Amanda Jarvis

Design Work & Samples

Amanda Jarvis Prototype







Motion MIDI

Wearable accelerometer driven MIDI controllers turn motion into music. The controllers wirelessly connect to a smartphone or computer via Bluetooth to interface with synthesizer software.

Currently being prototyped in collaboration with circus artists, engineers, and educators in the arts to create open sources interfaces for artists and designers to more easily include interactive technology in their work and research.

Video Documentation

<u>Motion MIDI Hula Hoops</u>

Motion MIDI Aerial Acrobatics

Motion MIDI Bluetooth Prototypes









Rag Harp, 2019
Recycled textiles, microelectronics and sensors

Sculpture is activated when sensors embedded in the yarns are manipulated. This musical sculpture is being created in collaboration with members of the MIX Fiber Arts Guild. When complete the harp will be a mobile environment for creative expression.

Exhibited at NOVA Maker Faire 2019 &
Mason STEAM Expo 2019
<u>Video documentation</u>





Rag Furniture, 2019 Recycled denim, recycled plywood







Made in collaboration with Michelle Smith to activate communal space in the art building at GMU for a Public Art Practice course. Price tags contain QR Codes and facts about global water shortages and consumption related to manufacturing garments and textiles.





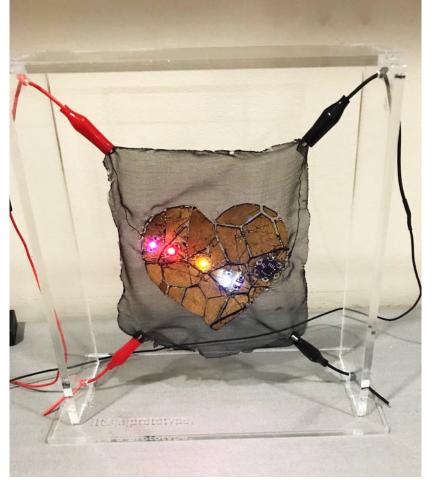


"Hug of Death", 2019 Recycled textiles, electronic switches

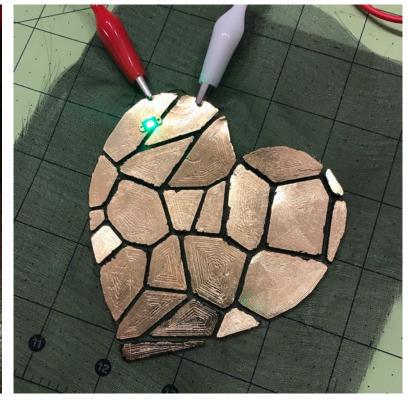
Sculpture is activated when hug completes the circuit and performs an action in a video game. Created as a piece for larger group sculpture, "Sculpture Kombat" project for Brian Davis's Sculpture I class at GMU.

Sculpture Kombat was created and shown for GMU's Off the Wall event.

Also exhibited at a pop-up event at Torpedo Factory Art Center.





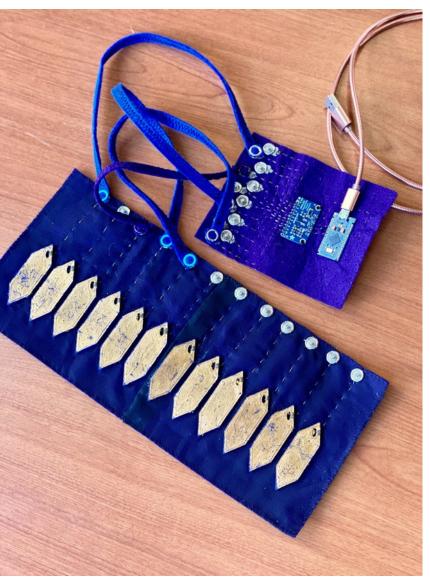


Electric Heart, 2018
3D printed soft circuit on fabric, LEDs, microcontroller

Electronic components were soldered to the 3D printed surface after applying gold leaf. Circuit traces were made with conductive gold threads.

