# Meredith Thomas

Meredith is an artist and creative technologist based in Berlin. He studied biomedical engineering and science communication at Imperial College London. After moving to Berlin he became interested in creative uses of technology. He has worked as a programmer and an artist to create transmedia experiences in virtual reality, for multimedia installations and for the stage. His work focuses in particular on novel uses of machine learning in creative domains and critiquing the broader technological and cultural manifestations of artificial intelligence.

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## Contents

| | |
|---|---|
| Oct. 2021—present | Melete |
| Feb. 2025—Jun. 2026 | Versuch über die nachhaltige Ordnung merkwürdiger Dinge |
| Feb. 2022—May 2026 | ANA |
| Jan. 2024—Mar. 2025 | Friendly Fire at the Shrink |
| Mar. 2022—Mar. 2024 | Haufen Uffruhr Fortschritt II |
| May 2023—Oct. 2023 | Good Bye Hamburg |
| May 2021—Mar. 2022 | AntifAI: German Horror Daemonium |
| Dec. 2021—Feb. 2022 | Unhate |
| May 2020—Dec. 2020 | Regie KI |
| Aug. 2019—Mar. 2020 | Helin |

Interactive installation

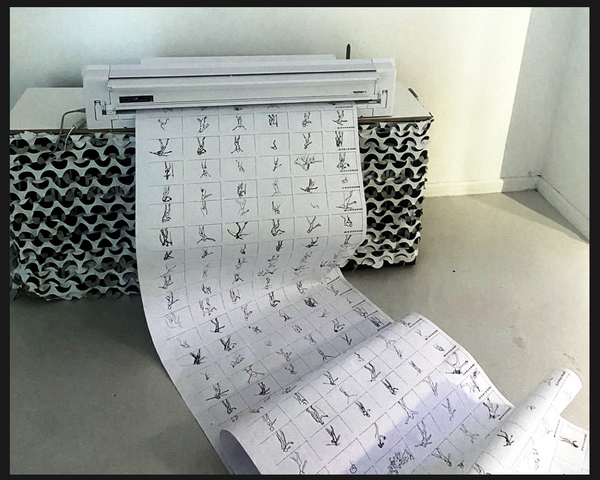
# Melete

Oct. 2021—present

Melete is an interactive video installation telling a personal story about drawing, machine learning, data and failure. The installation documents a long-running project to build a dataset of drawings and experiment with machine learning algorithms.

This "interactive video installation" is viewable by a single participant at a time and lasts 15 minutes. It consists of alternate narration and drawing exercises.

The installation runs automatically, and is managed by an openFrameworks application. The video is split between a projector and a Wacom graphics tablet. The drawings made by the participants are captured and plotted as part of the installation.



## Credits

*Artist*: Meredith Thomas
*Body Artist*: Karolina Mirsky
*Voice actor*: Gilda Coustier

## Shows

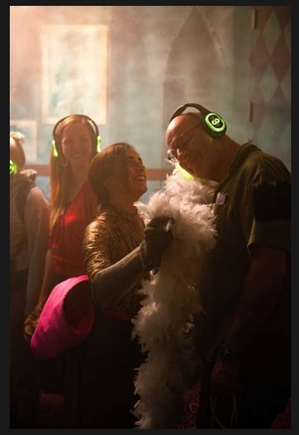
37C3 – Dec. 2023—Dec. 2023
A MAZE Festival – May 2023—May 2023
The Lab – Jun. 2022—Jun. 2022

Immersive Theatre Production

# Versuch über die nachhaltige Ordnung merkwürdiger Dinge

Feb. 2025—Jun. 2026

An immersive theatre parcours by ArtesMobiles, taking small groups through the hidden corridors, storage rooms, and workshop zones of the Stadttheater Gießen. Costumes, furniture, and props in the theatre's Fundus (prop store) are given AI voice clones — trained on interviews with craftspeople from carpentry, metalwork, paint studio, costume, props, masks, and stage technology — enabling each object to speak its own story in real time via LLM. Funded by Fonds Zero (Kulturstiftung des Bundes).



