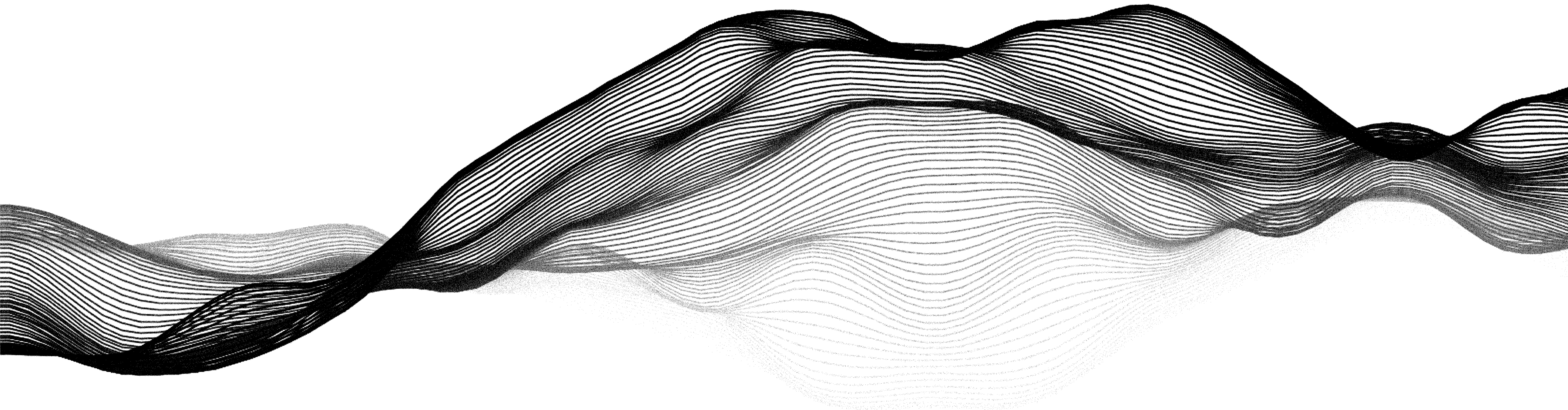
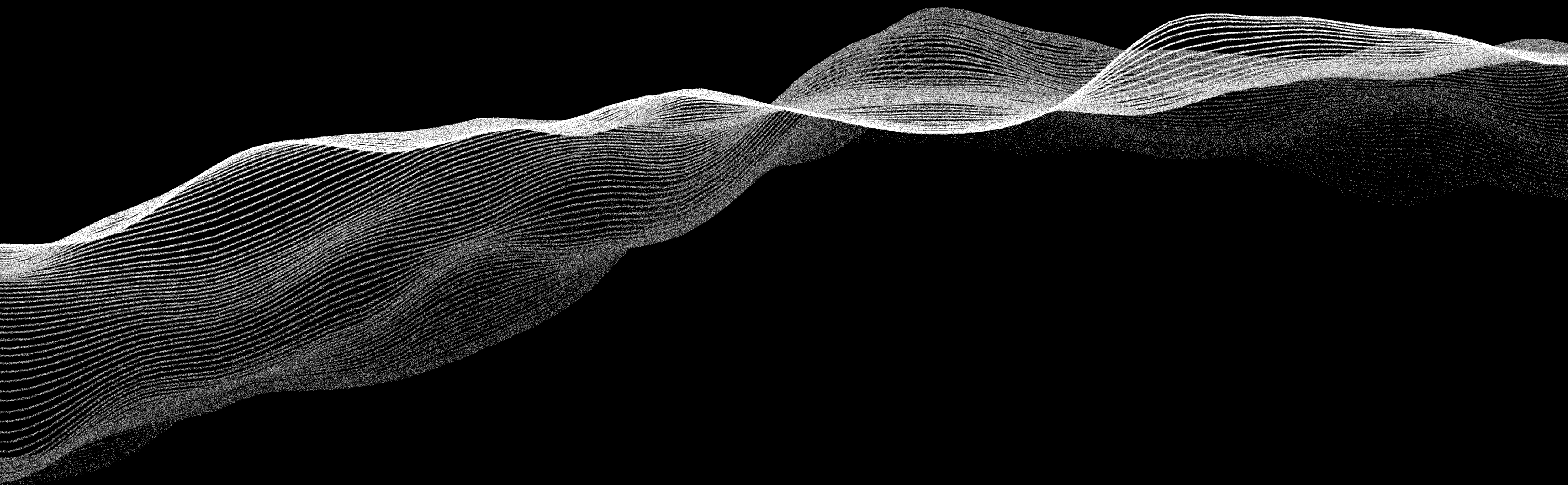


