ANASTASIA MACMANOUS

PRESS KIT 2022



I was born in Athens, studied audio-visual arts at the Ionian University and graduated with an integrated Master with Honours. My internship was at the heart of digital art in Greece, the Athens Digital Arts

Festival where I had the opportunity to create and present some of my new experimental work.

I have worked as a set photographer in short films and Greek tv series. Writing for film and stage is something that intrigues me to create the visual world of words. I specialise in creating visuals and video art for performances.

Here you can find a sample of my audio-visual work on video art, installations and stage design.

CONTACT ME:

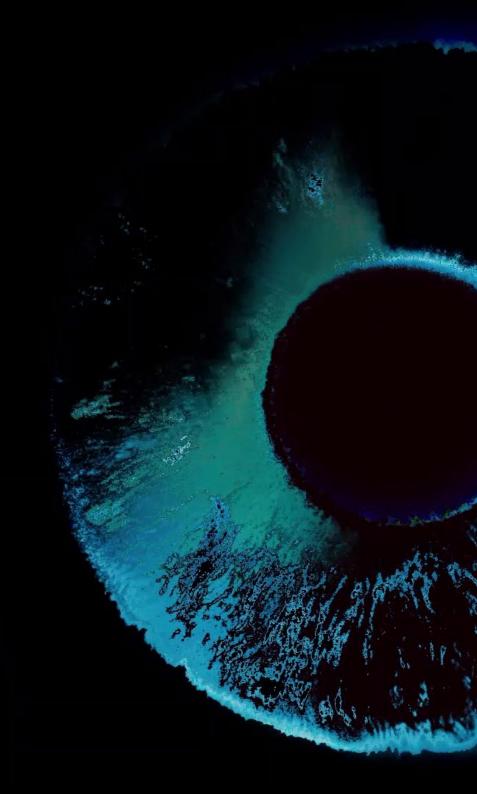




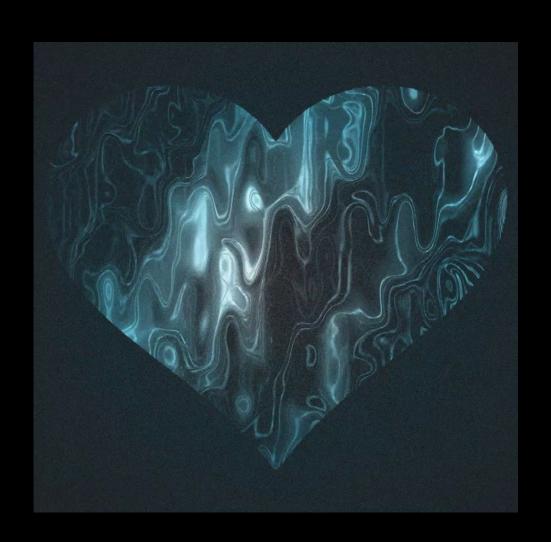


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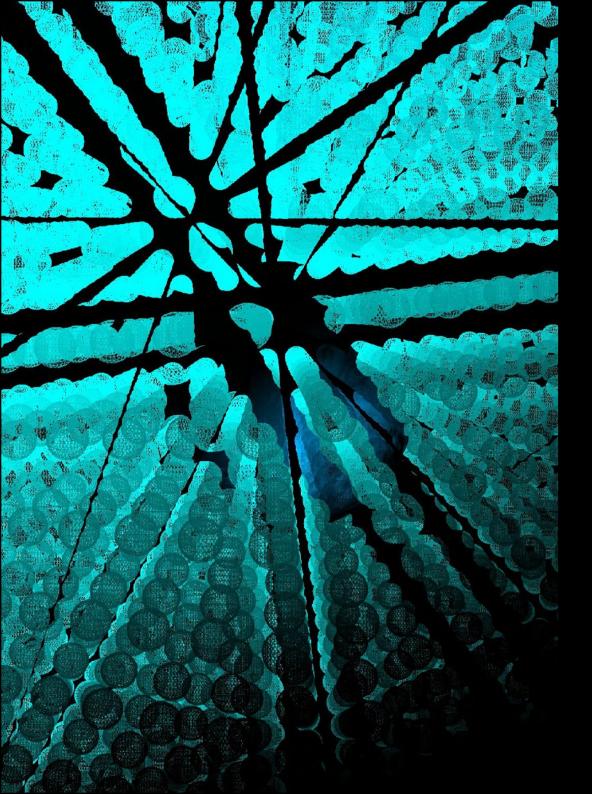
INSTALLATIONS



HEARTFEED

With every tweet using the hashtag love, this live isntallation, that run on Valentine's Day 2022, was using the twitter feed, and everytime tweeter users were tweeting mentioning love, the heart, was partially being revealed with effects reminding us marble textured flashes.





