

ANASTASIA SKABELKINA



ANASTASIA SKABELKINA IS A NEW MEDIA ARTIST, CURATOR, CRITIC AND EDUCATOR.

Since 2016 Anastasia Skabelkina has worked in new media art, creating large-scale immersive installations, interactive mixed-reality pieces, light sculptures and generative graphics. Her practice is rooted in a global context, exploring how technology shapes identity and perception and how cultural glocalisation can weave diverse voices into meaningful connections.

She specialises in projects that turn large, complex datasets into clear, poetic visuals, making information both accessible and emotionally resonant. By translating real-time data streams — or even the subtle signals of a visitor's movement — into light and form, she reveals the scale of human impact on the environment and invites audiences to reflect on their role within it.

She founded the new media festival METAXIS and is an active writer and educator in contemporary digital art, leading courses and workshops at major institutions since 2016.

Her works have been exhibited internationally — from London and Dubai to Budapest and Moscow — and have been shortlisted for both the Sergei Kuryokhin Award and the Russian Creative Awards. Anastasia is currently based in Lisbon, Portugal.





ETERNAL PRESENT

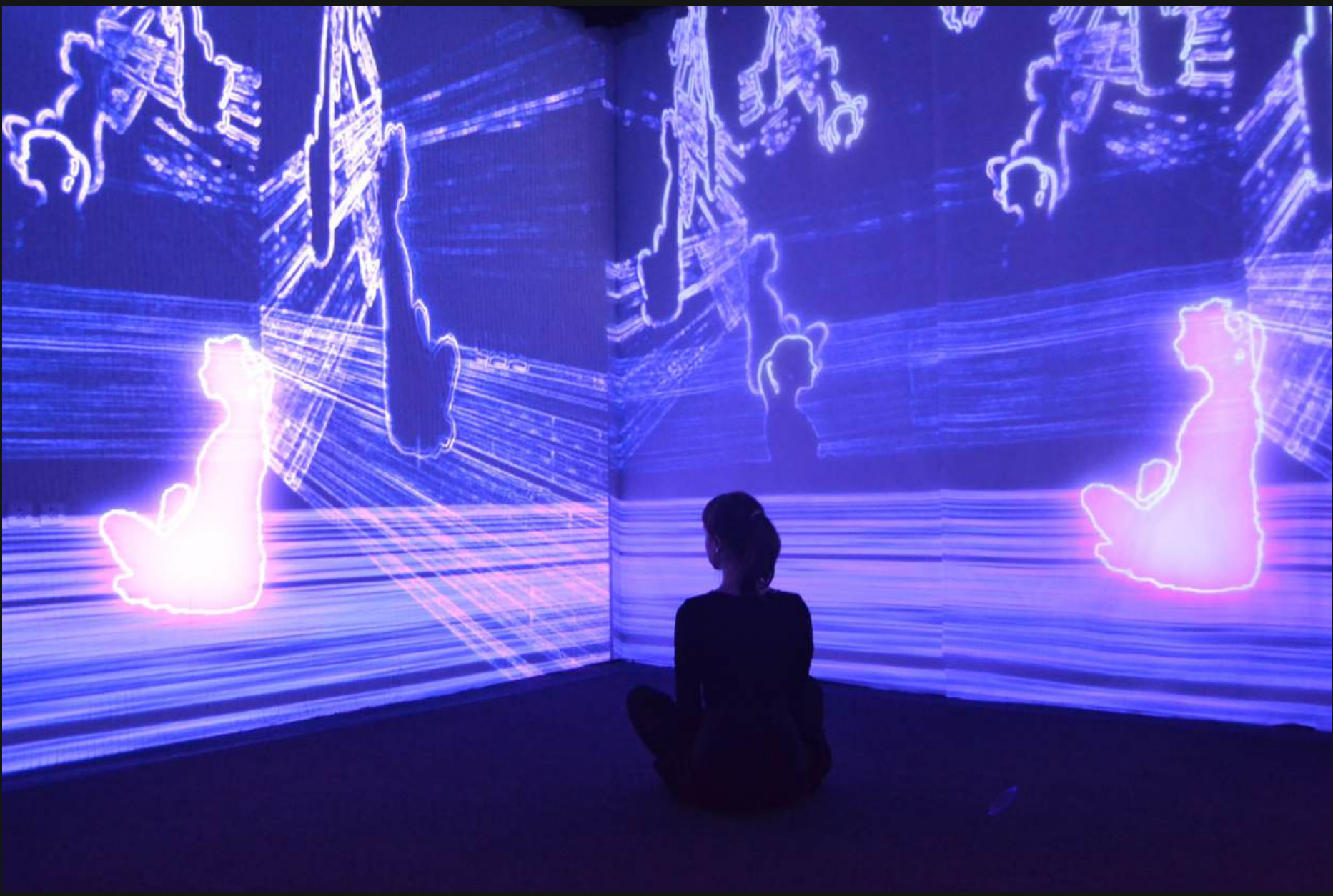
Monumental Data-Driven Installation

Twenty-four generative scenes form a symbolic clock across a curved LED facade. A custom TouchDesigner patch with GLSL shaders translates live hours, minutes and seconds into continuously shifting colour fields, so the image never repeats. The fully autonomous data engine ran continuously, 24 hours a day for two straight months, injecting temporal values into the visual layer.