PORTFOLIO  
MÉLANIE FONTAINE



# TANGIBLE & INTERFACE

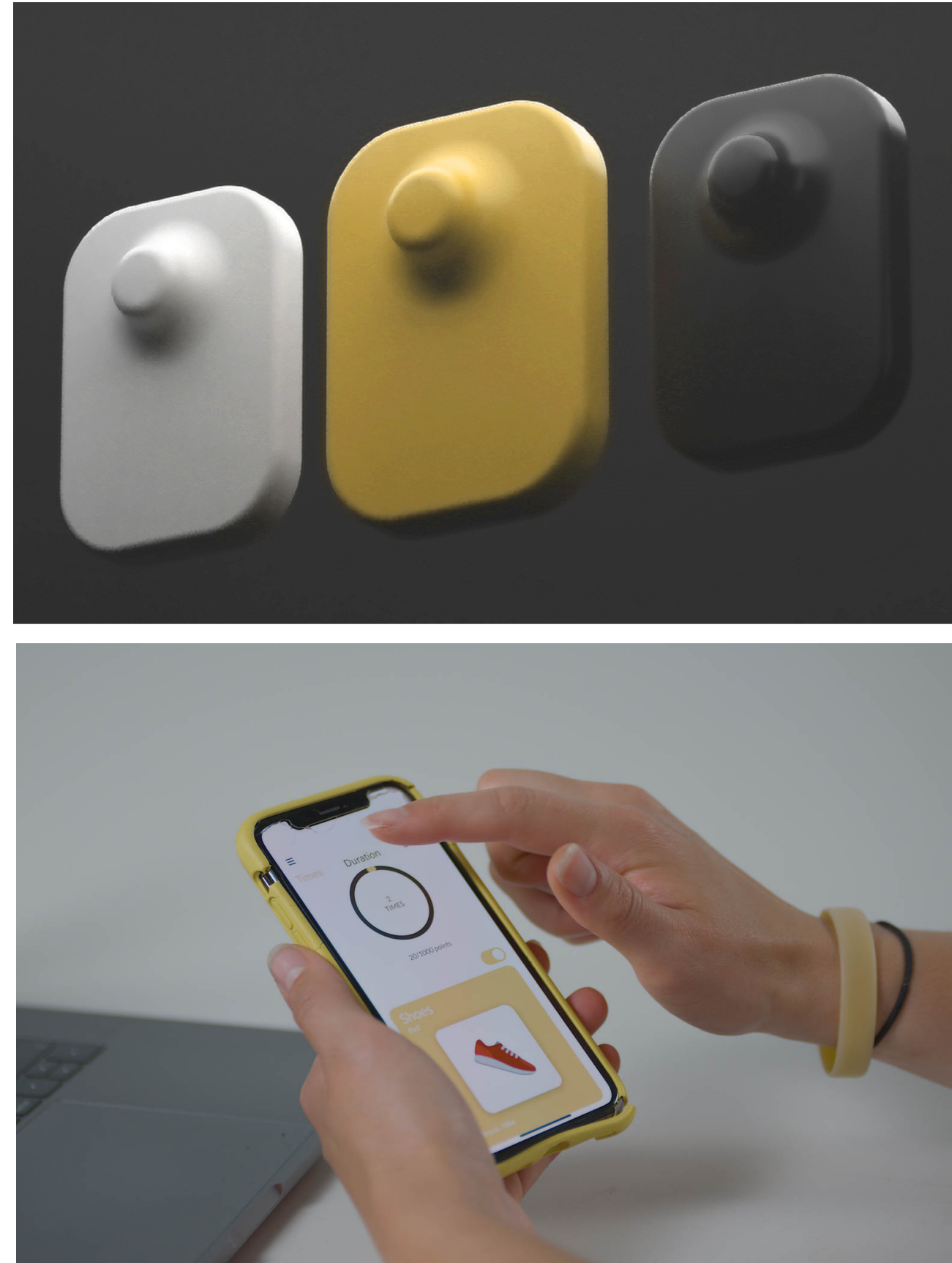




# ETHIK

*Connect your clothes – 2021*  
*Mélanie Fontaine, Achille Masson*

When confronted with fast fashion, ethik allows one to evaluate the value of clothes as well as pay back one's ecological debt. It takes the role of an anti-theft (pas sure de ce mot) device and clings to the piece of clothing. It connect to an application which evaluates the profitability of the clothing piece, considering the amounts of times worn, length of time and the distance travelled by foot.





Latent\* is a chatting application where one can have conversation with another user and introduce a context to the conversation. Thus, the imaginary space materializes.

It contributes to the conversation with descriptive comments around the exchanged messages, generated by analytics on recovered data.