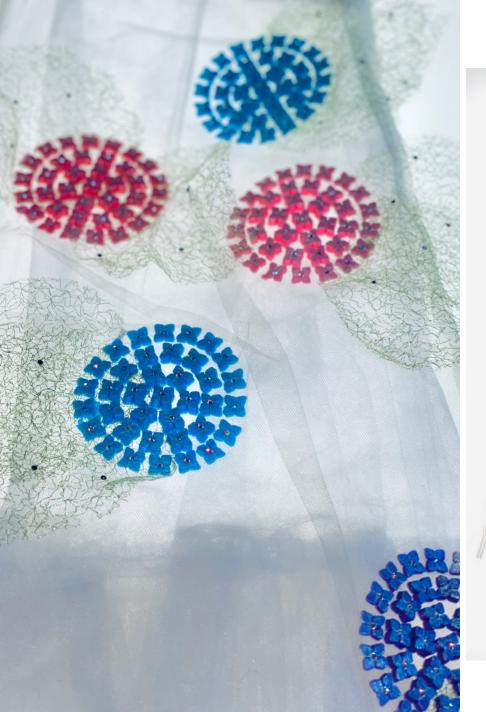
Video documentation



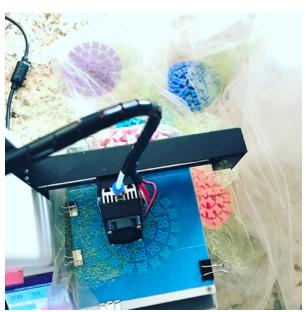


3D Printed Midi Keyboard, 2018

Modular "soft breadboard" attaches to a 3D printed keyboard. Other snap-able components can be attached to the capacitive sensing MIDI controller. Still in development as an educational tool for soft circuits.







3D Printed Hydrangea Dress, 2017 3D printed hydrangeas on tulle

Exhibited at NOVA Maker Faire 2018







3D Printed Candy Fashion, 2017 Dress; 3D printed gummy bears on tulle Purse; 3D printed gummy bears in vinyl packaging

Exhibited at NOVA Maker Faire 2018







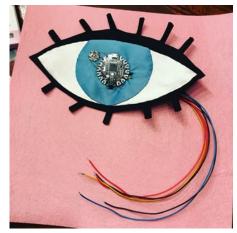
Floral E-textile sample, 2017

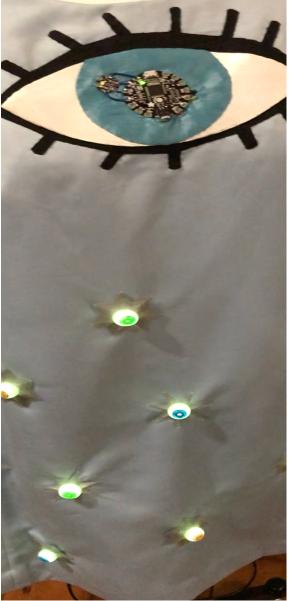
Silk flowers, glass beads, LEDs, microcontroller programmed with twinkle effect.

Amanda Jarvis Costume Design











Electric Eyeball Dress, 2018
3D Printed eyeballs, programmable LEDs and
Flora microcontroller

Dress responds to color of objects held up to the large "eye" and triggers color changes in LEDs located in the smaller "eyes" on the dress.

Exhibited at NOVA Maker Faire 2018

Amanda Jarvis Costume Design

The Night Thoreau Spent in Jail

son Players 2018







The Night Thoreau Spent in Jail

Ralph Waldo

Emerson

Mason Players 2018



Mason Players 2018







fason Players 2018



The Night Thoreau Spent in Jail Mason Players 2018

Director: Edward Gero Set Designer: Luciana Stecconi Lighting Designer: Maggie Riegel Costume Designer: Amanda Jarvis Photography: Ed Parker

Amanda Jarvis Costume Design









Iolanthe Mason Opera 2017

Artistic & Stage Director: John Aler Music Director/Conductor: Joseph Walsh Costume Designer: Laurel Dunayer Assistant Costume Designer: Amanda Jarvis

Assistant costume designer and wearable electronics consultant for Mason Opera's production of Gilbert and Sullivan's Iolanthe at George Mason University. Integrated wearable electronics including LEDs and LilyTwinkle microcontrollers into over 16 costume pieces.













Gogol's Nose and Other Strange Tales from the City Mason Players 2017

Directors: Kristin Johnsen-Neshati and David Gaines Costume and Set Designer: Vladimir Shpitalnik Assistant Costume Designers: Amanda Jarvis and Joseph Mitchell

Assistant costume designer and costume crafts. Costume craft pieces from plastic bottles and other found items based on inspiration from designer's renderings.