

transmediale/a model, a map, a fiction



CAON – control and optimize nature

Marc Lee

Two-channel simulation, controller, 2023



Marc Lee, CAON – control and optimize nature, 2022, courtesy of the artist

Imagining a speculative future where technological solutionism has been taken to an extreme, *CAON – control and optimize nature*, explores the potential of advanced technologies in the management of future ecosystems. In a habitat where animal, fungi, and plant species have been modified by 3D printing, CRISPR, and synthetic biology, the viewer observes an AI preventing the delicate ecosystem from collapsing. Interacting with a smartphone, the audience can navigate this habitat endlessly to learn about the plant and animal species that inhabit it. Acting as a testing ground to investigate existing techno-solutionist assumptions, *CAON – control and optimize nature* challenges the understanding of nature as a computable system, and investigates

alternative cartographic scales that might lead to new representations of the environment.

Marc Lee was part of the two-month Digital Art Residency programme in collaboration with Pro Helvetia. *CAON – control and optimize nature* was developed during the residency.

Marc Lee is a artist investigating the effects of the Internet's emergence and the later development of social networks in terms of their creative, cultural, social, ecological, and political impact. Lee creates network-based immersive and interactive installations, exploring how information technologies influence our understanding of the world.

IMPRINT & CONTACT

 Telegram channel

 subscribe to our newsletter

 code of conduct

 press

 team

 supporters

transmediale e.V.
Gerichtstr. 35
13347 Berlin
tel: +49 (0)30 959 994 231
E-Mail: info[at]transmediale.de

The festival has been funded as a cultural institution of excellence by the Kulturstiftung des Bundes (German Federal Cultural Foundation) since 2004.

[Imprint](#) [Data privacy](#)