## Institutions

Stadttheater Gießen
ArtesMobiles
Justus-Liebig-Universität Gießen
Kulturstiftung des Bundes

## Credits

*Audiovisual Direction & Creative Coding*: Birk Schmithüsen
*Creative Coder*: Meredith Thomas
*Direction & Text*: Nina Stemberger
*Klimabeauftragter*: Patrick Schimanski
*Mitarbeiter des Klimabeauftragten*: Jakob Deuter
*Performance — Der Geisterjäger*: Levent Kelleli
*Stage Design*: Anna Cingi
*Web Design*: Eleanor Vincent

## Shows

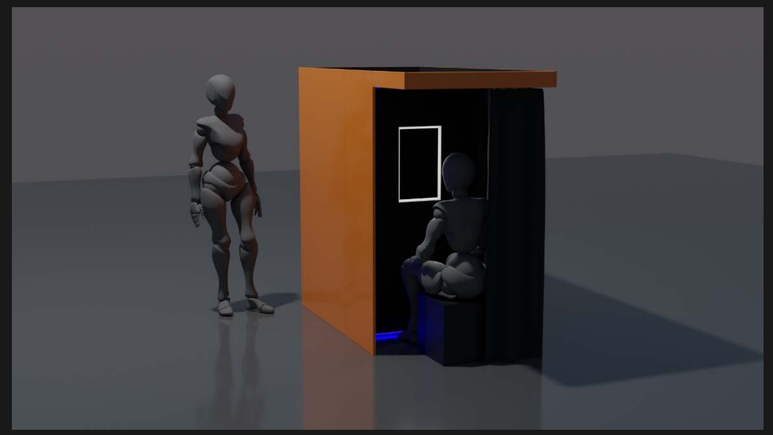
Versuch über die nachhaltige Ordnung merkwürdiger Dinge – Jun. 2026—Jun. 2026

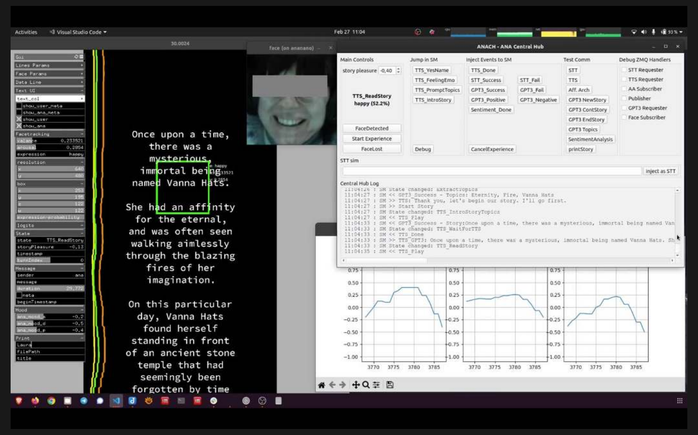
Interactive installation

# ANA

Feb. 2022—May 2026

«ANA» invites you to discover a new kind of storytelling together with a machine. Through a dialogic process with an artificial intelligence (AI), it is possible to interact with «ANA» and create new, unique narratives between human and machine. This installation encourages reflection on the relationship between humans and AI as well as on the nature of art and creativity. The system is a walk-in installation designed in the style of a photo booth for one person. The interaction between the visitor and «ANA» is based on continuous emotion recognition. At the same time, the system maintains its own affective architecture, based on cognitive models.






## Institutions

YMusic
Leonardo
VolkswagenStiftung
LINK-Masters
Residenztheater München
DeutschesTheatermuseum

## Credits

*AI consulting, affect architecture and programming*: Leonid Berov
*Artistic project management & Scenography*: Chris Ziegler
*Creative systems engineer*: Nikolaus Völzow
*Developer / Artistic research*: Meredith Thomas
*Dramaturgy & project management*: Ilja Mirsky
*Interaction design, user testing & scientific monitoring*: Gunter Lösel

## Shows

ANA at Hannover Messe – Apr. 2023—Apr. 2023
ANA at Residenztheater München – Mar. 2024—Mar. 2024
ANA at PANTOPIA Festival Berlin – Jul. 2023—Jul. 2023
ANA at Neue Sinnlichkeit Festival München – Mar. 2023—Mar. 2023

Interactive theatre

# Friendly Fire at the Shrink

Jan. 2024—Mar. 2025

With their chatbot therapy software, the Swedish company Mindfix catapulted themselves to the forefront of artificial intelligence. Thanks to their superior algorithms, a successful therapy now takes only 8 minutes - an efficiency gain of over 20,000 percent.

But stubborn cases refuse to be cured. For them, Mindfix is developing a secret special project. In an exclusive cooperation with Kulturhaus Helferei, the audience can test this groundbreaking invention for the first time.

