

## Melanie Crean

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### Overview

Melanie Crean is an artist and teacher based in Brooklyn, NY. She is an Assistant Professor at Parsons, where she teaches production and theory classes in experimental time based media, mobile media and gaming. As Director of Production at Eyebeam, she founded and managed a cooperative studio that supported the production of socially based media, working with new forms of moving image, sound, public art and open source software. Previously, Melanie worked at the MTV Digital Television Lab, directing a team of artists to design special effects, performance animation, motion capture and speech recognition systems. She produced documentaries in Nepal, India and the US, on subjects that include women trafficking and the spread of HIV/AIDS along trucking routes in South Asia. Melanie received a BA in semiotics and film production from Brown University, and a MFA in computer art from the School of Visual Arts. She has received fellowships and commissions from Art in General, The Bronx Arts Council, Harvestworks, NYFA, NYSCA, Rhizome and Creative Time.

### Professional Experience

#### **assistant professor of media design** **2007 - present**

Parsons Communication Design & Technology Department, NY, NY  
Teaching production and theory based classes in experimental time based media, mobile media and gaming.

#### **director of production** **2001 - 2006**

Eyebeam, 540 W21st St. NY, NY 10011  
Director of Production at a non-profit arts organization. Founded and directed a media production department. Created strategic plans & budgets; procured institutional funding & corporate sponsorship; structured programs; selected artists; directed projects; managed staff; curated screenings & exhibitions; organized workshops, developed institutional partnerships; worked w/dept. advisory board; and created media archive.

#### **project leader** **1998-2001**

Digital Video Studios, MTV Networks. 1515 Broadway, NY, NY, 10036  
Managed team of five artists. Researched, designed, modeled and animated digital content; programmed real-time interactive environments in Houdini and Maya; and integrated video, animation and motion capture elements.

#### **producer/director** **1995**

Inst. of Community Health, General Welfare Pratisthan, Kathmandu, Nepal.  
Produced, researched & directed *Raajmarg*; a one hour Nepali docudrama. Hitchhiked along Nepali highways, interviewing truck drivers & sex workers about AIDS; worked w/ Nepali script writers and crew to create production; designed distribution, projecting from back of trucks at highway rest stops.

#### **director of photography & researcher** **1994**

Center for Women and Development/Canadian Corp. Kathmandu, Nepal.  
Conceived, researched, photographed and edited a 45 minute Nepali docudrama about women trafficking from Nepal to Bombay; produced with village actors in the Nepali Hills.

**director of photography** 1992-3

Kathmandu Deaf Association/UNICEF Kathmandu, Nepal.  
Researched and photographed video about the lives of deaf people throughout Nepal and the development of their community through the spread of Nepali Sign Language.

## Education

**School of Visual Arts** 1998

New York, NY. USA. 1995 - 1998. MFA in Computer Art. Produced two thesis projects; 3d computer animation and an interactive kinetic sculpture.

**Brown University** 1990

Providence, R.I., USA. 1986 - 1990. B.A. with Hons in Film/Semiotics. Studied 16mm film production, art and cultural theory.

## Awards, Fellowships & Panels

**Bronx Council on the Arts** 2008

**Rhizome**, Commission 2007

**New York Foundation for the Arts**: Computer Arts Fellowship 2007

**Harvestworks**, project commission for *phrenology* 2007

**Art in General**, project commission for *The Luminists* 2006

**MacArthur Fdn**, selected for *Docs in a New Media Env.* panel 2005

**Parsons**, selected for *Aesthetics of Transition* Panel 2005

**AFI**, LA, CA, selected for *Streaming Media West* panel 2001

**New York State Council on the Arts**: Computer Arts Fellowship 2000

**New York Foundation for the Arts**: Computer Arts Fellowship 1999

## Exhibitions

**Scanners: NY Video Festival** 2007

**Art in General**, *Luminist Project* 2007

**White Box**, *Democracy is Fun*, NYC 2004

**Creative Time**, commission for Grand Central installation 2002

**PS1**, New York, *Animations* Exhibition 2001

**Virginia Film Festival**, Charlottesville VA 1999

**Comtec Art '99**, Dresden, Germany 1999

**Circulo de Bellas Artes**, Madrid 1999

**Triennale di Milano**, Milano, Italy 1999

**Centro de Cultura Contemporanea**, Barcelona, Spain 1999

**Sala de Exposiciones CAM** Alicante, Spain 1999

**New York Digital Salon**, New York, NY 1998

## Curatorial Experience

**Living Culture**, biotech & art screening, Eyebeam 2006

**Field Dreams**, algorithmic video screening, Dumbo Video Festival 2005

**.mov**, Moving Image Studio exhibition, Eyebeam 2004

## Publications

**Genetic Architectures**, Lumen Inc., pp. 33 - 39 2003

**Women and the Machine**, Julie Wosk, Johns Hopkins Univ. Press 2001

**Leonardo**, Volume 31 #5 1998