Moyra Campbell

In the 19080s I completed a PhD in molecular virology and went on to work as a post-doc in transgenic models of lymphoma. I enjoyed this research. However, after many years I decided I would like to do something different from lab work. In 2000 I completed a post graduate degree at Glasgow Art School in CGI and Motion Graphics with the idea of visualising the world which was unseen, because it was too minute, too vast or too complex. For my thesis I created a fly -through of a cell, capturing it as a living ecosystem.

I subsequently worked for the Glasgow Science Centre and the Digital Learning foundation, where I mainly created astronomical simulations and videos to enable children to learn about the Universe.

After this I worked in freelance for a number of years, and set up the design studio *Wiretrace*. Many of our commissions were for Universities looking for ways to communicate their research for public engagement. However, during the years, our work also encompassed theatre installations and art festivals.

For my own practice I frequently created work which was directly inspired by the natural world or indirectly, by treating subjects with scientific process, such as the analysis of movement of two people in a confined area (spacetime figure)

For the past 3 years, working for Babcock Marine Training, I have created educational media for the Royal Navy, specialising in virtual reality and game-based learning.