## Credits

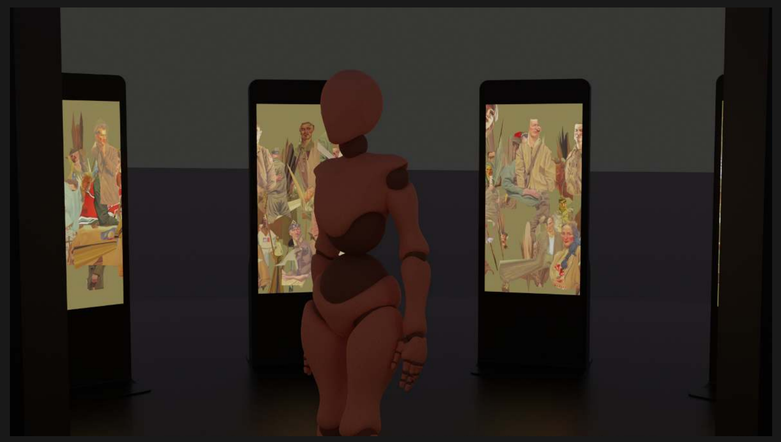
*Advisor*: Hans-Joachim Neubauer, Anton Rey, Chris Salter, Christian Iseli
*Concept & Artistic Direction*: Manu Flurin Hendry
*Creative Coder*: Meredith Thomas
*Creative Coding*: Norbert Kottmann, Paulina Zybinska, Florian Bruggisser, Piotr Mirowski, Stella Speziali
*Dramaturgy*: Gunter Lösel
*Mask Design*: Martin Fröhlich
*Mindfix Logo*: Michael Hinderling
*Music*: Domenico Ferrari
*Performance*: Sabrina Tannen
*Scenography*: Linus Jacobson
*Video*: Patrick Karpiczenko

Theatre installation

# Haufen Uffruhr Fortschritt II

Mar. 2022—Mar. 2024

Werner Tübke gave the German Peasants' War its own depiction in nearby Bad Frankenhausen. The Middle Ages were meant to be dark, full of dangers, diseases, superstitions, and divine proofs. The peasants tried to rid themselves of the feudal order. They demanded a society of solidarity and the establishment of a realm of justice. The feeling of upheaval, war, crisis, and the escalation of conflicts is more present than ever. Times are grim, but a rainbow seems to appear on the horizon. Hope? With Alma Mutig, Anna Lowe, Jens Jenau, and Brother Thomas, four figures set out in search of answers that will lead them out of the darkness. Everyone has an opinion, but who is right? The future is not yet written, so get out of the shaft and into the theatre.



## Institutions

Cobratheatre.cobra
Theater Eisleben

## Credits

*Cello*: Anuschka Becker
*Chorleiterin, Querflöte*: Adrienne Csongàr
*Dia-Projektionen*: Friedemann Hanewinckel
*Grafik*: Anne Kube
*KI, Visuals & Interaktion*: Meredith Thomas
*Kontrabass*: Akki Schulz
*Künstlerische Leitung, Idee & Konzept*: Martin Grünheit, Hieu Hoang
*Künstlerische Mitarbeit*: Marc Evanstein, Emma Lehmann, Helin Ulas
*Künstlerische Mitarbeit / PR, Social Media*: Sascha Linke
*Organisatorische Leitung*: Astrid Queck
*Performer*: Annette Baldin, Oliver Beck, Julius Christodulow
*Produktionsleitung*: Olaf Nachtwey
*Sprecherin*: Jess Gadani
*Technische Leitung*: Joscha Eckert

Performative walk

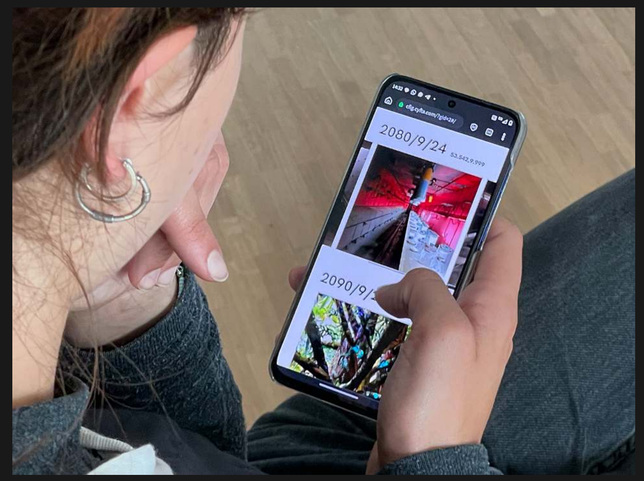
# Good Bye Hamburg

May 2023—Oct. 2023

In the year 2050, the emergence of a new species is noted in the HafenCity area of Hamburg. What conditions enable its growth? What will its impact be? Has rapid environmental change and the rising waters helped or hindered this invasive new species?