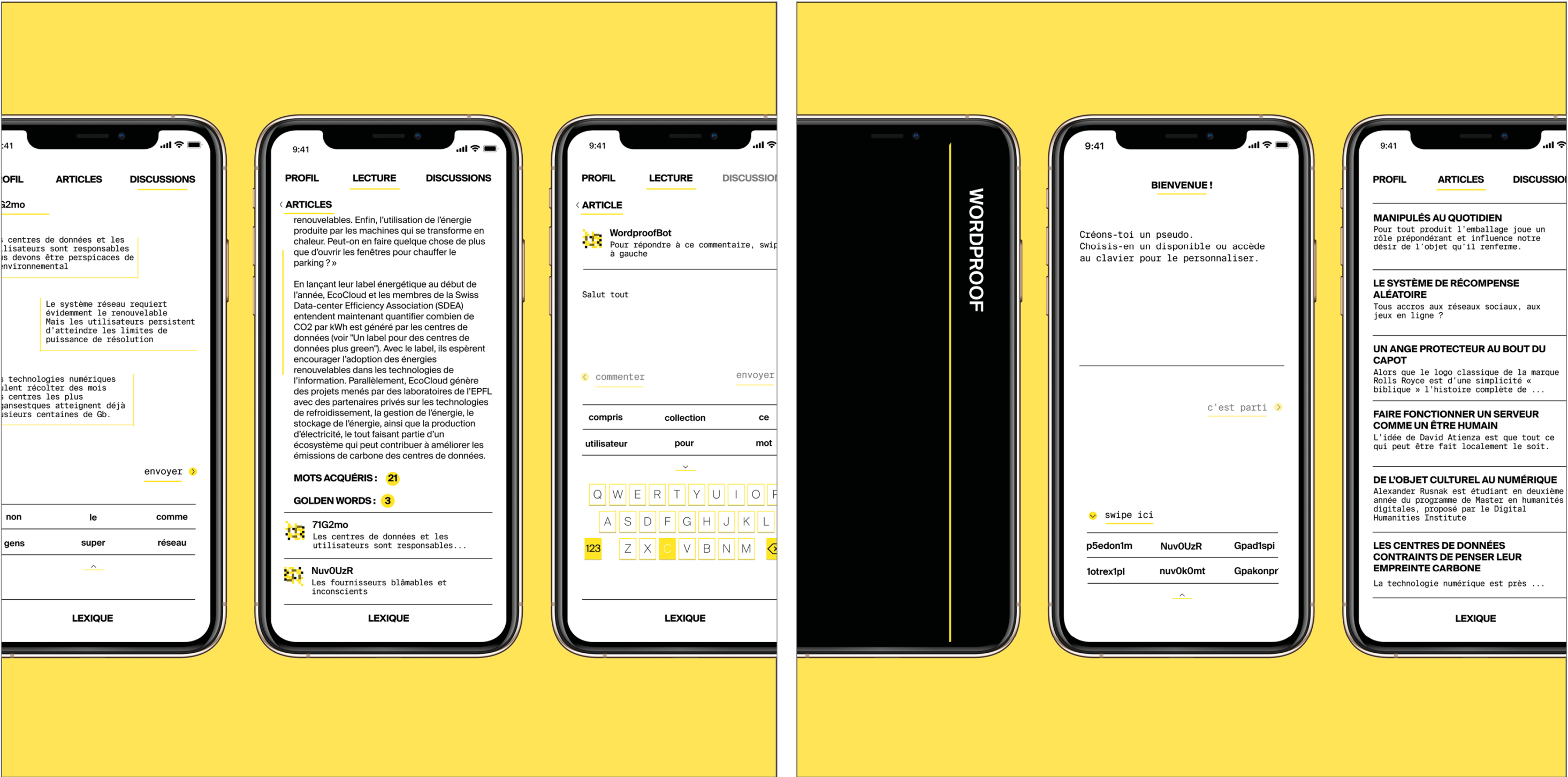
# WORDPROOF

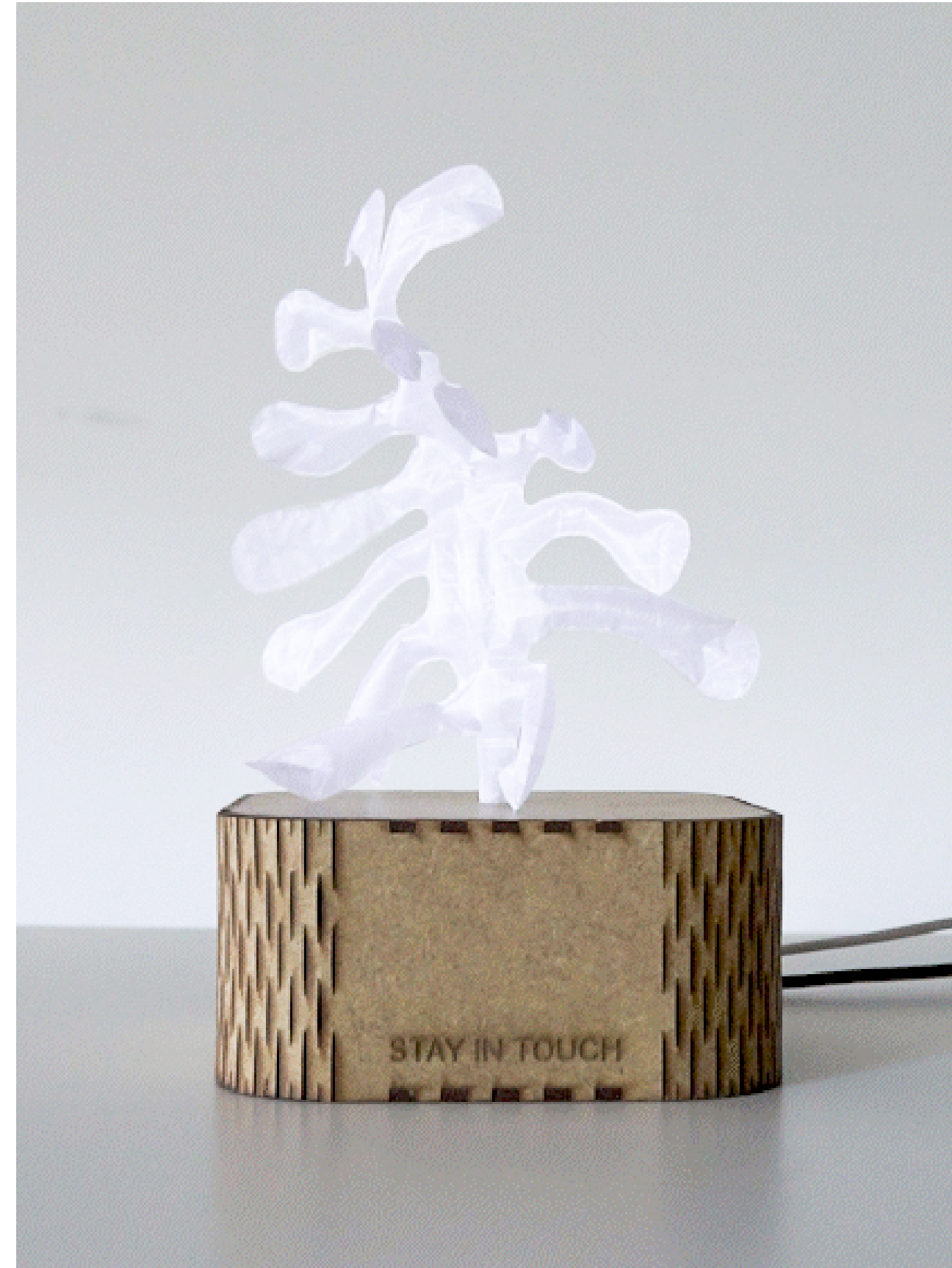
*l'auto-complétion sophistiquée –2021*

Wordproof uses intelligence capable of preemptively predicting words and phrases to communicate with other users of the platform. A reflection is caused about replacement of one's own thoughts by the assistance received from AI.



