Michael Montanaro

Michael Montanaro

Artistic Statement

My artistic vision, direction and focus is and has always been on communication and innovation. Each new work is the result of a search for a fresh perspective, whether it be locked in the question and answer game that exists between content and context or in the delicate balance between the how, what, when, where and why of my research creation .

It is my belief that in order to fully reap the benefits of technology's contribution to the arts, its creative application must first survive and then outlive its use as device. I've discovered that the best way to do this is to look at the interactive experience as a series of interconnected illusions that are part of a reasoned existence and as such need no explanation. This means that I deal with an interaction between performer, observer and environment by treating the experience as a whole rather than the sum of its articulated parts.

My work with technology has always been part of a collaborative process with artists and technologists more familiar than with the 0's and 1's of the digital world. My contribution to the creative process has been to first understand the foundational context from which content evolves and use this understanding to inform research into the integration and use of active and interactive technologies within the work. Refusing to be seduced by technology's capacity to inspire awe and avoiding any opportunity that would make its mechanical underpinning's the focal point of artistic design, I believe the best gift I can give to technology is the gift of invisibility
and transparency.

I have come to realize that a balanced combination of illusion and interactivity consistently leads to the development of a more reflective rather than reactive sensing environment and in so doing creating the framework for the formation of a type of electronic ecosystem made up of interdependent rather than independent technologies, sustainable both inside and outside the live
artistic arena.

Table of Contents

Interactive Installations | Exhibitions

"Aquaphoneia"
2016

Aquaphoneia is an alchemical installation centred around the poiesis of time and transmutation of voice into matter.A large horn floating mid space echoes the ghosts of Edison, Bell, and Berliner's machines. But unlike early recording, herding sound energy to etch pressure patterns in solid matter, this odd assemblage transmutes voice into water and water into air. Disembodied voices abandon their sources to cross the event horizon of the horn. Estranged, the schizo-phone falls into the narrow depths of the bell, squeezed into spatiotemporal infinity, calcinated, liquified and released: The aqueous voice then flows into three alchemical chambers where inner time is surrendered to the tempi of matter: unbound, yet lucid and sound.In one corner, voices bubbling inside a sphere of fire are brought to entropy and transmuted into a timeless concentration of spectral mist and phonetic vapour. An ouroboros chamber twists fermented vowels into distilled consonants to release a thin blade of prosody. This viscous alchemical matter lowers itself to the terra beneath where matter dances to its own affective tonality. Another module separates speech into vital elements a drop at a time: words into phonemes, into phono particles, and the invisible quanta of silence.

Art Direction, Visual/Installation Concept, Design and Fabrication
Michael Montanaro

Art Direction, Sound/Installation Concept and Design, Audiovisual Composition, Programming, Behaviour Design
Navid Navab

Electronics, Sound, Programming
Peter Van Haaften

Consulting Assistants (embedded lighting design)
Nima Navab

Electronics
Joseph Thibodeau

research collaboration: Topological Media Lab
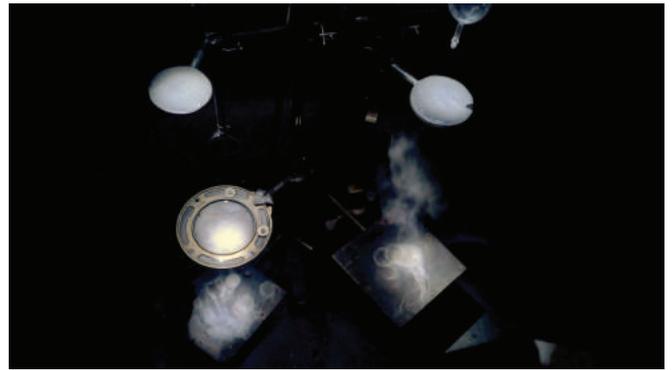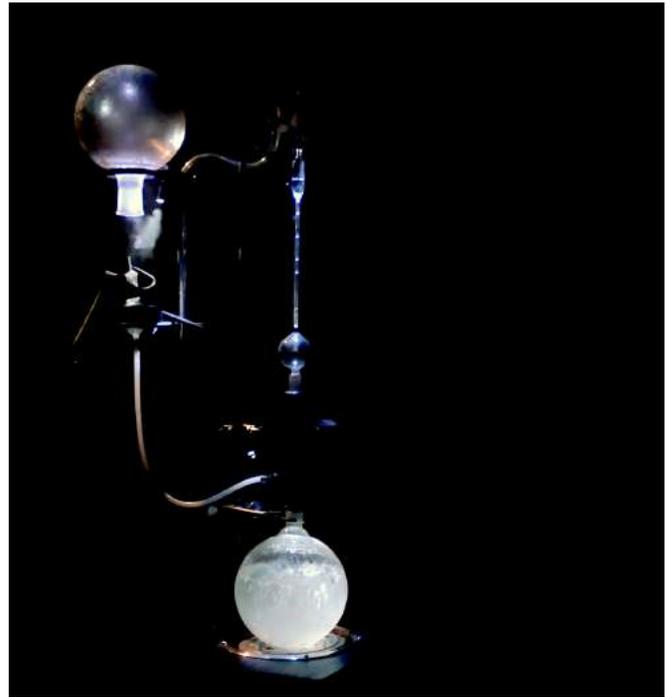
"Einstein's Dreams"
2013

Einstein's Dream proposes to build time conditioning installations & techniques that create palpable alternatives to the everyday time that's governed by calendars, universal clocks, and Internet services that never sleep. We'll do this by building physical zones in which objects and fields of lighting, sound, and video change in concert with the inhabitants' movement to create powerfully alternative senses of time, rhythm and pattern. We will thus develop a new architecture of kinetic material and digital media in which time becomes an elastic medium of expression, learning, and invention - a new art of time for the 21c.

The floor of the space was covered with 13 metric tons of sand in order to provide an organic surface with which the body could interact. The ability to play with the material that one walks on and the ability to change the spaces architecture by moulding the sand provided a unique opportunity to interact with reality and its technologically augmented cousin at the same time.