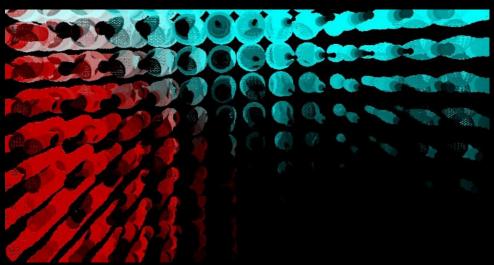
LEISTUNG

It is everywhere around us, sometimes we cannot see it, sometimes we can hear it.

The universe works only with power and power is ascendancy.

Leístung is an audiovisual installation based on electronic sound and the intensity of the light in a space. This is a video art made out of the installation.

CAUTION: Strobe Warning



LIVE A/V PERFORMANCES

CITY LINE

in MANHATTAN BRIDGE



City Line was part of the light year 90 projection mapping festival in Manhattan Bridge in Dumbo Brooklyn in October 2022. The event was being streamed live from Pearl Street Triangle. This video art accompanies my electronic music piece "City Line".

The project was also exhibited in Berlin at SCOPE BLN Lübecker Straße 43 and in Toronto, Canada at "The Drey," Woodbine Ave. Curator of LightYear90 was Leo Kuelbs.



GROTBOX by J.P.CAULFIELD

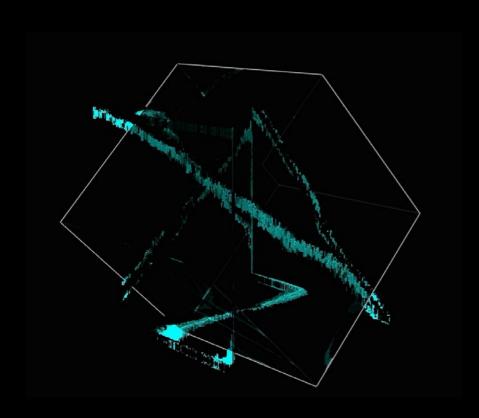
igtriangle

W

Auftragen is a live generated video art that was projected on the light installation PYMAR by Yiannis Kranidiotis and the Athens Digital Arts Festival. The projection took place at Plissken Festival in September 2021.

These are live generated graphics created in a 12 wall room, no windows-warning strobe lights might affect your neural retina. I loved creating this video, the music track Grotbox by Jeremy P. Claufield is one of my favourite futuristic electronic sounds.

Enjoy with Caution.





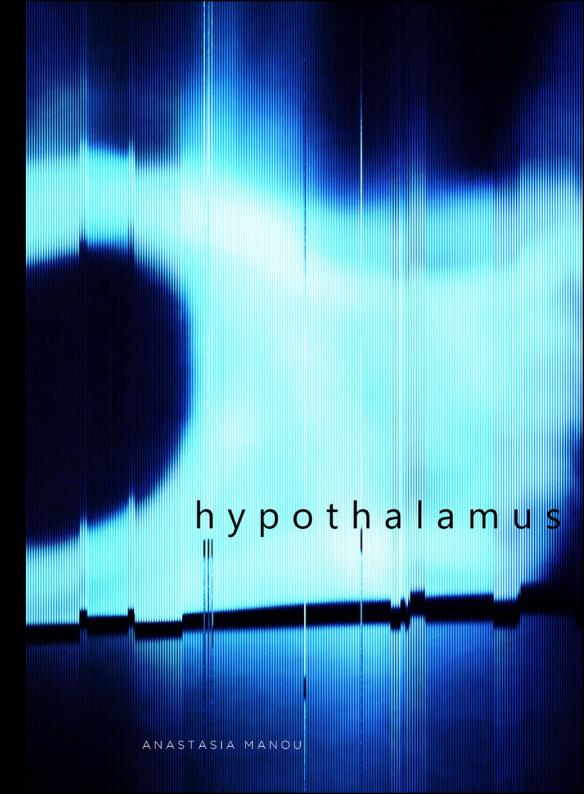
HYPOTHALAMUS

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The audiovisual performance Hypothalamus with live generative graphics, performed in January 2021 for the course of Live Visuals (AVA 740). And premiered at the 14th AVARTS Festival of the Ionian University in June 2021.