VIDÉO





# Stay In Touch

*Elodie Anglade, Mélanie Fontaine*

In times of a pandemic, the application and its connected object allows the user to gain awareness of one's place within long distance friendships. The object acts as feedback to emotions expresses in the chat.

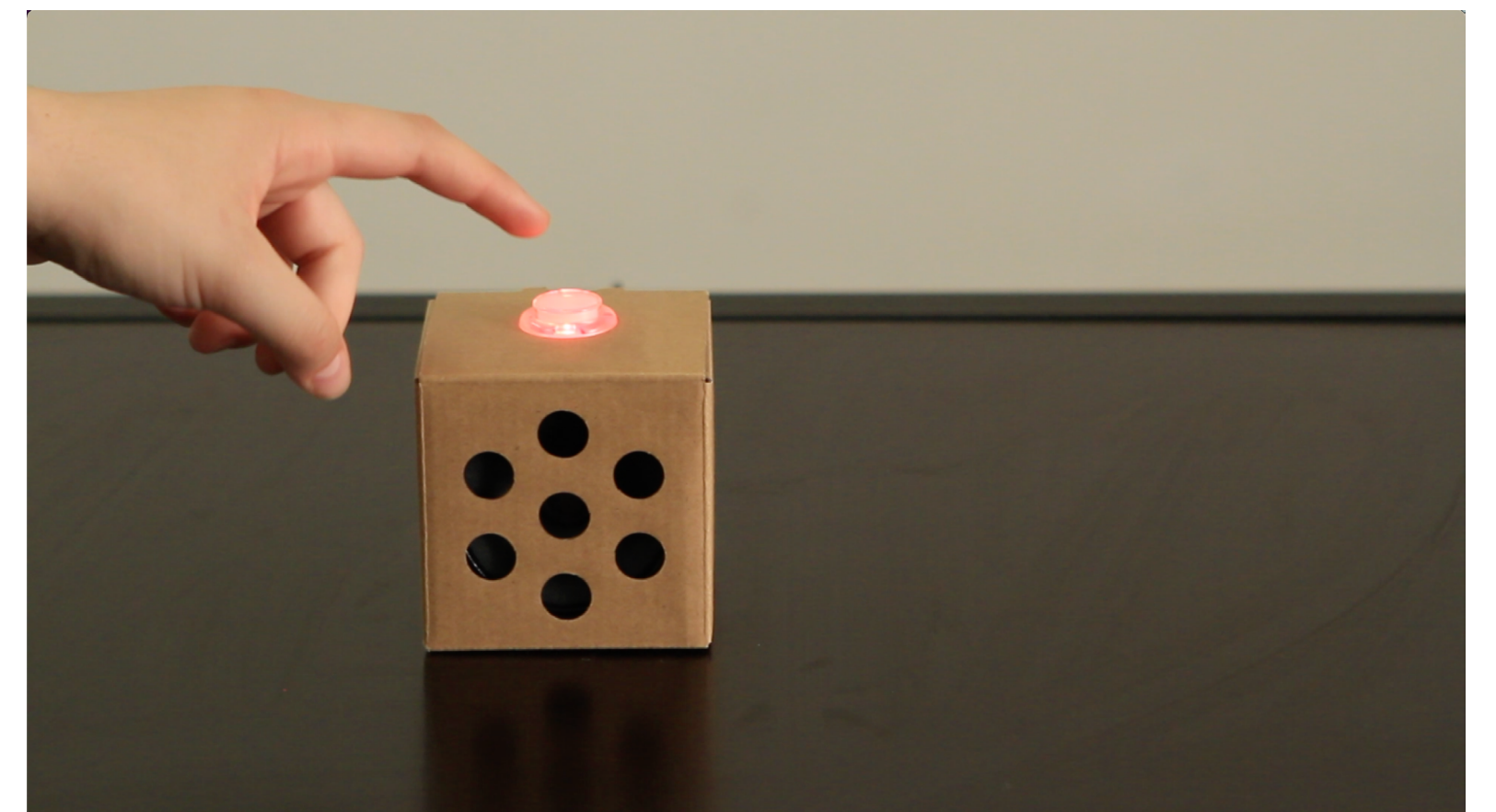
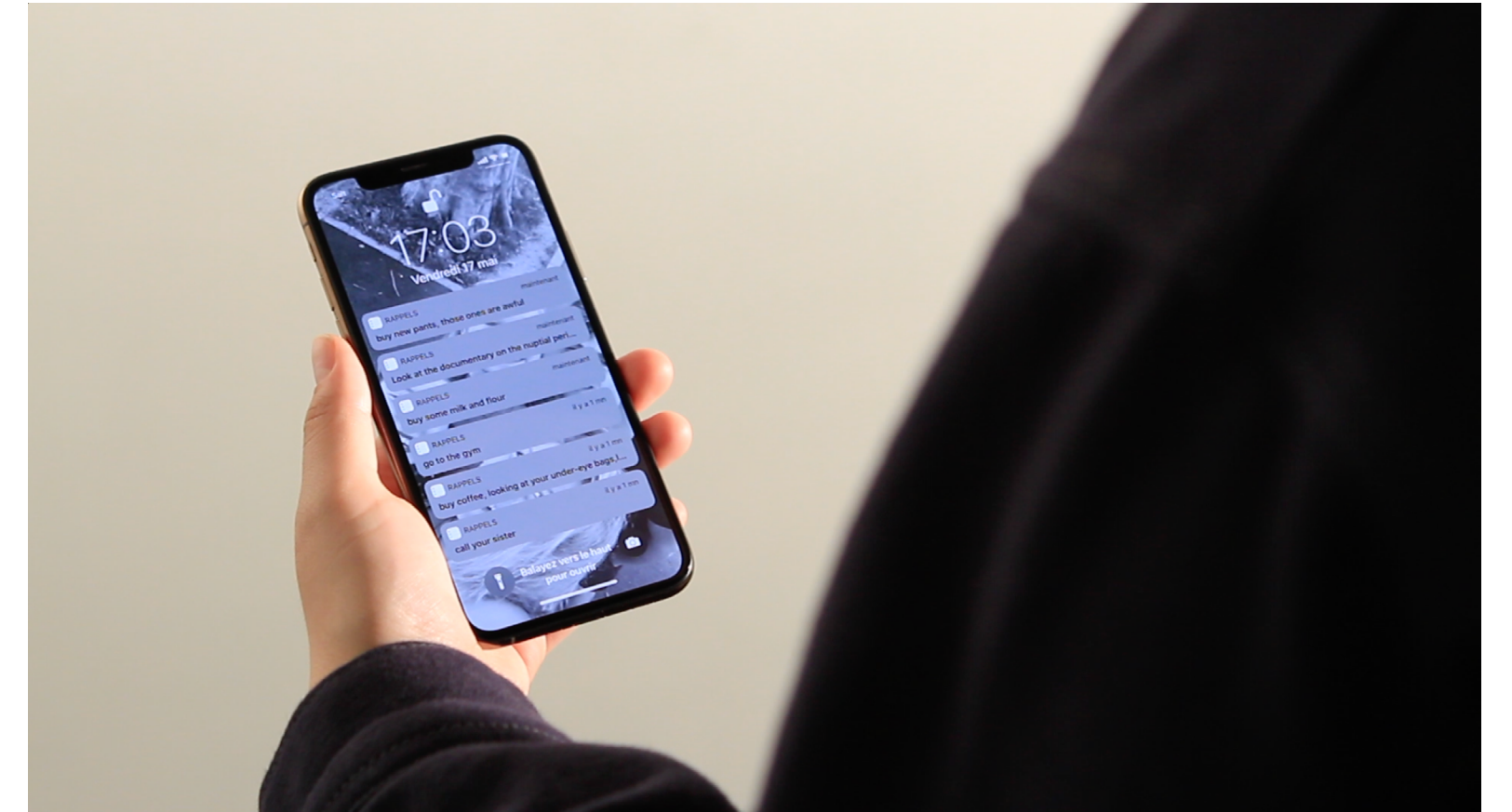
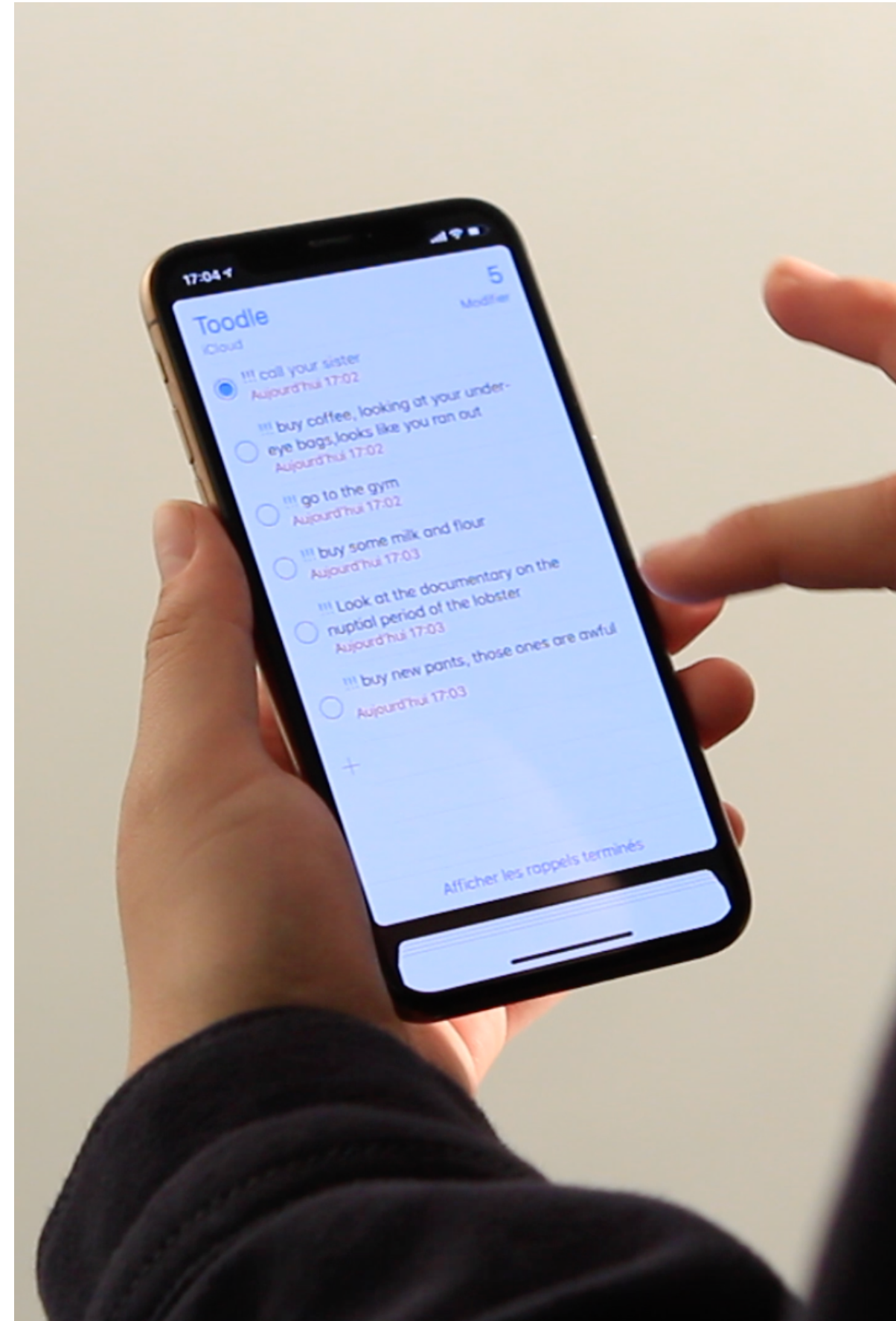


