

Melanie Thewlis

Selected Portfolio



anti gone

2017 | Amalia Theatre | Thessaloniki Greece | Multimedia Theatre Production

2014 | Schmiede Werkschau | Hallein Austria | Dance and Video Art Performance

anti gone is a multimedia theatre performance combining dance, video, music and dramatic text. The work explores themes of identity, loyalty, civic virtue and one's place in the world. anti gone was initially prototyped in 2014 as a solo dance work for which I created an interactive set that controlled real time animated graphics. A full length work premiered in February 2017, for which I created video and collaborated on set design.



Magic Forest

2016 | Schmiede Werkschau | Hallein Austria | Interactive Installation

This work was prototyped at the Schmiede art residency and is currently undergoing further development. The interactive installation allows visitors to imagine they are a tree and guides them into a peaceful and meditative state. An animation of a growing forest is projected onto a screen, and participants must move slowly and gently to encourage the central tree to grow.

This was a collaborative project involving animators and musicians. My role was to develop generative animations, particularly of the tree trunks, and write the program that tracked user movement using computer vision and then used this input to control the on screen elements.



Blue Screen of Bauhaus

2015 | Kollektives Blau Bauhaus Festival | Stiftung Bauhaus | Dessau Germany | Interactive Installation

Blue Screen of Bauhaus is an interactive digital media installation featured at the Bauhaus Festival 2015 in Dessau. The work engages with the history of often overlooked female artists from the Bauhaus and Der Blaue Reiter groups. By interacting on Twitter or Instagram, visitors could affect the projected animation in real time and act to save the memories of these innovative creators. This was a collaborative project in which I worked within a team to build the social media integration and provide assistance to the animation programming.



Incredible Machine

2015 | Galerie Heba | Berlin Germany | Augmented Reality Game Installation

This was my final year project for the Bachelor of Science in Creative Computing from the University of London, and was awarded the best project of the year. It comprises an interactive installation in which participants cooperate to solve mixed reality (real-virtual) puzzles using a combination of motion tracking, physics simulation and computer vision techniques. The game encourages exploration of Newtonian forces and social engagement with other participants.



The Shark Says Hai

2014 | Galerie Heba | Berlin Germany | Interactive Installation

To celebrate Berlin's Lange Nacht der Bilder Galerie Heba hosted a collaboration evening between sculptor Hermann Solowe, myself, and gallery visitors. In this interactive evening visitors had the chance to transform the gallery space with their own live projection paintings onto large scale sculpture.



Fellini Mural

2013 | Untitled | Fellini Gallery Mural | Berlin Germany | Acrylic on concrete

This work explores themes of the mingling of technology and nature in a dystopic setting that nevertheless signals possibilities for new growth and rebirth. Created in situ for the Fellini Gallery, the artwork was designed to incorporate elements of the surrounding courtyard, such as the rubbish bins, in a trompe l'oeil fashion. The extended period of work allowed for engagement with the surrounding residents, who provided feedback and input on the development of the work.



Self Portrait at Six Differing Levels of Magnification

2009 | Prospect Gallery | E.H. Erwin Gallery | Adelaide & Sydney Australia | Oil painting on canvas, 5:35 min video

This work attempts to integrate scientific findings with the subjective nature of the human condition. I approach self portraiture by treating myself as if I were under a microscope. Looking through a lens, I am revealed at six levels, from that of the smallest particle, through to the atomic, molecular, cellular, anatomical and finally human scales.

The work was created using stop frame animation on Super 8 film to bring a large scale oil painting to life. I sought to simulate the feel of an inquiring scientist peering down the barrel of a microscope. This work reflects my belief that the work of an artist is like that of a scientist – ongoing experimentation punctuated by flashes of inspiration, and that both draw us closer to new truths about our world and our lives.