucent circular screens suspended from the ceiling, creating a density of elements in the space, in which generative luminous geometric patterns are projected.



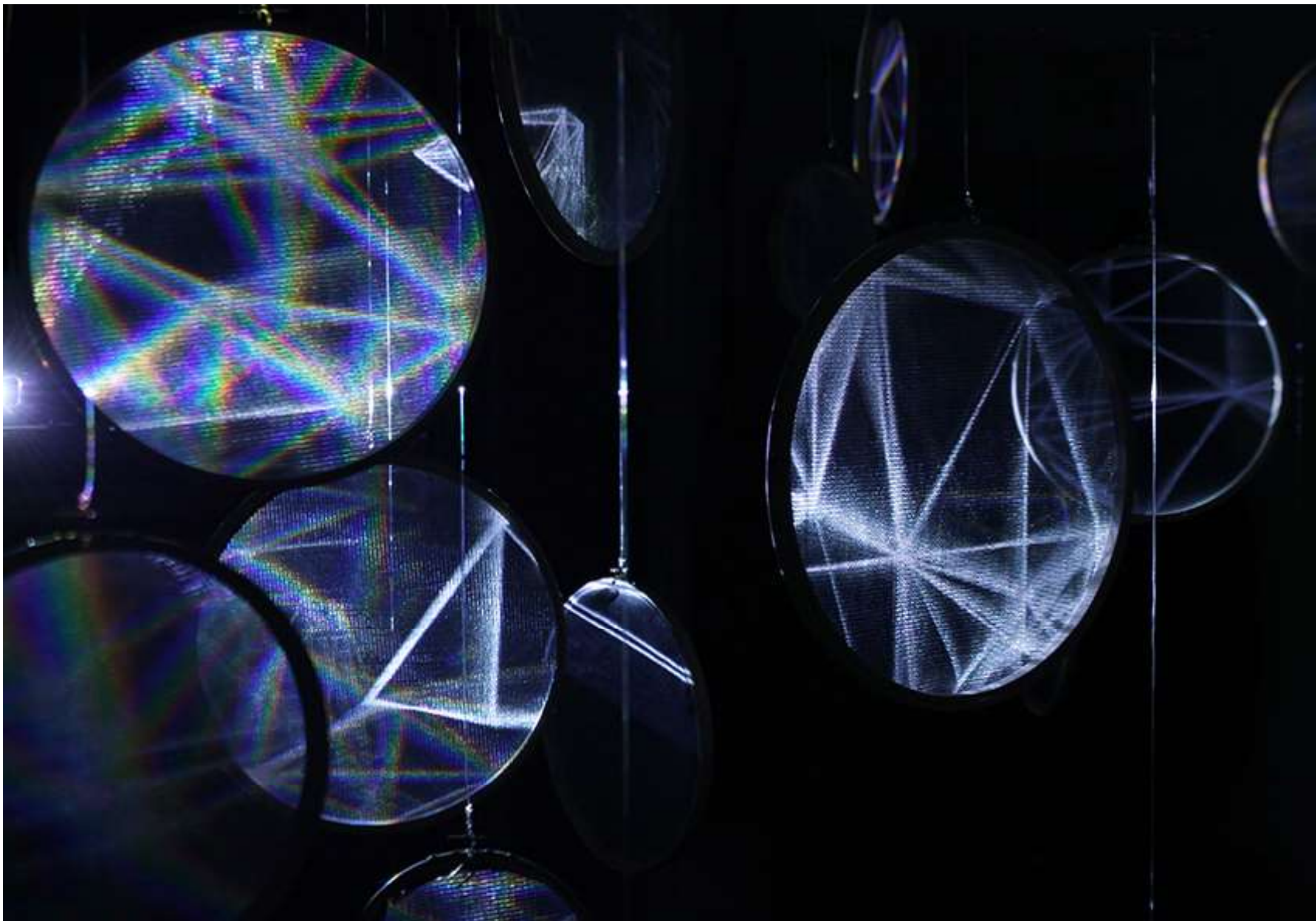
Light is refracted by crystals and captured by the screens, giving it different qualities of movement and chromaticity, generating refractions of the projection: light, geometry and color.