Creative direction & coordination:
Michael Montanaro, Sha Xin Wei

Sound Design
Navid Navab

Visual Design
Jerome Delapierre

Light & Sound
Julian Stein

"Einstein's Dreams"
2013
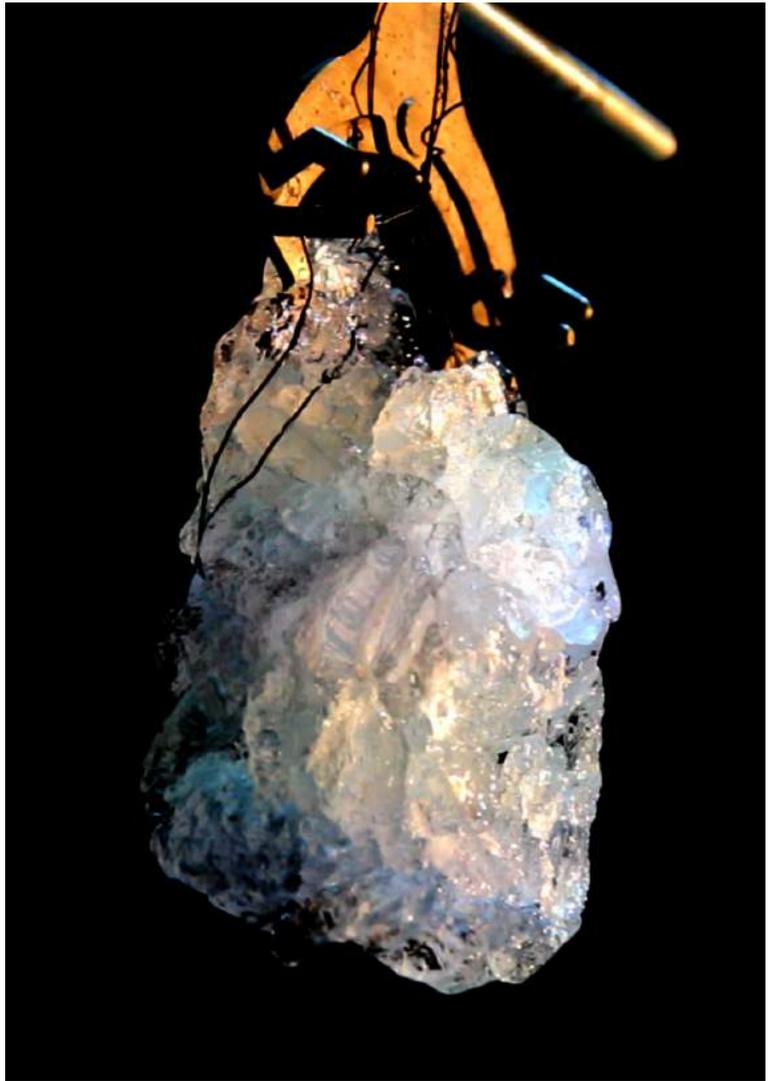
"Shadow Play"
collaboration with "Mere Phantoms" -
October 2012

A two-week workshop combining projection, shadow puppetry and animation techniques.
"mere phantom" is a Montreal-based collaborative studio that uses light and motion to create spaces and experiences with ambiance, allure, spectacle and intimacy. Exploring the ephemeral qualities of time-based media, the studio produces innovative installations, projects and workshops that employ a range of projection, shadow puppetry and animation techniques.

Creative direction & coordination
Michael Montanaro

Mere Phantoms
Maya Ersan, Jamie Robson

Visual Design
Jerome Delapierre

Sound Design
Navid Navab

"Shadow Play"
collaboration with "Mere Phantoms"
October 2012
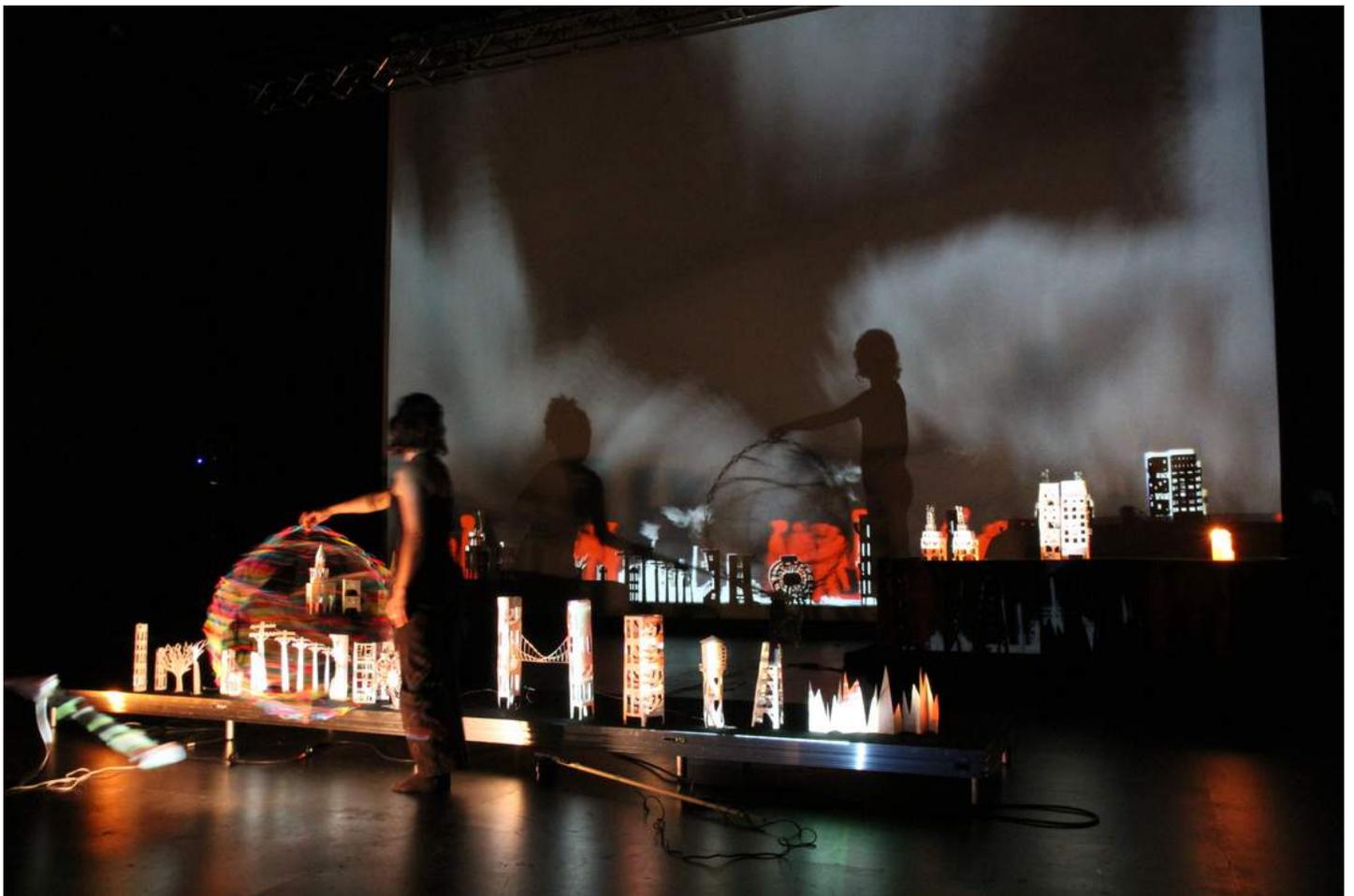
"Nuit Blanche"
Alkemic study #1 / Les persiennes et les sortilèges
March 2, 2013