# TOODLE

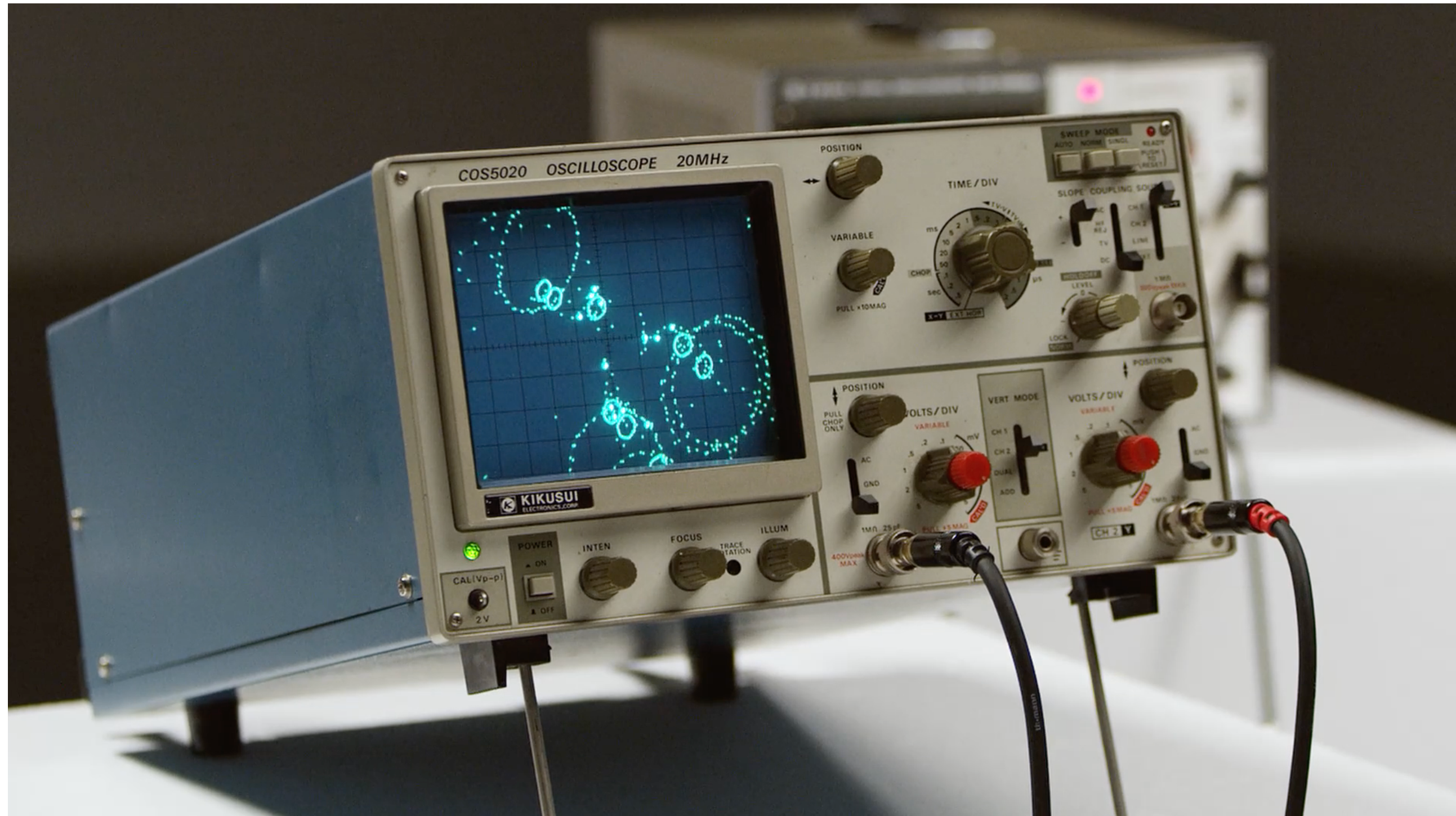
*never be bored again – 2019*

This assistant created personalized reminders for its users. It becomes a source of entertainment as well as a critic of the ubiquity of electronic gadgets.

## ➤ VIDÉO







## XY SCOPE

*Workshop with Ted Davis, 2020*

Space'o Scope is a research project on analogue oscilloscopes diverted from their original function of measuring equipment in order to exploit their graphical and interactive potential. It explores a galactic universe. The user can generate and modify movements and shapes of planètes through keyboard touches.