This guided tour takes you through Europe's largest urban development project and investigates invisible relations in its unique ecosystem. It enables an imaginative near-future vision of Hamburg, as it experiences a climate crisis. By combining artistic and technological approaches GOOD BYE HAMBURG integrates a pipeline of state-of-the-art AI models, site-specific storytelling and climate data.

Immerse yourself in a visual narrative that unveils a potential future, revealing how your surroundings might be dramatically transformed by the climate crisis. Witness the power of innovation and exploration as we embark on this extraordinary journey of discovery together.




**Institutions**
HCU - City Science Lab
Lichthuf Theater

**Credits**
*Creative Coder*: Meredith Thomas
*Design & Code*: Jakob Wierzba
*Directing, Text & Performance*: Fabiola Kuonen
*Dramaturgy, Project lead*: Ilja Mirsky
*Musik*: Lorin Brockhaus
*Outside Eye*: Sean Keller
*Technical concept*: Julius Gervelmeyer

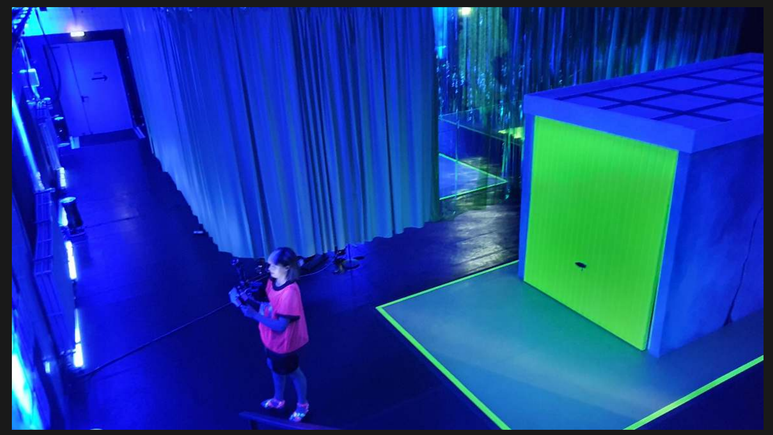
Theatre installation

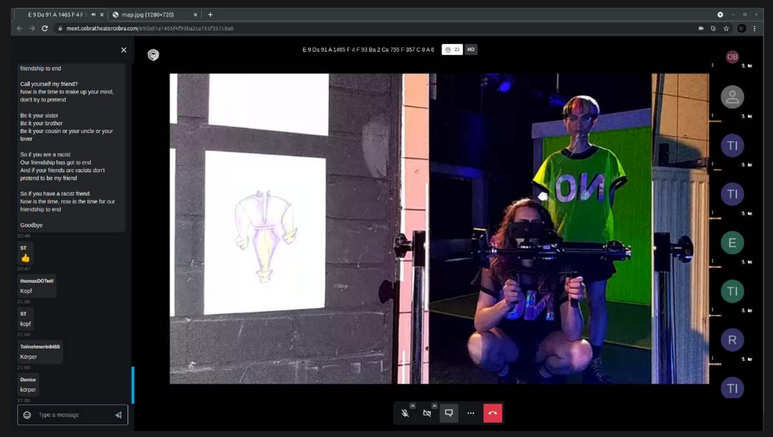
# AntifAI: German Horror Daemonium

May 2021—Mar. 2022

A Geisterbahn ride through the horror; the terror of right-wing thoughts and conspiracies that seep deeper and deeper into the depths of the internet, spread, and capture people at home, behind their screens. What can be done? How can one commemorate victims and raise awareness about right-wing ideologies? How can digital forms and artificial intelligences be created that stand antifascistically against them? The artists of the performance group Cobratheater.cobra explore this in their horror cabinet of German conditions.