Concept and Realization
Michael Montanaro
Jerome Delapierre
Navid Navab

Someone's behind those Venetian blinds. A finger slips over an edge and pulls them down. Two fingers, four. A pair of lips mouth your name. Then eyes appear from a darkened room, seeking to connect with those on the other side. Who is it? And how does he or she know you, standing at the window, if she's only a ghost of a ghost. A seductive, beguiling interactive work veiling and unveiling perceptions.

Who is the seer, and who or what the seen? Come to the Goethe Institute/La Nuit blanche, when *Alkemie animates the windows with responsive video-performers haunting video-persiennes.

"The Project"
University of Chicago - AR Game workshop and presentation -
2012
Original drawings prepared by Michael Montanaro for rehearsals - Website " The Project"

The Project is an experimental Alternate Reality Game that combines transmedia storytelling, performative role-playing, and live gameplay dimensions. The game will unfold both online and through site-specific events in Chicago. It will run from April 1-25, 2013. Over the course of these three and a half weeks, visitors will explore what at first appear to be three unrelated conspiracy groups. A collective of players will encounter a series of initiation and play events that tell a story through challenging games, audiovisual media, responsive environments, and interactions with characters. All of the events will be related to an undertaking known only as "The Project."

In the course of participating in an installation, watching a performance, solving a puzzle, or orienting themselves via web-based interaction, visitors discover a deeper myth that connects these installations to another world and strange phenomena called the Sandbox and the Anomal. Only the observant and curious will find the conspiracies and make sense of The Project.

The Project culminates on Thursday April 25th in an installation gaming event from 7:30 - 9 pm in the Courtyard, 014 and Performance Penthouse of the Logan Center for the Arts.

University of Chicago Collaborators
Patrick Jagoda, Leslie Buxbaum Danzig,
David Wolf, Michael Schuh, Ainsley Sutherland,
David J. Levin

Creative direction & visual design
Michael Montanaro

Creative direction
Dr. Sha Xin Wei

Sound Design Artist
Navid Navab

Researcher, Topological Media Lab and Matralab, Concordia University

Video artist
Jerome Delapierre

Interactive Lights and sound
Adam Basanta

"The Project"
2012
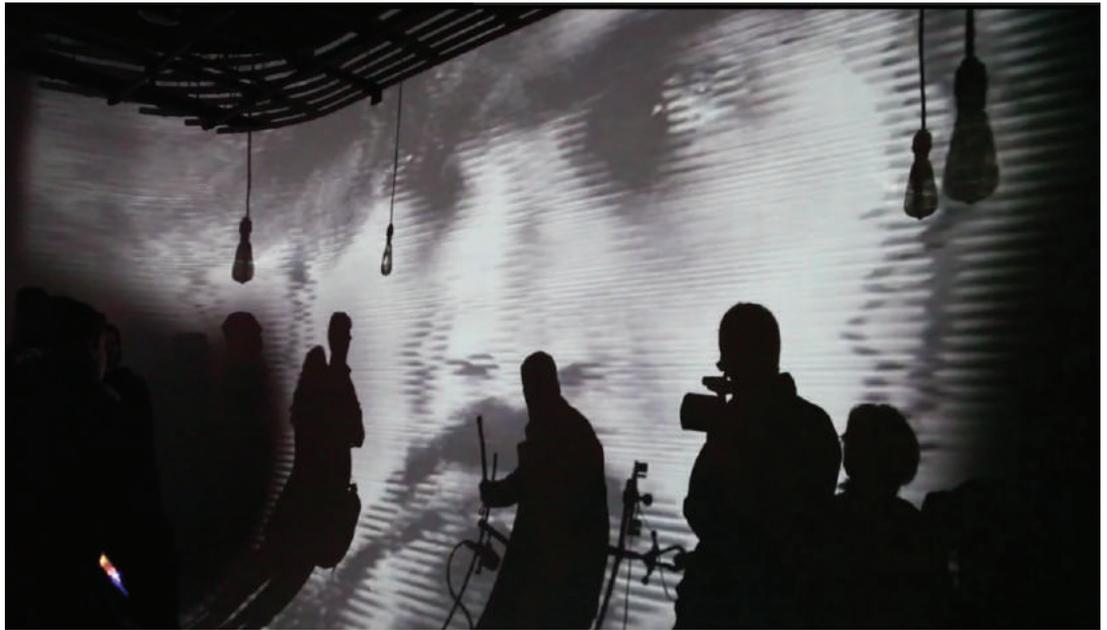
gray center
FOR ARTS AND INQUIRY

ALTERNATE REALITY: A PERVASIVE PLAY PROJECT

An evening of transmedia installation, revelation, & celebration (food & drink)

ABOUT THE PROJECT: Professor Sha Xin Wei, Montreal-based experimental phenomenologist & media artist, and Patrick Jagoda, Professor of English & New Media at The University of Chicago, in collaboration with Alkemie Atelier, celebrate the culmination of a year-long transmedia gaming project intended to explore the relations between digital media and space, the affordances of collective storytelling, the generation of new media theory through design, and the development of methodologies for studying the emergent art form of Alternate Reality Games.

Pervasive Play is a Mellon Fellowship for Arts Practice and Scholarship project at the Richard and Mary L. Gray Center for Arts and Inquiry.

THURS, APRIL 25
LOGAN CENTER FOR THE ARTS
915 E. 60th St., Chicago

The Pervasive Play Installation
7:30 – 9pm
Logan Courtyard, 014 and
Performance Penthouse

Come experience the responsive environment and meet the artists, designers, players and researchers in the Pervasive Play Project.
8:30 – 10pm
Performance Penthouse

RSVP and more info:
lbdanzig@uchicago.edu
graycenter.uchicago.edu

UCHICAGO Arts

**Alexander Wang - Fashion Night out
New York - Alkemie
Interactive Installation -
2011**

The three windows of the store were covered with framed screens of layered white and black projection material. A small camera was mounted on the centre screen focused on the activity outside. Three 20K lumen projectors were mounted on pillars inside the store and focused onto the screens in the windows. As people moved outside, their movement would created openings in the screen revealing electronically altered images of what was happening inside the store or time shifted reflections of themselves.