➤ VIDÉO

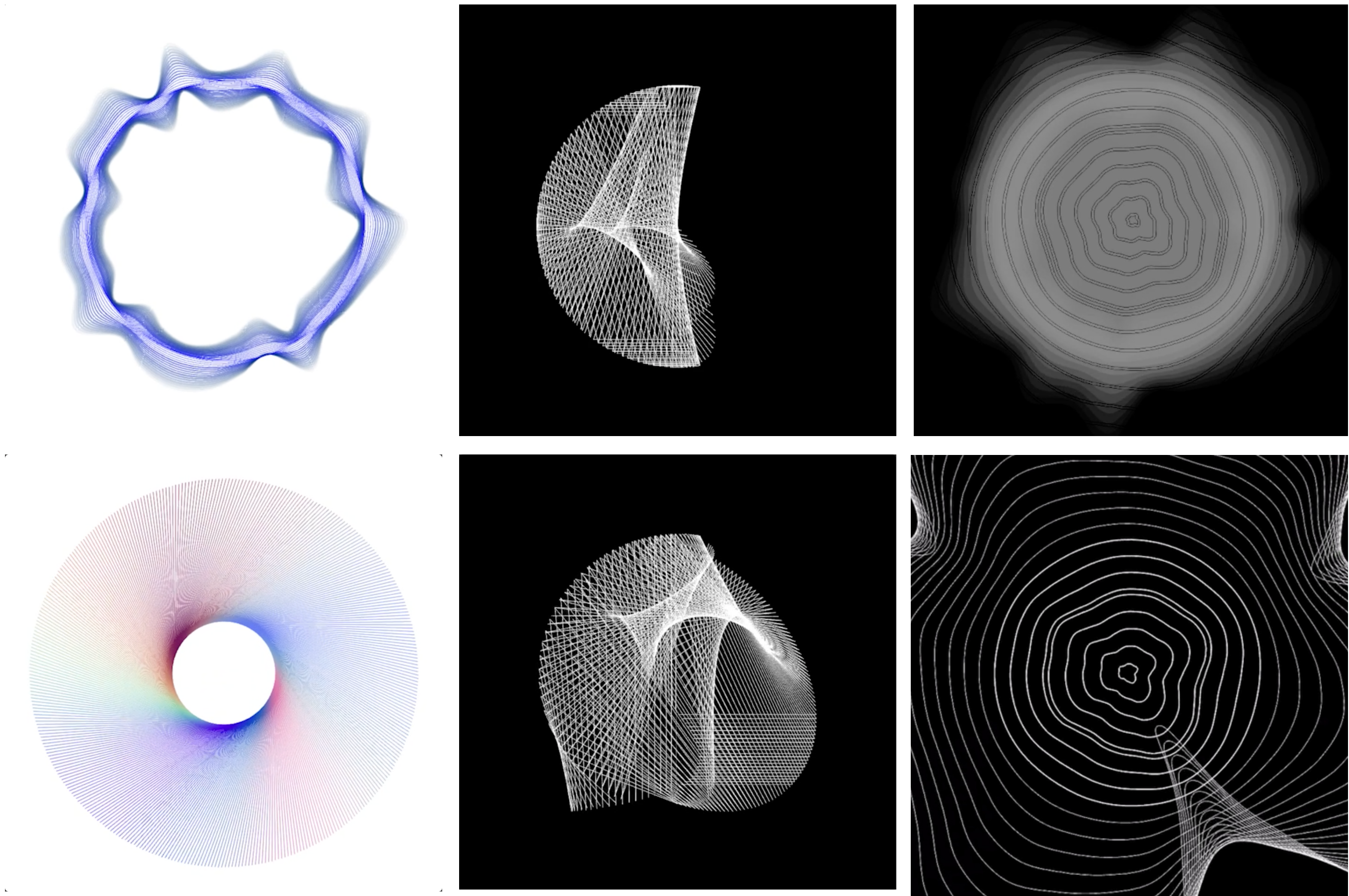


# CIRCLE STUDIES

*Workshop with Zach Liebermann, 2021*

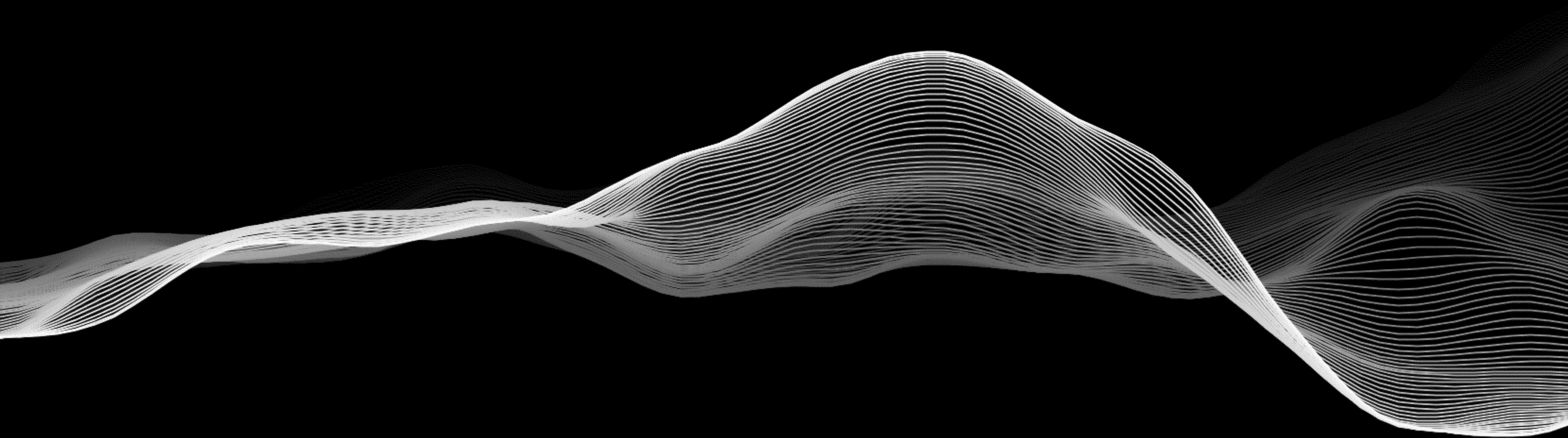
Research about circles, mediums with which to exploit, generate, deform and manipulate the shape.