We are inside the hypothalamus of a host. He is asleep. The orchestral tones slowly lead us to a dream, a memory. His subconscious will soon drive him to a state of confusion making him believe he has woken up.





VIDEO ART

A MODEL OF REALITY REMIX x MAX COOPER



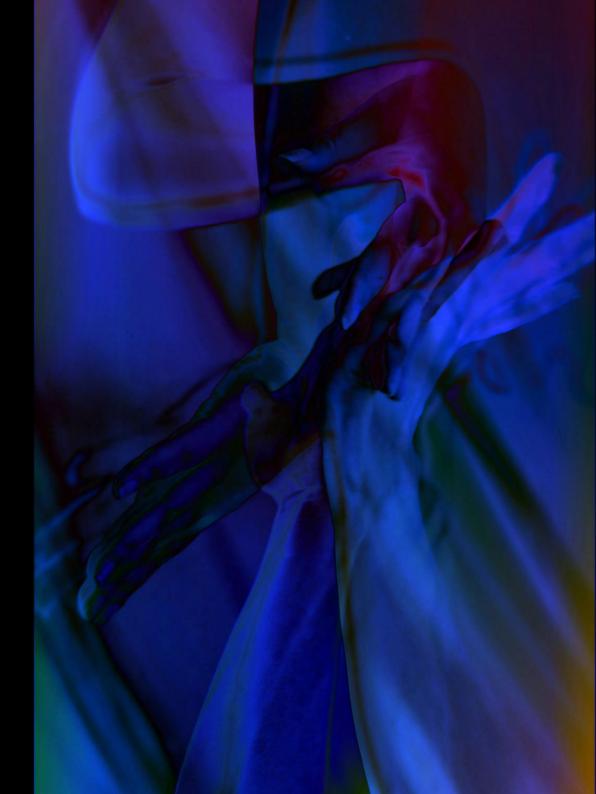


Time Foils video art & remix is consisted of Max Cooper's brilliant track 'A Model of Reality' from his latest album 'Unspoken Words'. I was inspired by the main theme of Tenet and the meaning of time, which for me, is a model of reality.

I played live music on a midi controller and worked on live visuals and their audio reactiveness in Touch.

My remix for Max Cooper's 'A Model of Reality' was chosen by the Mesh Community among some other brilliant works in December 2022.



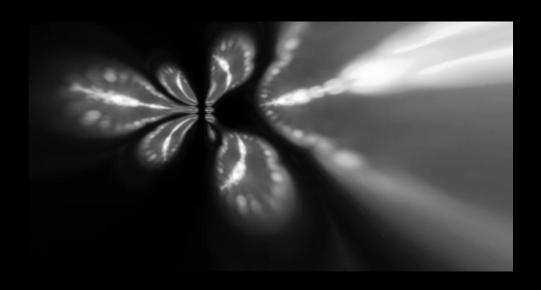


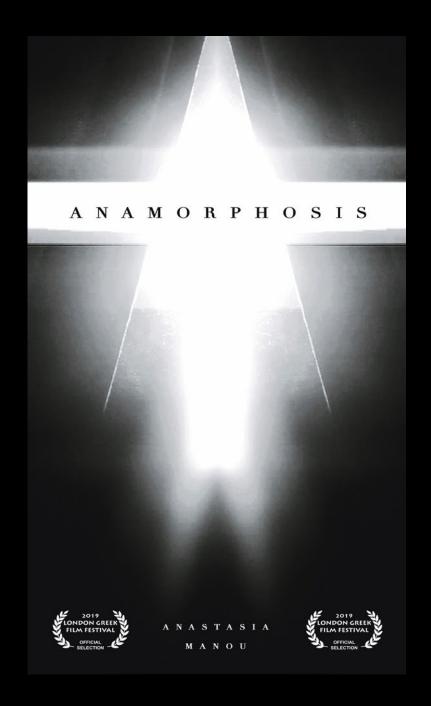
ANAMORPHOSIS



Light. It has that constant need to change and reshape into something different. Always in a rush, running, to narrate the story of space and time. Its behaviour defines the sound that follows it everywhere. Light and sound, they change their figures, they cross natures roots through a prism of various energies. From fire to fire. From light to dusk. It is the light that gives light.