Creative direction & visual design
Michael Montanaro

Sound Design Artist
Navid Navab

Video artist
Jerome Delapierre

**Alexander Wang -
Fashion Night out
New York - Alkemie
Interactive Installation -**
2011

Performance | Works

"Practices of Everyday Life | Cooking"
February 2015

Cooking*, the most ancient art of transmutation, has become over a quarter of a million years an unremarkable, domestic practice. But in this everyday practice, things perish, transform, nourish other things. Enchanting the fibers, meats, wood and metal with sound and painterly light, we stage a performance made from the moves(gestures) of cooking, scripted from the recipes of cuisine both high and humble. The performance features a dancer (Tony Chong) who is also a virtuosic chef who wields foods, knives, pans and spices transmuted by gesture-tracking techniques into musical instruments. Within our responsive scenography system, every cooking process is transformed into an environment thick with aroma, light, video, sound, movement, and objects. Every process is experienced across many senses at once. The sizzling sound of hot oil, and the mouthwatering aroma of onion and garlic hit the audience within an audio- visual thunderstorm. At the very end, the audience is invited to taste a sample of the dish within the accumulated sonic environment.

Movement Direction, Visual Concept, Creative direction
Michael Montanaro

Composition and Sound Design
Navid Navab

Visual Concept
Jerome Delapierre

Visual Design
Jerome Delapierre

Performer / Chef
Tony Chong

"Practices of Everyday Life |Cooking"
February 2015
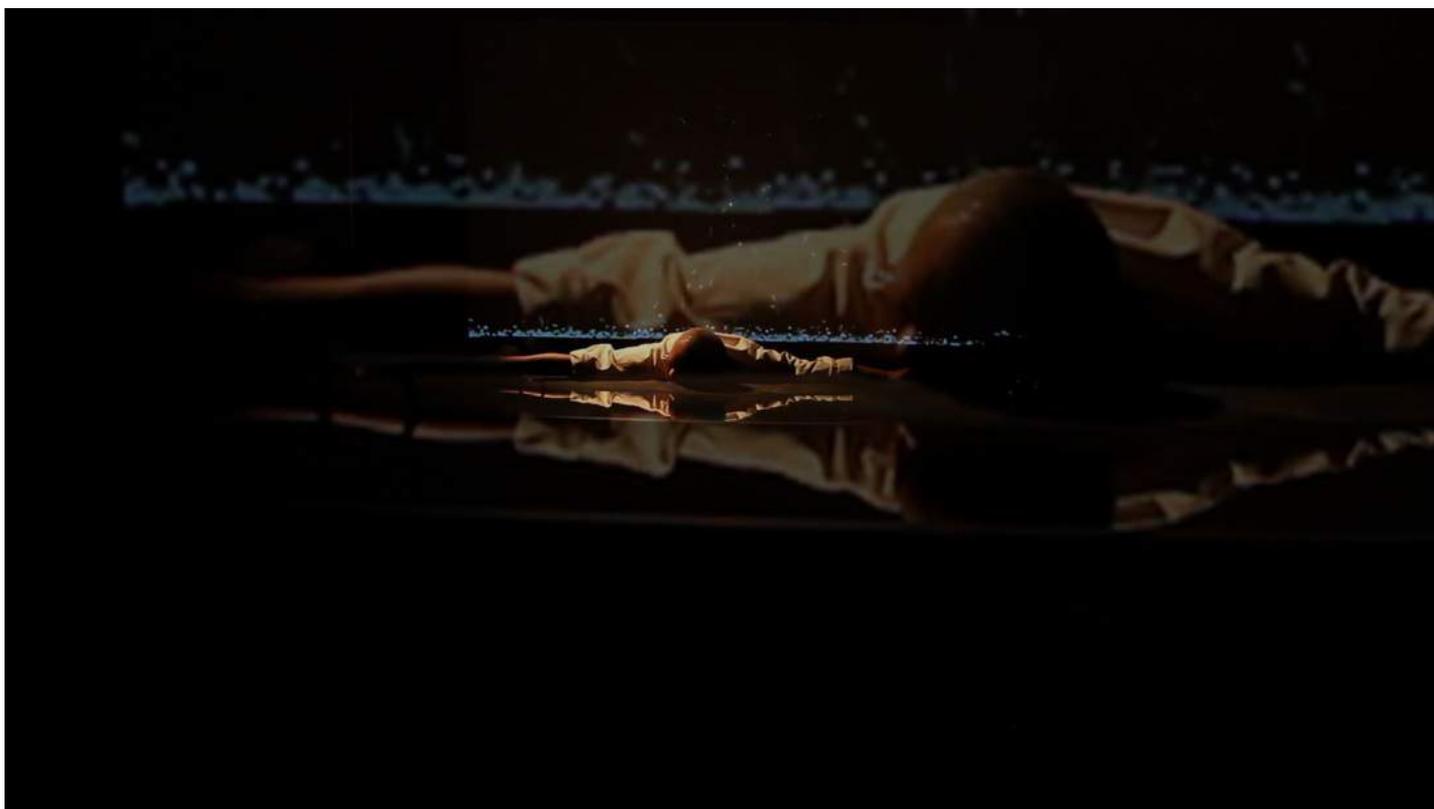
"Spiel"
2018

While absorbed in conversation you notice a stranger approaching. With a curious instrument affixed to their face the visitor leans in, and listens. The mouth opens, patterns of rhythm and sound emanate from within: voices recognizable as your own. Spun out of focus, words reveal their ingrained subtleties as the collector of conversation captures the sentence but not the sentiment. Vocal exchanges are recalled and reflected. Voices are transformed by physical formant inflections, while acoustic hallucinations seem to reference what might have been said. An etude on hearing lips and seeing voices, the performer's mechanically augmented vocal tract reshapes and filters conversational spectra into new modes of mis-communication. Spiel physically unravels the tenuous synesthetic relationship between what is seen, heard and understood.