➤ VIDÉO





# 2D & 3D ANIMATION, AUGMENTED REALITY, VIRTUAL REALITY





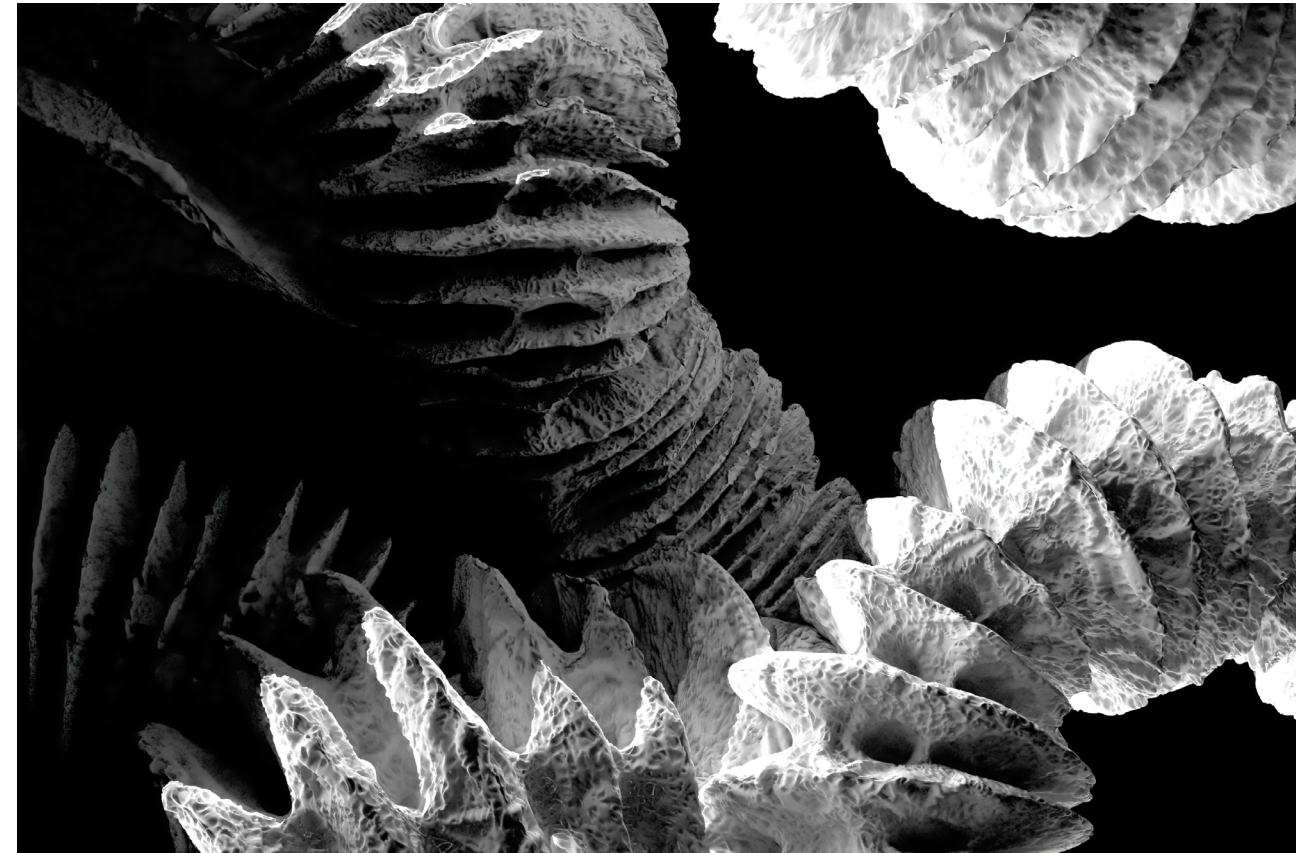
# FLICKERS - SON LUX

*Clip musical, 2021*

*Mélanie Fontaine, Jamy Herrmann*

Inspired by the name of the single of the music band Son Lux, this video clip exposes its audience to mysterious and hypnotic organic silhouettes.

➤ VIDÉO







# PALAIS VÉGÉTAL

*Palais Augmenté, Paris 2021*

*Jamy Herrmann, Mélanie Fontaine, Achille Masson*

Le Palais végétal is an augmented reality experience portraying the Grand Palais Éphémère in an imaginary world. As a suspended garden, the work of art cover the palace's facade with a lush and poetic vegetation. Just as a paper theater (what's that haha), the audience is emerged into a series of vegetal illustrations. On a screen, the viewers can stroll around and have a unique experience.

↗ VIDÉO



# AVATARS

*Workshop avec Samy La Crapule, 2020*  
*Mélanie Fontaine, Soraya Camina*

3D characters animation based on the “avatar” theme.

➤ VIDÉO



# MÉLANIE FONTAINE

As a biproduct due to her curiosity and will to be pushed out of her area of comfort, the focus of MF's work and research evolves around current and upcoming topics. She critically addresses society's inequalities, the influence of technology on society and the biases they cause. As a multidisciplinary artist, she seeks the best suited mediums to express her thoughts, creating tangible, interface, video or other types of visual works which allow her to unexpectedly and playfully meet her audience.

## EXHIBITIONS

- 2020 Lausanne - Tour Bel-Air, Festival Lausanne Lumière
- 2021 Genève, Mapping Festival
- 2021 Paris, Grand Palais, Champ-de-Mars
- 2021 Tokyo - Shibuya, 30 Seconds Museum
- 2021 Yverdon-les-bains, Festival Numerik Games
- 2021 Genève, GIFF - Geneva International Film Festival
- 2021 Aigle, Ecal Art & Design
- 2021 Lausanne - Musée de la Main UNIL CHUV - Intelligence Artificielle
- 2022 Paris, Grand Palais, Champ-de-Mars
- 2022 Le Cabanon, UNIL