Anamorphosis video art was Nominated for Odysseus Award at the London Greek Film Festival for Best Video Art in 2019.







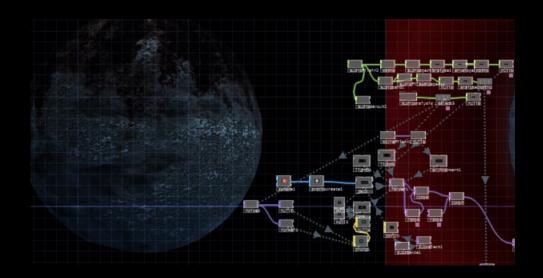
DER SWARM



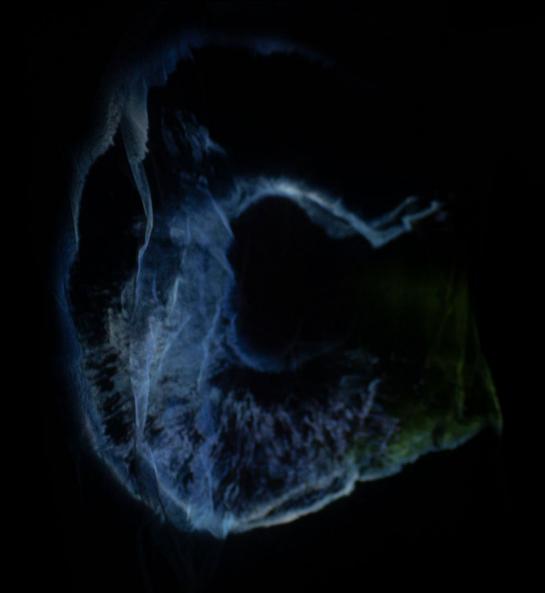
INT. Returning Home - DAY

Turning, always reverting, revolving around the brightest hope
Sired with sounds , sounds of Home and Decay pushing our eardrum
while she is trembling, burning dying, in a new world
tries to
BREATHE

The audio-reactive video art Breathe was created in the first year of a global pandemic while the soundtrack is consisted only of recordings of this era.



Live generative video art inspired by the novel Der Swarm by Frank Schätzing.



DAFFODILS



A FEW WORDS

The poem Daffodils is about the last journey a man takes. A journey towards awareness. We hear him speak his thoughts in first person because he has a leading role in what follows after. The earth he tries to remember is not the same anymore. Tortured by his own actions he is shown the way to acknowledgement. Daffodils, his most vivid memory, the flower of the underworld, a bridge

between life and death. They are his own perception, his own image, his own actions, drowning him.

TRANSFORMATION INTO VIDEO ART

Creating an electroacoustic musical piece from various of recordings, nature noises during the quiet time in the quarantined city of Athens, made me visualise what the poems man sees. In the video art, we see through his eyes his last memories on earth. A recording of the poem I Wandered Lonely as a Cloud by William Wordsworth was used in the electroacoustic score since this poem constitutes a source of inspiration for this project. This video art and poem was presented at the first Digital Festival by Almeida Theatre "Shifting Tides" in July 2020 during a global pandemic.









As part of the Shifting Tides festival, young activist poets and playwrights were able to create new pieces of work in response to the climate crisis. These are some of the submissions we received following an open call for work.

DAFFODILS

bu Anastasia Manou

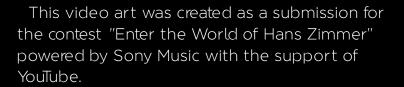
From the outfloor: The poem Daffodlis is about the flast journey a man takes. A journey towards awareness. We hear him speak his thoughts in first person because he has a leading role in what follows after. The earth he tries to remember is not the same arymore. Tortured by his own actions he is shown the way to acknowledgement. Daffodlis, his most vivid memory, the flower of the underworld, a bridge between life and death. They are his own perception, his own image, his own actions, drowning him.