Original concept, creative direction, visual design
Michael Montanaro

Creative direction, composition, sound, Interactive design
Peter van Haaften

**Visual design, fabrication**
Tatev Yesayan

Performer
Nien Tzu Weng

Research collaboration: Topological Media Lab, Concordia University [an "in time" FRQSC funded project]

"Spiel"
2018

Creative Director
Michael Montanaro

Assistant Director
Anne-Marie Donovan

Choreography
Michael Montanaro

Visual Concept
Michael Montanaro &
Jérôme Delapierre

Sound Design
Navid Navab

Visual Design
Jérôme Delapierre

Lighting Design
Spike Lyne

Performers
Emannuele Calvé, Milan Gervais, Lael
Stellick,Ashlea Watkin, Brad Cook

Writer
Ann Scowcroft

Music Composition
Blue Rider Ensemble:
Liselyn Adams, Anne-Marie Donovan,
Beverley
Johnston, Paul Pulford,Pam Reimer &
Paul Bendzsa

Original Concept
Paul Bendzsa, Penny Norris,
Blue Rider Ensemble

Ethics
Christine Jamieson

"Frankenstein's Ghosts"
Interactive performance piece - 2011

Frankenstein's Ghosts is a collaborative creation-research project. The aim of the project is to generate a hybrid performance work based on the substantive issues raised in Mary Shelley's novel.

In June 2007, several of the project collaborators received SSHRC funding to bring together an interdisciplinary team of academics and artists to share in a deconstruction, analysis and exploration of Mary Shelley's Frankenstein. This came from a desire among academic scholars to explore artistic transformations of their discourse as a way of pushing their thinking even deeper into the subject matter - working with artists who will transform their research into another "language." For the artists, the impulse came from a desire for deep understanding of the many substantive themes emerging from the novel before embarking on

"Frankenstein's Ghosts"
Interactive performance piece
2011

"Varekai"
Cirque du Soleil - 2002

Director
Dominic Champagne

Movement Direction & Choreograph
Michael Montanaro

Deep within a forest, at the summit of a volcano, exists an extraordinary world - a world where something else is possible. A world called Varekai. From the sky falls a solitary young man, and the story of Varekai begins. Parachuted into the shadows of a magical forest, a kaleidoscopic world populated by fantastical creatures, this young man sets off on an adventure both absurd and extraordinary. On this day at the edge of time, in this place of all possibilities, begins an inspired incantation to life rediscovered. The word Varekai means "wherever" in the Romany language of the gypsies the universal wanderers. This production pays tribute to the nomadic soul, to the spirit and art of the circus tradition, and to the infinite passion of those whose quest takes them along the path that leads to Varekai.

"Varekai"
Cirque du Soleil
2002
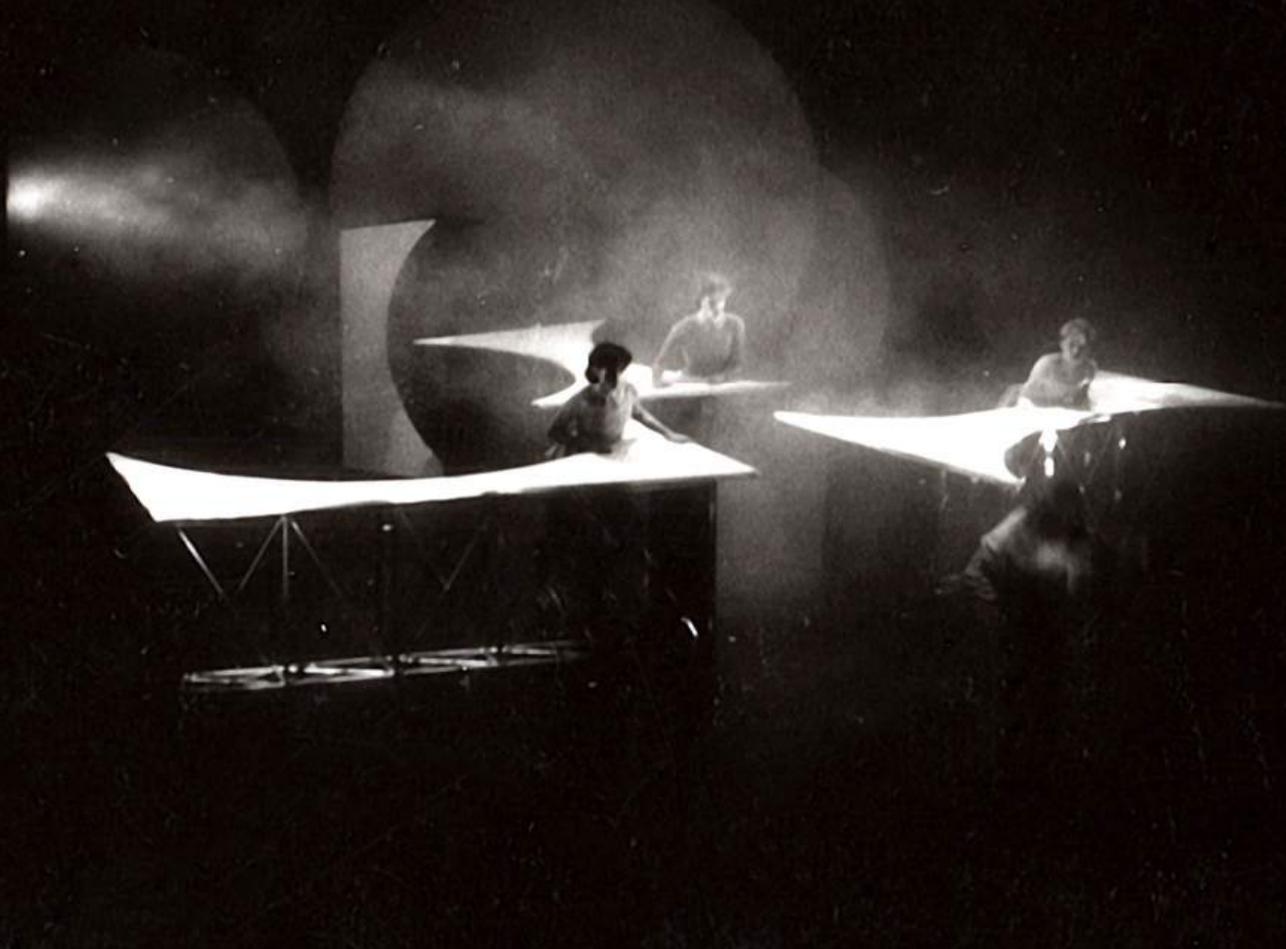
"Not Angles but Angels"
performance piece -
1994

Not Angels but Angels was a full evening work that dealt with an abstracted and non-linear history of the world and the internal working of inspiration and imagination.

This multimedia was designed to play with time and the western view that history is something that happens rather than made.