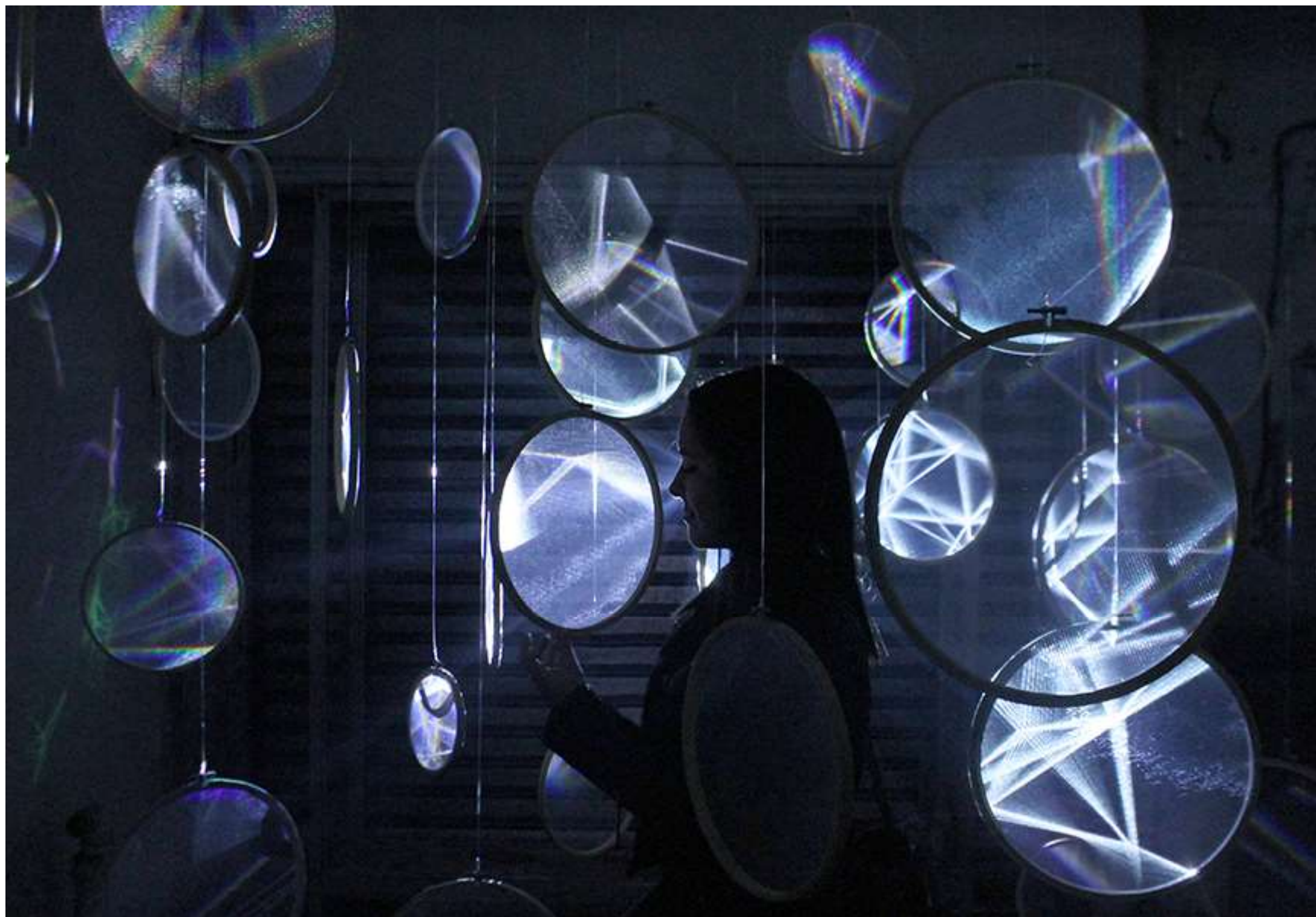
“Refraccion” was created in 2017 as a part of an art residency in Buendia Diseño headquarters, and was nominated in 2018 for Lumen Prize of Art and Technology, in United Kingdom.

Video: <https://youtu.be/XgYKk-uFNNQ>









EXPANDING BODIES (2020)

Video installation

Author: Sergio Mora-Díaz

“Expanding Bodies” is a video work that explores movement and geometry of the human body through its representation and abstraction in digital media, to reflect on our relationship with technology and contribute new visions about existence, identity and fragility of the human condition. The piece portrays the animation of an illuminated and virtualized body, which dances and transforms to create an abstract imaginary being that gathers qualities and expressions of human movement, but is projected beyond its physical limits and biomechanical possibilities.



The work was developed with collaboration of dacer and artist Alexandra Mabes, using a three-dimensional video recording system through depth sensors, with image manipulation techniques using algorithmic processes.