The result is a monumental light-topology that materialises the flow of time and invites viewers to experience perpetual change and sense an eternal present.

VIDEO





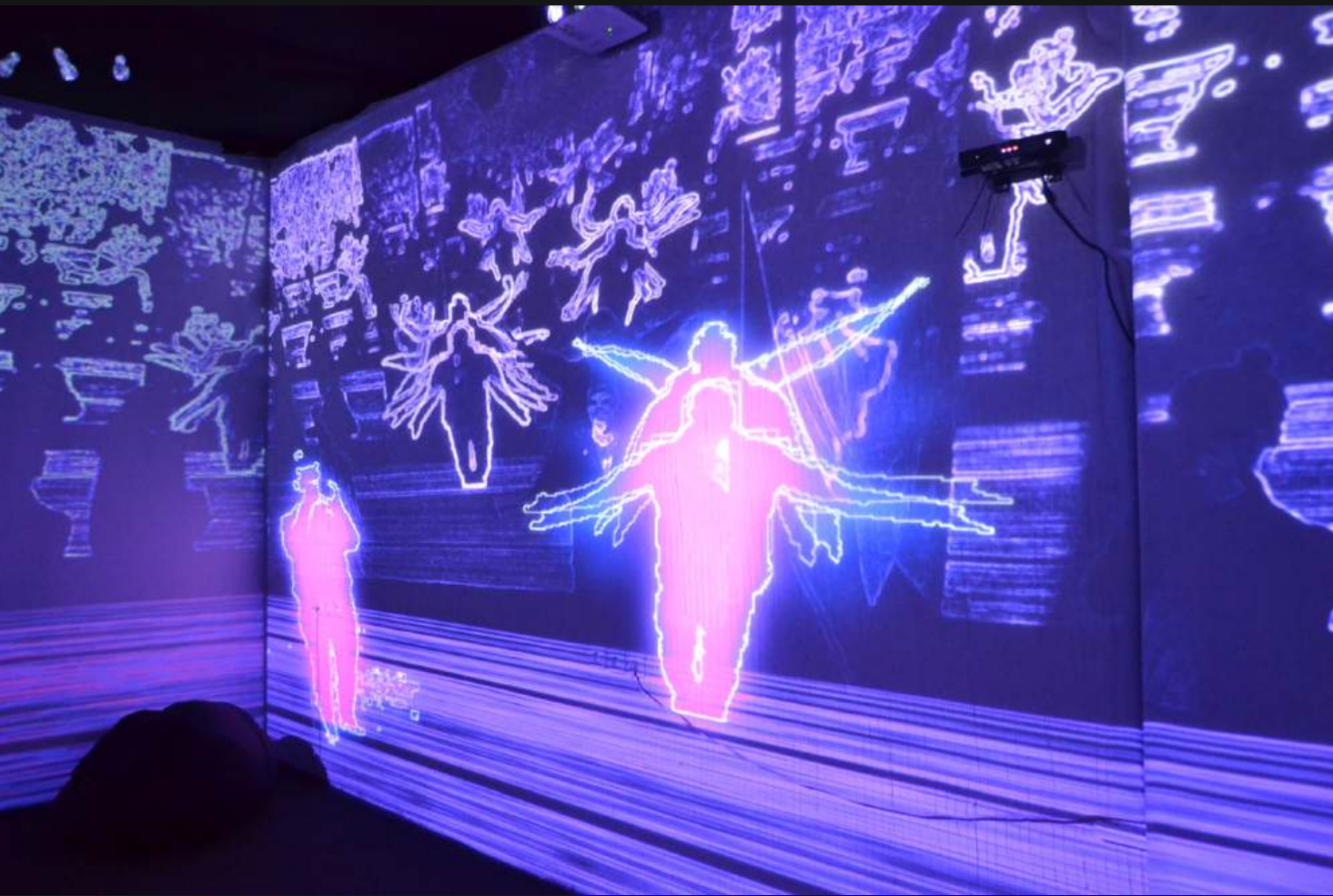
TO BE CONTINUED

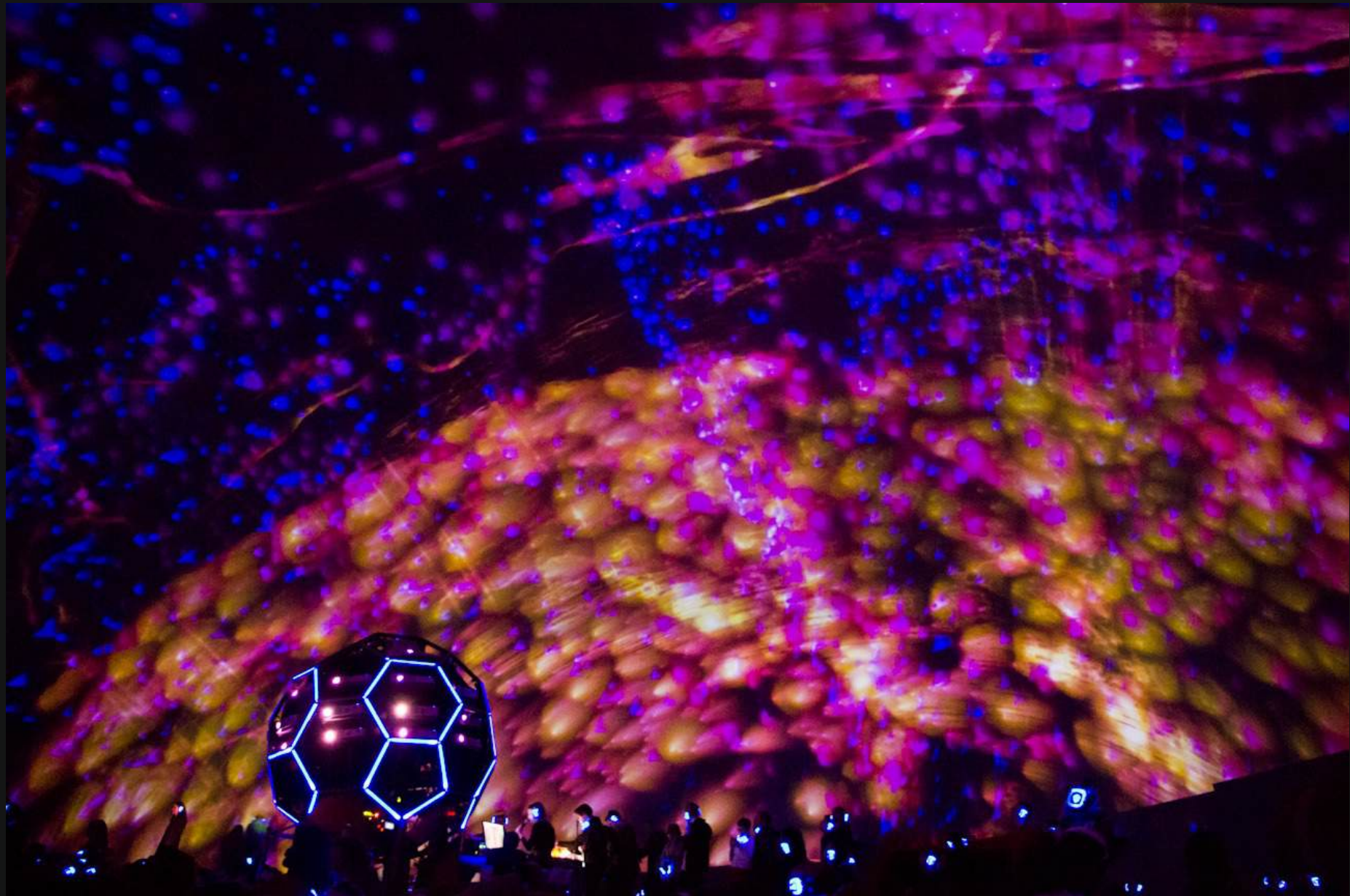
Interactive Immersive Installation

A living “digital city” of silhouettes—endless layers of visitor images rendered in real time. Constant transformation is the core principle: each person who steps inside generates a fresh avatar, its form reshaping with every small movement. The installation visualises how our daily online traces assemble vast, ever-evolving data landscapes, revealing the self-organising digital environment that modern life inhabits.

Depth cameras capture real-time silhouettes and feed a voxel engine that builds an endless skyline of moving avatars. Each micro-gesture remaps geometry at 120 FPS, visualising the latent data we generate online. Developed in TouchDesigner with OSC-driven sound.

[MORE](#)





TEMPLE OF PHOSPHENE

Interactive Audiovisual Fulldome Installation

Full-dome audio-reactive piece that translates the phenomenon of phosphenes — light perceived with closed eyes — into a 360° field of evolving particles. Voice-controlled parameters modulate colour and motion in real time, immersing visitors inside a data-driven light-storm. The project demonstrates large-scale spherical mapping and audio-reactive graphics.

4K 60 fps playback projections wrap a 37-metre dome, interpreting phosphene patterns. FFT analysis of a performer's voice drives particle density and hue in real time, enveloping the audience in a constantly morphing light-storm that blends neuro-phenomena with immersive architecture.

[MORE](#)