NASA toured both nationally and Internationally with its final performance taking place in 1995 at the Singapore International Festival.

Choreography and Original Concept
Michael Montanaro

Musical Composition & Arrangement
Edmund Eagan

Visual Concept
Michael Montanaro, Paul Ahad

Visual Realization
Paul Ahad

Lighting Design & Production Coordination
Andre Houle

Performers Montanaro Danse
Sandra Lapierre, Alison Crawford, Ron Ladd,
Jacinthe Giroux, Brad Denis, Lise Boyer,
Isabelle Poirier, Simon Allarie

Montanaro Danse Artistic Director
Michael Montanaro

Managing Director
Gregg Parks

Technical Director
Andre Houle

"Not Angles but Angels"
performance piece
1994
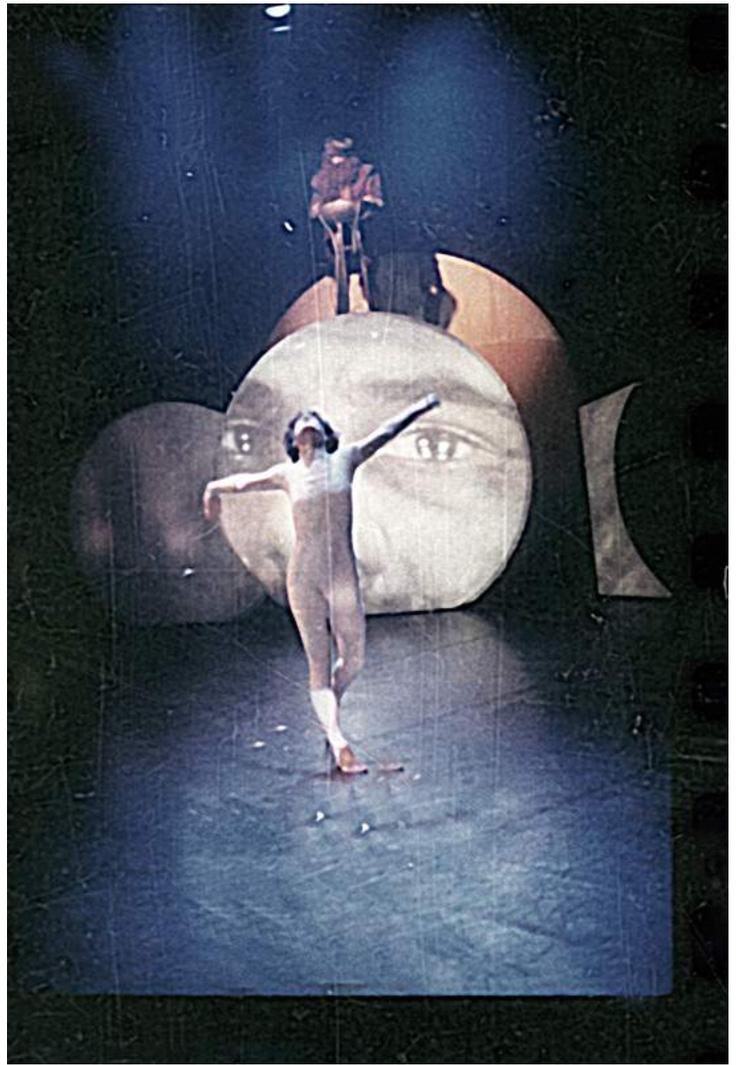
"Time In the Eye of The Needle"
Interactive performance piece University of Arizona - 1995

Time in the Eye of the Needle is a work which deals, on a personal level, with the experiences generally associated with the migration of peoples and cultures. The performance takes place within a virtual stage environment where lights, music, video, graphics, and robots are controlled through video cameras. Video is input into a computer and processed to sense the positions and motions of the dancers within certain locations in the video field. The number, location, and types of sensors within the video field are different at any given time in the performance are choreographed to provide responses to dancer's actions within particular time frames. Information is extracted from the space and represented as impulses which are manipulated and communicated to media controllers on other computers. Media controllers act as agents for the sensing system and operate according to a set of instructions which tell them how to behave when controlling particular media (lights, sound, video, etc.). These behaviors are seen by the viewer as mediated responses, from lighting changes, to computer graphics interactions, to complex interacting musical scores.

Choreography and Original Concept
Michael Montanaro

Visual Concept
Michael Montanaro, Paul Ahad

Visual Realizatioin
Paul Ahad

Musical Composition & Arrangement
John D. Mitchell

Conceptual Adaptation
Andre Houle, Paul Ahad

Lighting Design & Production Coordination
Andre Houle

Artist Technologist
Robb E. Lovell

Real Time Graphics
Robb E. Lovell

Lighting and Intellabeam Systems
Robb E. Lovell

Interactive Environment Design
Robb E. Lovell, John D. Mitchell

Costumes
Kathy Pawl Costume Assistants
Pamela Erwin, Daniel Hollingshead,
Maureen Smith

"Time In the Eye of The Needle"
1995
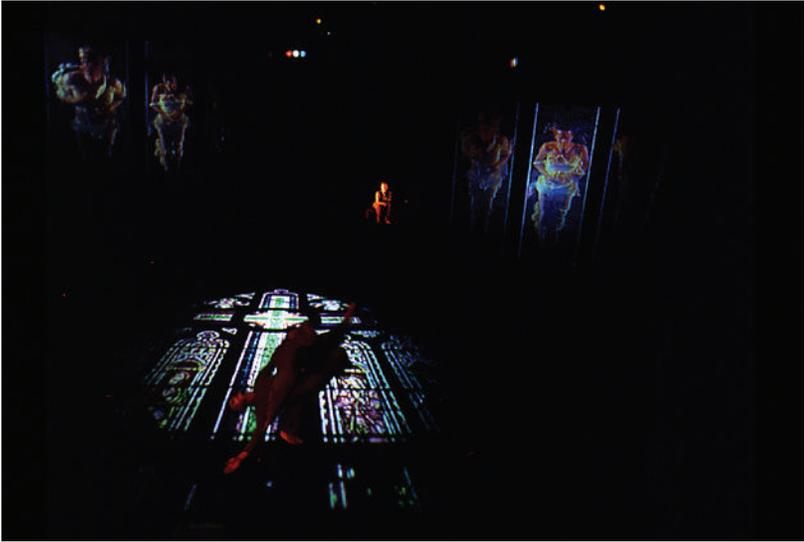
"Zman Doe"
performance piece - 1993

Created in 1989, Zman Doe was a large scale multi-media production produced and performed in an abandoned hangar in the old port of Montreal. With a performing space measuring 300 feet by 90 feet, the work was a seamless blend of dance, film, film animation, slide projections, and music. It was a work that at the time helped define the relationship between the performing and electronic arts.