German Horror Daemonium is a production that takes place as a theatrical, audio-visual installation. The audience is guided by an avatar through the labyrinthine stage set and simultaneously through the ghost train of the internet. The audience's path is determined by an artificial intelligence and changes with each performance. Sometimes it leads to the hackers' garage, sometimes to the Germany map showing right-wing violent acts.





## Institutions

Cobratheatre.cobra

## Credits

*Bühne*: Lea Kissing
*Creative Technologist / Performer*: Meredith Thomas
*Direction*: Martin Grünheit, Hieu Hoang
*Dramaturgy*: Jana Eiting
*Kostüm*: Imke Paulick
*Lighting Design*: Bernd Kühne
*Musik & Sound*: Collin Hacklander, Farahnaz Hatam
*Performer*: Johanna Wieking
*Produktionsleitung*: Olaf Nachtwey
*Regie*: Wanja van Suntum
*Video Direction*: Alexander Merbeth

Interactive installation

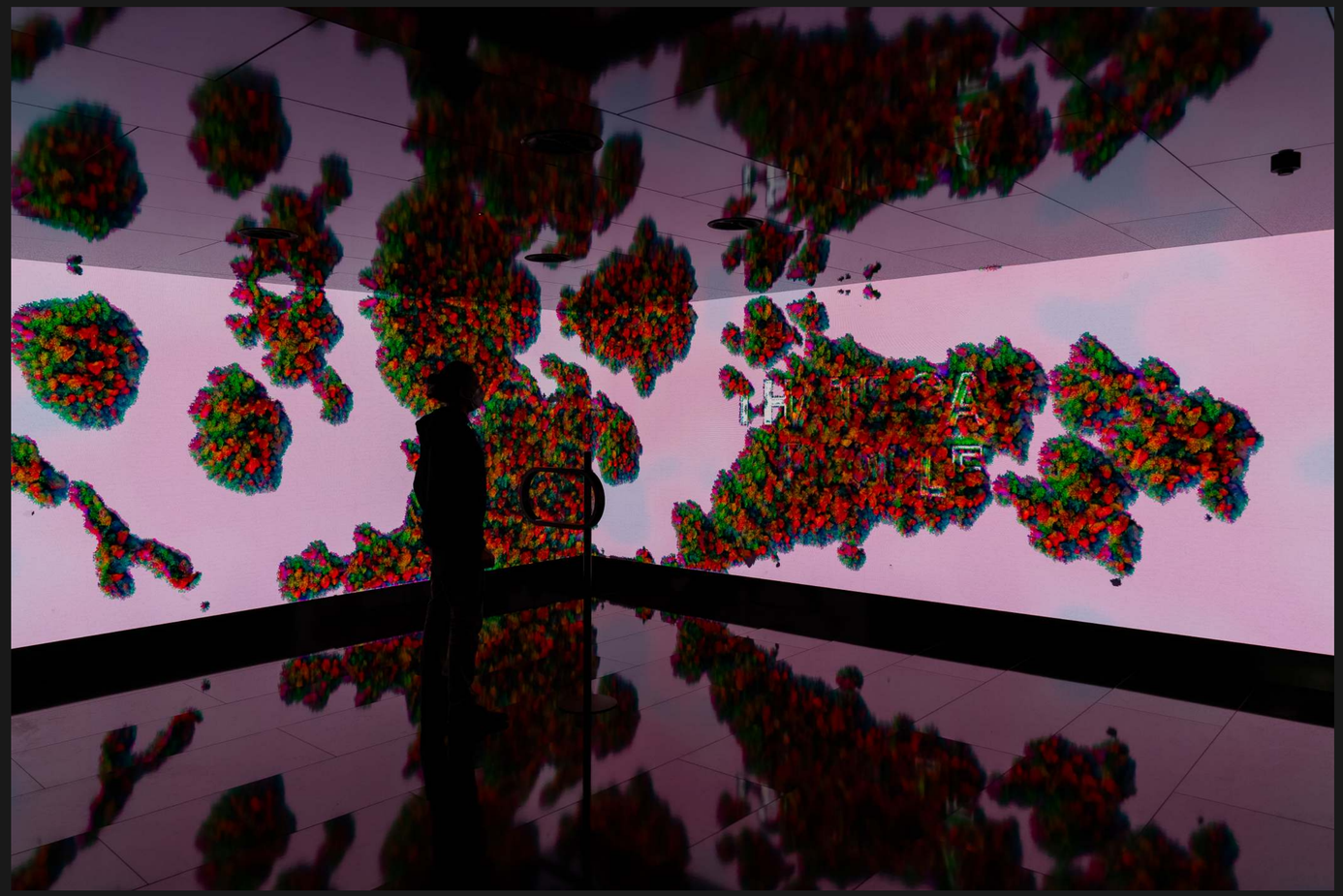
# Unhate

Dec. 2021—Feb. 2022

This immersive experience, conceived as the main attractor within the booth architecture by Meiré and Meiré, serves as an artistic intervention against the omnipresence of hate in digital spaces. It is a peaceful statement that raises awareness of the need for greater empathy and mutual respect. With the help of artificial intelligence, real online hate speech is transformed into aesthetic works of art, thereby stripped of its toxicity.

**Institutions**
Elastique
Kling Klang Klong

**Credits**
*AI Artist*: Meredith Thomas
*Concept*: Andreas Schimmelpfennig, Timo Kreitz, Alica Assadi, Olivier Bucher
*Creative / Art Director*: Sarah Jennen
*Other*: Larissa Kyrion
*Strategic Planning*: Jutta Kress
*Technical Direction*: David Neu, Ioannis Mihailidis
*Visuals / Motion Graphics*: Justus Jäger, Maximiliane Wadler, Lauritz Baier

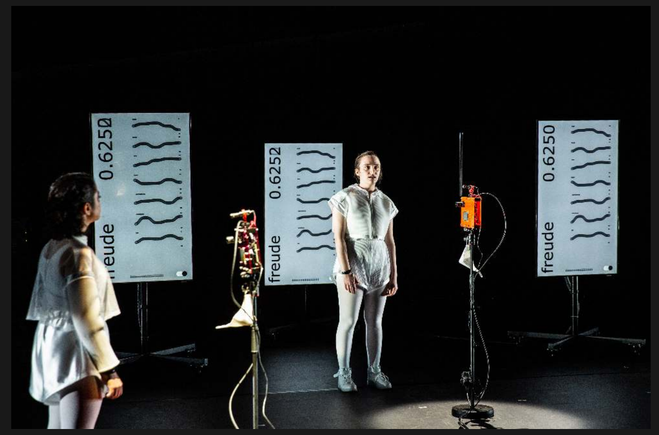


Digital theatre

# Regie KI

May 2020—Dec. 2020

