





Initial renderings used to visualize the sculptures. (2017)



The mold-making process in three stages. (2019)



Positive and negative shells during the fabrication process. (2020)



Michael Ziga (b. 1993, USA) works in Brooklyn using digital fabrication techniques, questioning humanity's reliance on technology to better understand the devices that stimulate and expedite our lives.

Ziga's work reveals the symbiotic relationship between humans and machines, creating ambiguity between the two processes. His sculptures propose humanity's gradual domestication by technology, imagining how humans might evolve conforming to our devices. The figurative pieces use 3D scanning and CNC routing to construct the initial form, then the figures are embellished by hand, bringing the machined objects to life.

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