Choreography and Original Concept
Michael Montanaro

Musical Composition & Arrangement
Edmund Eagan

Visual Concept
Michael Montanaro, Paul Ahad

Visual Realization
Paul Ahad

Lighting Design & Production Coordination
Andre Houle

Performers Montanaro Danse
Sandra Lapierre, Alison Crawford, Ron Ladd,
Jacinthe Giroux, Lise Boyer, Isabelle Poirier,
Simon Allerie

Montanaro Danse Artistic Director
Michael Montanaro

Managing Director
Gregg Parks

Technical Director
Andre Houle

"Zman Doe"
performance piece
1993
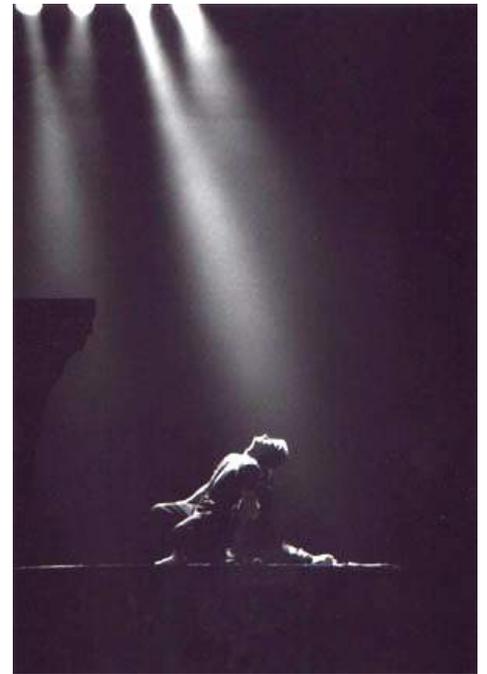
Films

Dances for Small Spaces - "AME"
2010

Rather than a film adaptation of reality or a choreographic or a pedantic exploration of the pedestrian workings of the body "AME" explores the movement potential locked in the physical relationship that develops between a dancer and their environment. Using the environment in ways that are far outside the functional design of its architecture results in the creation of a dynamic structure that is driven by the natural tension that exists between proposition and purpose. This is direction through misdirection, story by suggestion and is fundamentally a scenario driven by the endless possibilities derived from the study of transformation.

In terms of cinematography I use the medium of film to extend the human body and to challenge the natural forces that act to either enable or hinder movement. In some instances this is achieved by taking advantage of editing techniques that not only alter the speed of a sequence but also shift both the initiating force and dynamic inertia away from the organic. In this way I provide the viewer with an alternate reality by developing and adopting methods that separate the result from the expected. Through the post production manipulation of footage, speed and other types of dynamic structures will be constructed and deconstructed in an attempt to project a second sense of the physical onto the dancer's body.

Directors
Desh Fernando & Michael Montanaro

Choreography & Original Concept
Michael Montanaro

Dancers
Teoma Naccarato & Lael Stellick

Composer
Eric Cadesky

Offline Editors
Desh Fernando & Michael Montanaro

Executive Producers
Michael Montanaro & Desh Fernando

Unit Production Manager
Jason Gondziola

Director of Photography
Glauco Bermúdez

First Assistant Director
Katherine Macnaughton

Art Director
Nicolas Mechaly

Make-up Artist
Catherine Deschamps-Montpetit

On Set Sound Designer
Tim Sutton

First Camera Operator
Glauco Bermúdez

Second Camera Operator
Ian Macmillan

Camera Assistant
Ryan Spence

Grip / Gaffer
Martin Beaman

Production Assistant
Aude Leroux-Lévesque

Still Photographer
Skyler Boushel

"411"
Lorem ipsum

Dances for Small Spaces - "411"
2012

A phone booth on some deserted street and 5 people whose lives are released from the boundaries of time, creating translucent layers that are forever played out in an intricately woven tapestry of memories.

My research in this area has been the product of a physical study into what happens to movement's geography when subjected to architectural restriction and a reading of the effects that a multi-layered structure, steeped in synchronicity and chance has on the perception and use of space. Born from the analysis of the dynamic and aesthetic potential that ensues when one allows organized chaos to descend, interact and direct, the generated content is directly related to how substance evolves when driven by circumstance. The idea is to produce choreographies that can only exist within the medium of film. An artistic work built on the expression of what happens to human movement potential when its dynamic structure is the outcome of a process that allows for influences to be felt across disciplinary borders. Life and the complex interplay of seemingly entropic time, drives us to choose what it is we see and don't see. I like to remove the filters and open a window, just a crack, onto a world where we experience rather than perceive.

Directors
Michael Montanaro and Desh Fernando

Choreography & Original Concept
Michael Montanaro

Composer
Eric Cadeski

Director of Photography
Jean Francois Lord

Dancers
Lael Stellick, Roch Jutras, Ashlea Watkins,
Sandra Lapierre, Teoma Naccarato

Executive Producers
Michael Montanaro, Desh Fernando

Producer
Jocelyne Perrier

Production Company
MTset production

Dances for Small Spaces - "411"
2012

Current Research

"ORGAN·ISM" | prototype phase 2
2017 -2018

ORGAN·ISM is a translational media project using elements from a disused 1910 pipe organ rescued from a church in Little Burgundy, Montreal, (that is now Salon 1861 in the Quartier de l'innovation). In this instance we use data produced from the intensity and movement of a candle to make the organ sing. The final installation will use weather data as a source for activating the organ. We also envision building a second version as a compositional tool for live performance.

Creative Direction
Michael Montanaro

Interactive Sound Design
Navid Navab

Pneumatics and Interactive Systems
Nima Navab

Interactive systems and pneumatics
Thierry Dumont

Interactive Design
Garnet Willis

Sound Design
Peter van Haaften

Physical design and fabrication
Tatev Yesayan

Interactive systems
Evan Montpellier

Interactive systems and Sound
Joe Browne

Interactive Sound Design
Joseph Thibodeau

"ORGAN·ISM" | prototype phase 2
2017 -2018

"Liquid Light"
2017

This project is done by Topological Media Lab as part of the TeamMTL for the Solar Decathlon China 2017.

Through manipulation of liquid texture this light communicates overall trends in consumption of water and electricity over time. Water consumption data is gathered and the weekly usage is compared to the recommendation index provided by Ministry of Natural Resources, ambiently giving residents a general sense of adequate consumption on one end of the spectrum, to excessive levels of consumption on the other end, and any gradient in between.