"Regie: AI" presents an experiment in which an artificial intelligence takes over the directing of a theatre piece. This raises novel questions: How does a machine observe what happens during rehearsals? How does it communicate with the performers on stage? And how does directing actually come about? We tackle the highly topical theme of artificial intelligence using a self-developed AI system and embark on a journey of discovery with the means of theatre. Ultimately, we examine not only the interplay with an alien intelligence, but also observe ourselves. A film documents this futuristic undertaking and gives all those involved a voice.




## Institutions

Düsseldorfer Schauspielhaus

## Credits

*Actor*: Alev Engel, Lara Kebeck, Tilmann Krämer, Jonas Prokopf, Jasmin Schlick, Begüm Sengül, Denise Thoma
*Audiovisuelles Design*: Helin Ulas
*Bühne*: Lea Kissing
*Bühnenbildassistenz*: Susanne Hoffmann
*Creative Coder*: Meredith Thomas
*Dramaturgie/Kybernetik*: Michael Straeubig
*Kostüm*: Imke Paulick
*Künstlerische Leitung*: Martin Grünheit
*Musikalische Leitung/Komposition*: Frieder Hepting
*Programmierung*: Gilbert Sinnott
*Regieassistenz*: Auguste Sandner

Sculpture
# Helin

Aug. 2019—Mar. 2020

Helin investigates new perspectives towards the relationship of an individual artistic intention in respect to the collective nature of human expressions. By blending the concepts of human, nature and technology, the project seeks to discuss a holistic concept of natural phenomena. If an aesthetic object is created without any human leitmotif or purpose, do we witness an accidental product of nature or do we perceive new forms of artificial intentions? The resulting sculpture, Helin, opens questions whether art can be considered natural if it occurs in the absence of individual intent.

**Institutions**
Waltz Binaire

**Credits**
*AI Artist*: Meredith Thomas
*Art Direction*: Mio Christian Loclair
*Camera & Photo*: Marco Petracci
*Generative Design*: Helin Ulas
*Production Management*: Celia Bugniot
*Sound Composition*: Christian Losert
*Video Production*: Ali Naddafi