How I miss the days in the country. The sound of the moist grass cutting the wind like the edge of a Fairbairn. The same taste from blackberries under the heated sky I went to the sea today But there is no fear any more Only the yellow colour of their petals Leading me all the way to the sun That daffodil is not the breath of all of space The roots to hold me down What discriminated me from the birds Pulling me down, into the darkness Where choices, my choices grab me by the throat, Into the marshes my last memories launder Spring on my half destroyed mind Numb, I stayed in a corner and just watched Sand whispering, from exhaustion, she loses consciousness My meaning is not stable

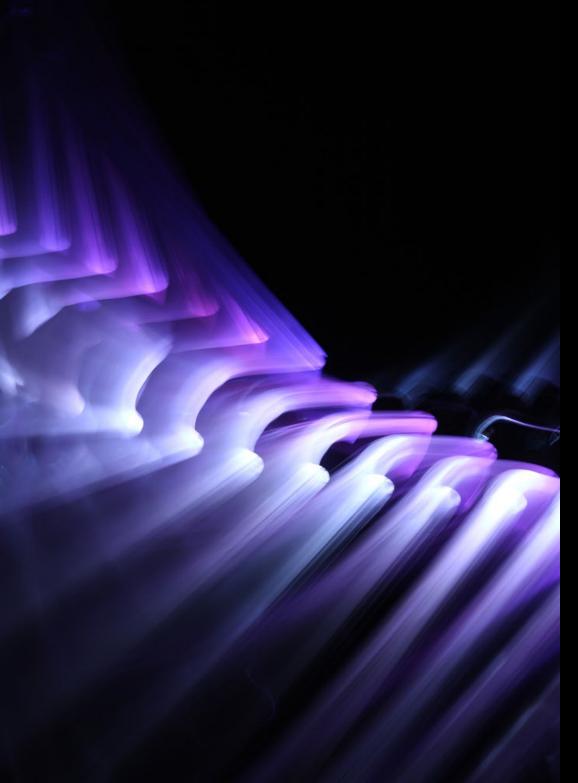
My memory fading
There is no more.
We have destroyed.
Don't know where I am but it does not matter
anymore
Flashes, Strong flashes.







Dancing lights, artificial or natural, dance to awaken a city plunged into corruption. A city where only chaotic patterns can lead to justice.



STAGE DESIGN

That I did love thee, Caesar, O, tis true. If then thy spirit look upon us now. Shall it not grieve thee dearer than thy death. A theatrical stage for Julius Caesar an adaptation from the play by William Shakespeare. The 3D Model was created in 3dsMax for a course assignment at my University. The music was created in Reaper.

The play keeps the original text but takes place in a modern version of the Roman Empire.







NT OEDIPUS (2008)

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"I am the miasma, I am the plague."

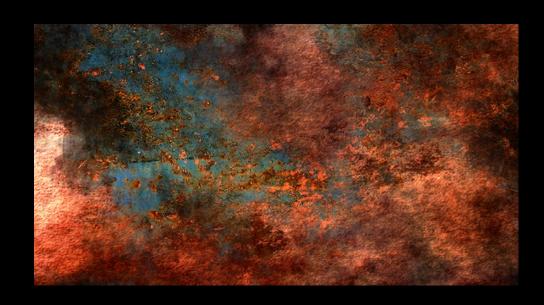
A 3d model recreation of the theatrical stage at the National Theatre for the performance of Oedipus, directed by Jonathan Kent in October 2008. Stage Design by Paul Brown.

This project was a prologue, a begining of creating the main idea for my thesis.





Reference photo, National Theatre Stage, Oedipus (2008)



3D Studio Max Representation

KYANOMORPHA

This was a 3d representation of the exhibition "Kyanomorpha" by Sophia Makrinou. A miniature egg artexhibition that was virtually presented in Spring 2022.

The first attempt of creating the place this exhibition would take place was with 3dsMax, due to the pandemic situation, the exhbition is yet under pre-production for the live event and was replaced by a virtual one, created in the online patform Artsteps.







Artsteps Representation



The second virtual representation of the exhibition Kyanomorpha was created in Artsteps. Due to the global pandemic, this exhibition hasn't been presented physically yet, so our plan B was to creat a digital virtual gallery online, a platform that would showcase and also promote the artworks.

I am currently creating virtual galleries for artists and other organisations in various online platforms. (kunstmatrix, artplaces and artsteps)





Unity Representation

