

Amanda Lewis

Selected Works

2020

About

Amanda Lewis is a designer and artist from Saint Louis, Missouri and currently based in Paris. She completed her Bachelor of Fine Arts in Art, Media, and Technology at Parsons Paris, where she created her thesis project on the investigation of air pollution in natural spaces using open-source sensing technology and sonification techniques. In her work, she examines the intersection of environments and digital technologies through research and artistic practices. Her goal is to discover a tangible and accessible way to comment on, augment, or improve our relationship with nature through technology.

www.amandamarielewis.com

contact@amandamarielewis.com

+ 33 06 62 56 33 95



Telenatura Lab

Telenatura Lab is an international eco-feminist collective with artists coming from India, Poland, and the United States.

Over the course of six months, we developed a prototype of our first project Radio Rocher: a real-time audiovisual installation connecting humans to the global ecosystem.

In this installation, we stream real time audio from microphones placed in the forests of central Japan, the bustling streets of New York City, and from the Camp itself. We include a series of diverse soundscapes that represent radically different environments with varying levels of biodiversity and human intervention. Streaming live audio was an important aspect of the project for us, because it builds an auditory and virtual link between our installation and the spaces we are trying to feel a connection with.

The live audio is accompanied by a voiceover layer of questions and observations posed to the user, asking them to consider their own relationship with the space they are connected to: Do they ever think about the similarities between humans and raccoons? Do they ever consider how they breathe the same air as snakes? Telenatura Lab challenges our visitors to find their own inter-species connections through sound.

This project was developed during the *Hive residency* at the camp in Aix-en-Provence in 2019. You can find a video introducing the collective and the project on [Vimeo](#).





A Study of Scarred Landscapes

“A Device for the Study of Scarred Landscapes,” is an open source multi-layered pollution sensing device which allows the user to interact with the environment by revealing invisible information about the land. The device is a tool of engagement as the user travels to different landscapes. While it serves as a scientific tool for collecting environmental data, it is also an instrument of interpretation as it creates generative sounds based on the data collected combined with nature sound recordings of the investigated spaces. The sounds are deep and electronic, referencing the artificial nature of the pollutants they are sensing. Depending on the pollution levels of the area, the sounds range from low and steady to aggressively high frequency. Through this field work, the artist searches for new ways to interact with and understand the land in order to critically examine her relationship with the earth.

This project was exhibited at the Mona Bismarck American Center during Paris Design Week and the Parsons Paris Thesis Exhibition in 2018.



Amanda Lewis
A Device for the Study of Scarred Landscapes
BFA ART, Media + Technology



JAN 5 2016
TEMP: 1 DEG
WIND: 7 KM/H
HUMIDITY: 40%

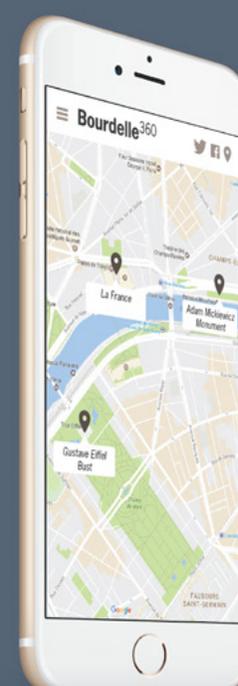
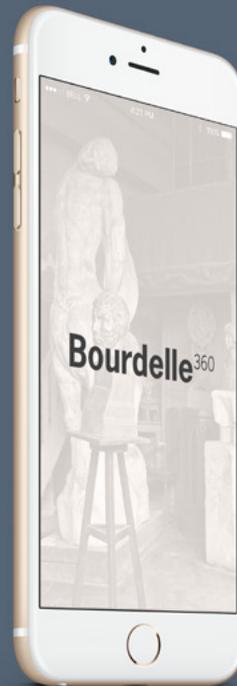
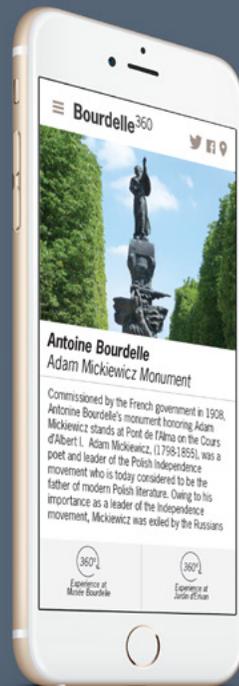
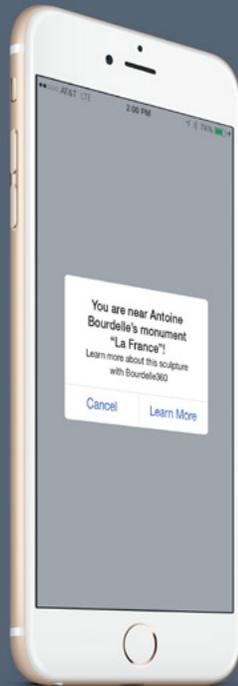
Bourdelle360

After visiting the Bourdelle Museum in Paris, my collaborator and I realized that while the sculptor Antoine Bourdelle has many monumental works in public spaces all around the world, there is no strong connection between them and the museum, where the secondary castings, or “twins” of these sculptures exist in full scale.

So we designed Bourdelle360, a phone application that potential visitors can use to learn about the sculptor Antoine Bourdelle and the Bourdelle Museum, building a virtual connection between the public works and the museum exhibits. This easily accessible treasure testifies to Bourdelle’s monumental genius work, bridging the crucial period between Rodin and Giacometti during which modernity was born. The application will deliver a holistic experience by offering an intimate narration of the artist’s work through 360 videos of his monuments across Paris that are navigated by a map and accompanied with music. The free Bourdelle360 application delights and educates the user whilst staying faithful to the identity of the museum.

You can find out more about this project on [Vimeo](#).





Zadig e³ Voltaire

I collaborated with a group of fashion students at Parsons Paris to design the façades for the Zadig and Voltaire flagship stores in New York and Paris for the company's 20th anniversary celebration. We were invited to explore the contemporary reinterpretation of the figure of Zadig in the story "Zadig, the Destiny" and take inspiration from the private art collection of the brand's founder. We created three concepts for the façades, "The Mirror," "The Sculpture," and "The Stencil," inspired by the brand's identity and rock n' roll style, as well as the expressive typographical paintings of Christian Wool.

You can read more about this collaboration on the [Parsons blog](#) and find one of our concept videos on [Vimeo](#).





Tonal Architectures

According to Einstein, “Everything in life is Vibration.” All matter is constantly in a state of vibration, of creating sound, whether or not it is audible. The science of cymatics, the study of visible sound vibration, allows us to examine the relationship between sound and form. In this project, I use cymatics to look at the fluidity of space through architectures created in water by frequencies captured live in the surrounding space.

This project was exhibited at the PERCEPTIONS Exit festival at Maison des Arts Creteil from April 10-17, 2016.