In June 2020, “Expanding Bodies” was exhibited in Times Square as part of ZAZ10TS’s exhibition “Alone Together”, during the process of reopening the city after months of confinement by COVID-19, to interact with the public through the screens on the facade of your building.

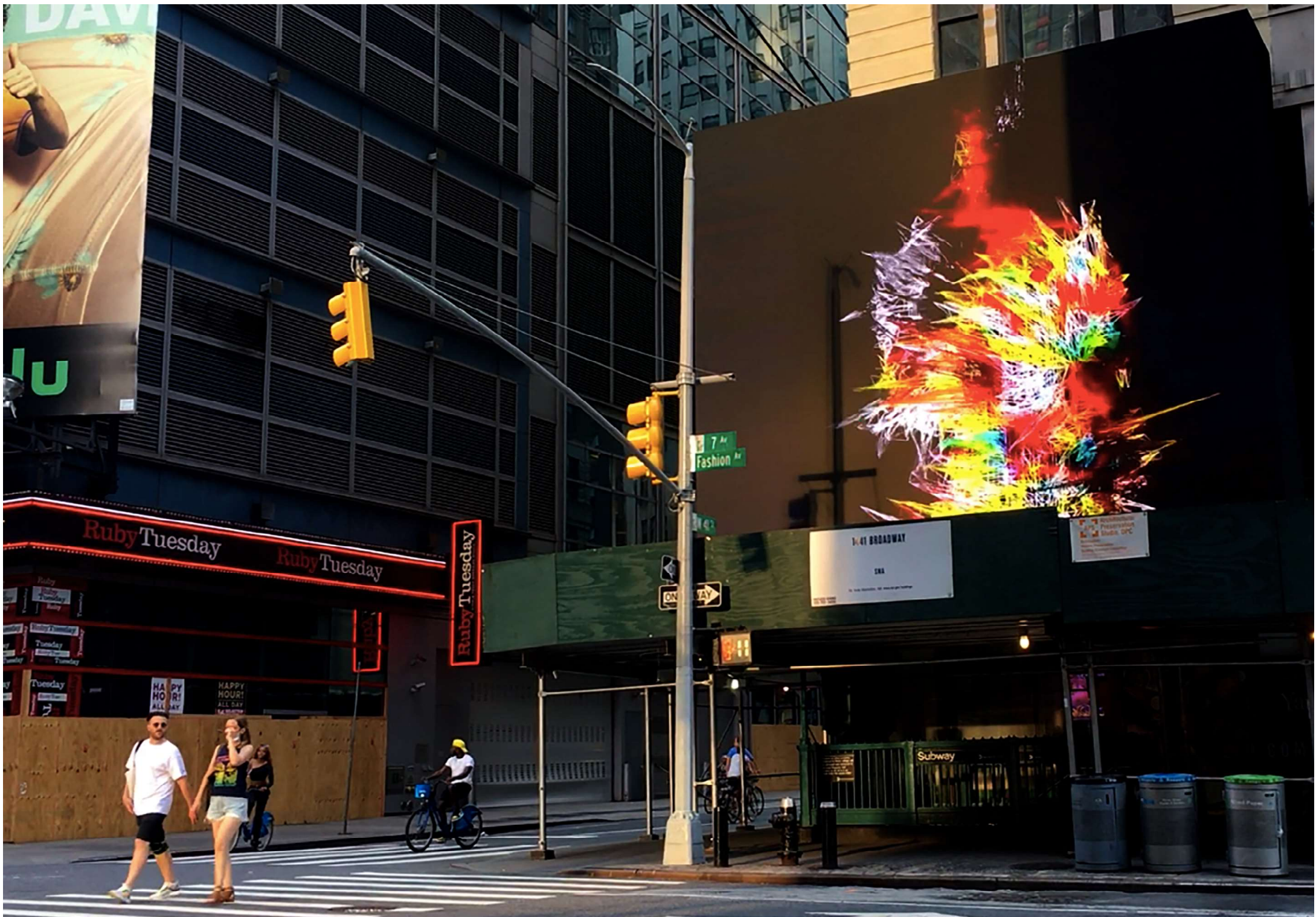
Videos:

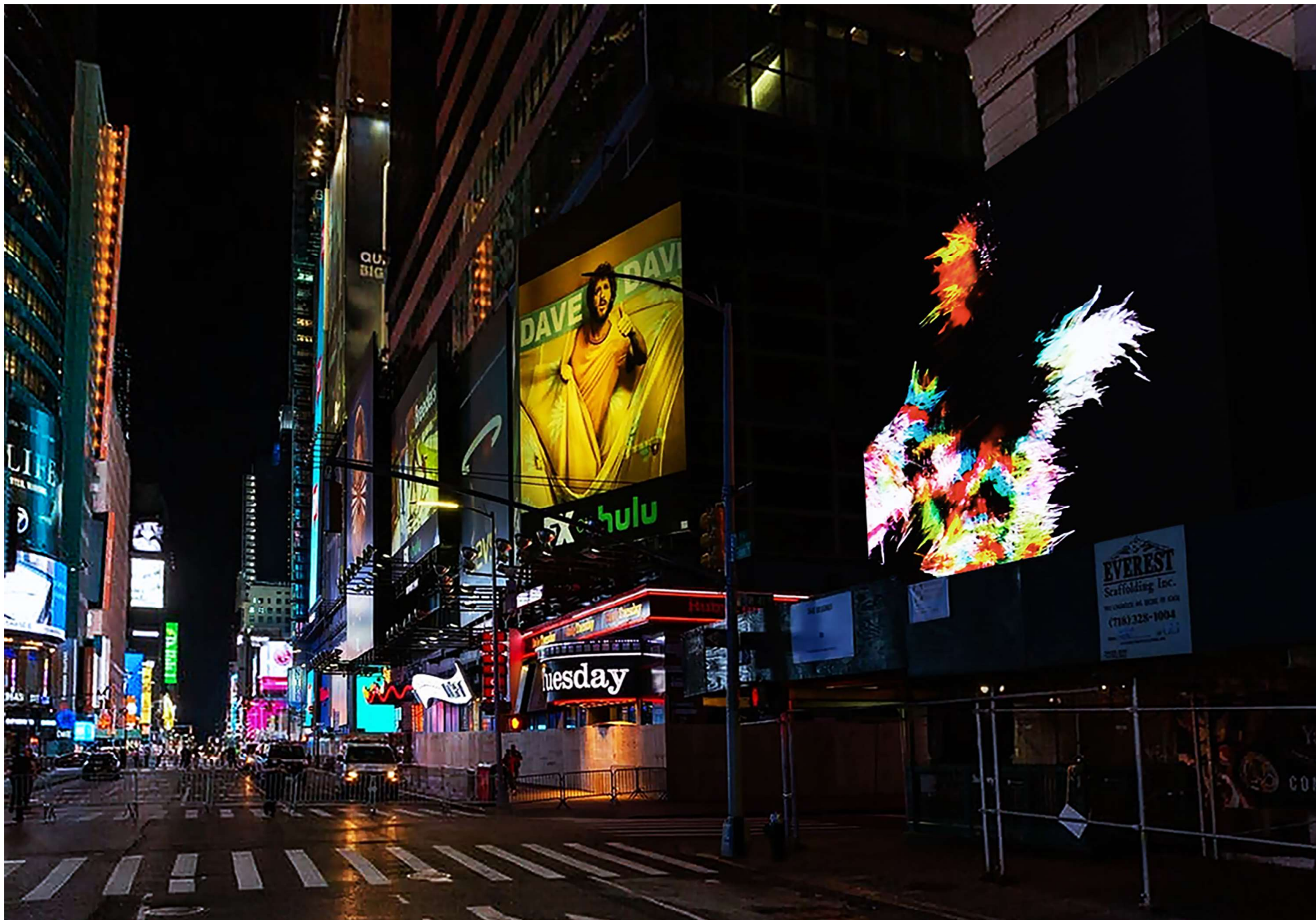
<https://youtu.be/bOlXDeSBCws>

<https://www.instagram.com/p/B-sDaBCp0U1/>









L A T E N T E (2 0 1 9)

Fulldome immersive Video Installation

Author: Sergio Mora-Díaz

“Latente” is an audiovisual work in an immersive fulldome environment: a study on geometry, scale and the dynamic perception of space. Using essential shapes such as points and lines, the work builds an abstract universe with its own structures and rules, defined by mathematical and geometric patterns. The resulting forms move, change, interact and order as a complex system, a living organism that pulses and expands to envelop us like a landscape. “Latente” transports us through three-dimensional compositions with different depth planes, evoking behaviors of nature and the cosmos.

Premiered in 2019 during Kuze Fulldome Festival at Santiago de Chile Planetarium, “Latente” was also presented at the Dome Under festival at the Melbourne Planetarium, Australia in January 2020 and has been selected to be exhibited at the File Festival in Sao Paulo , Brazil, during 2021.

Video: <https://youtu.be/XntBH3irlLY>