Through refraction of light in mineral oil and manipulation of this liquid which acts as a filter, a textural pallet is created. On the periphery of sight, the visualization remains peaceful and non-intrusive; however, when at the focal point, this gradient of textures allows for a generalized comprehension of overall consumption habits.

Controlled drops of water create ripples that get magnified and mapped to the table belief.

The poetic language is simple here, drops of water correspond to gallons used per week. Multiple drop falling simultaneously symbolizes the excessive amounts of water used during that time period. The material texture of sensor data (water) is directly tied to the visualization strategy, which uses the same medium to communicate with the resident.

Creative Direction
Michael Montanaro

Concept, Design, Electronics, Programmation
Nima Navab

Design, Fabrication
Tatev yesayan

Electronics, Programmation
Thierry Dumont

"Liquid Light"
2017
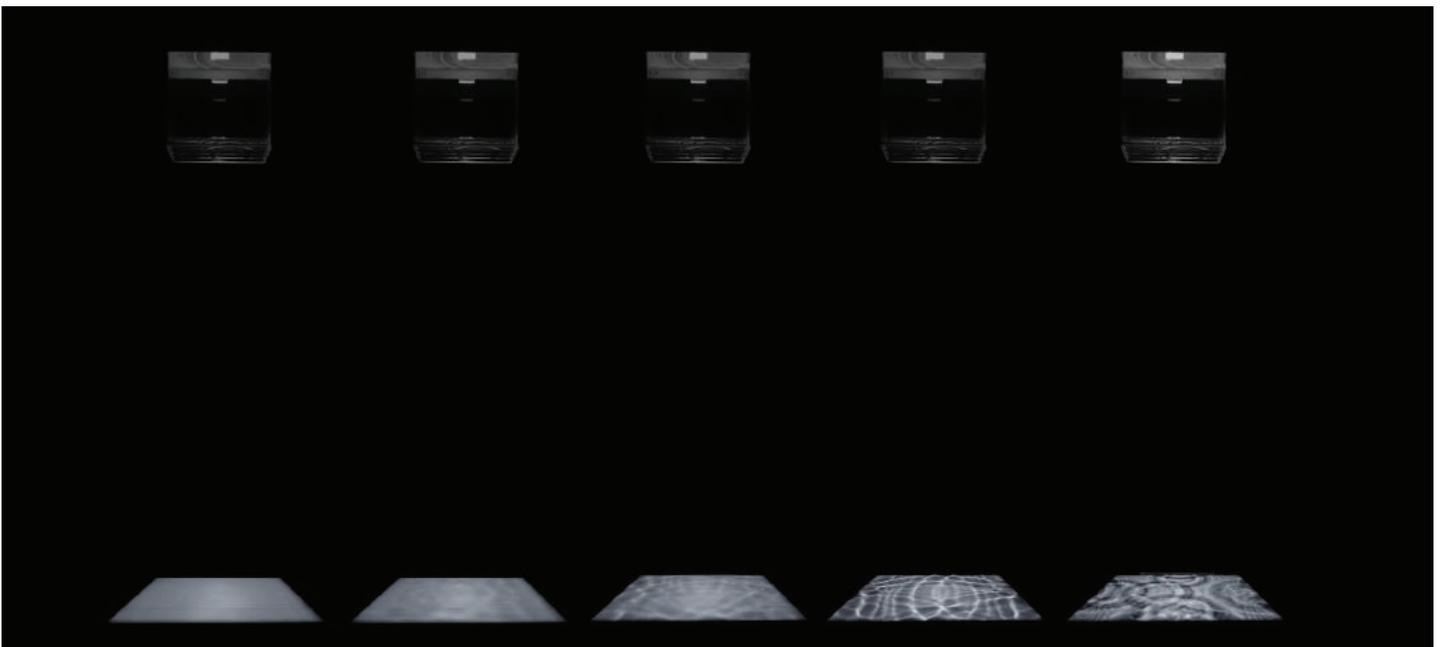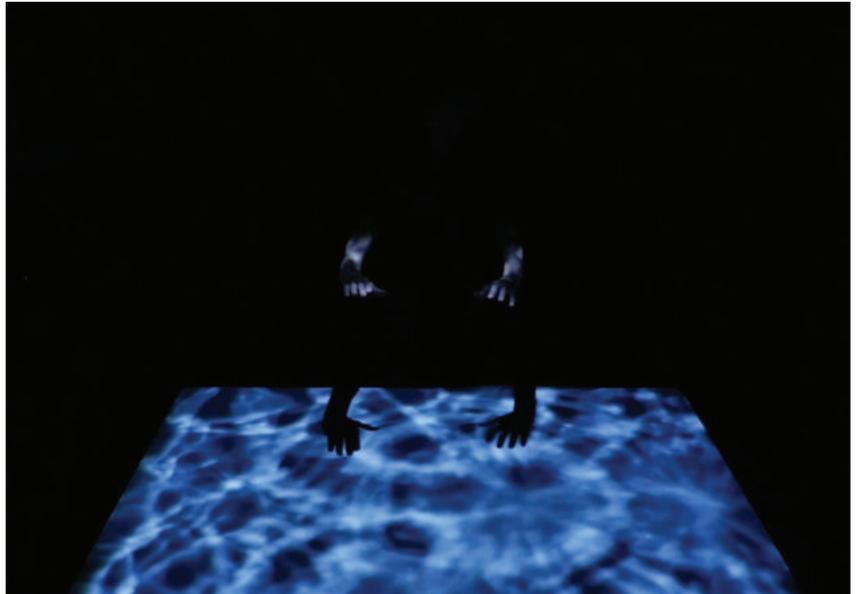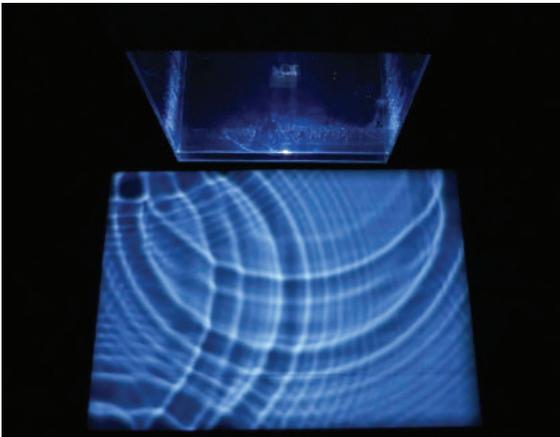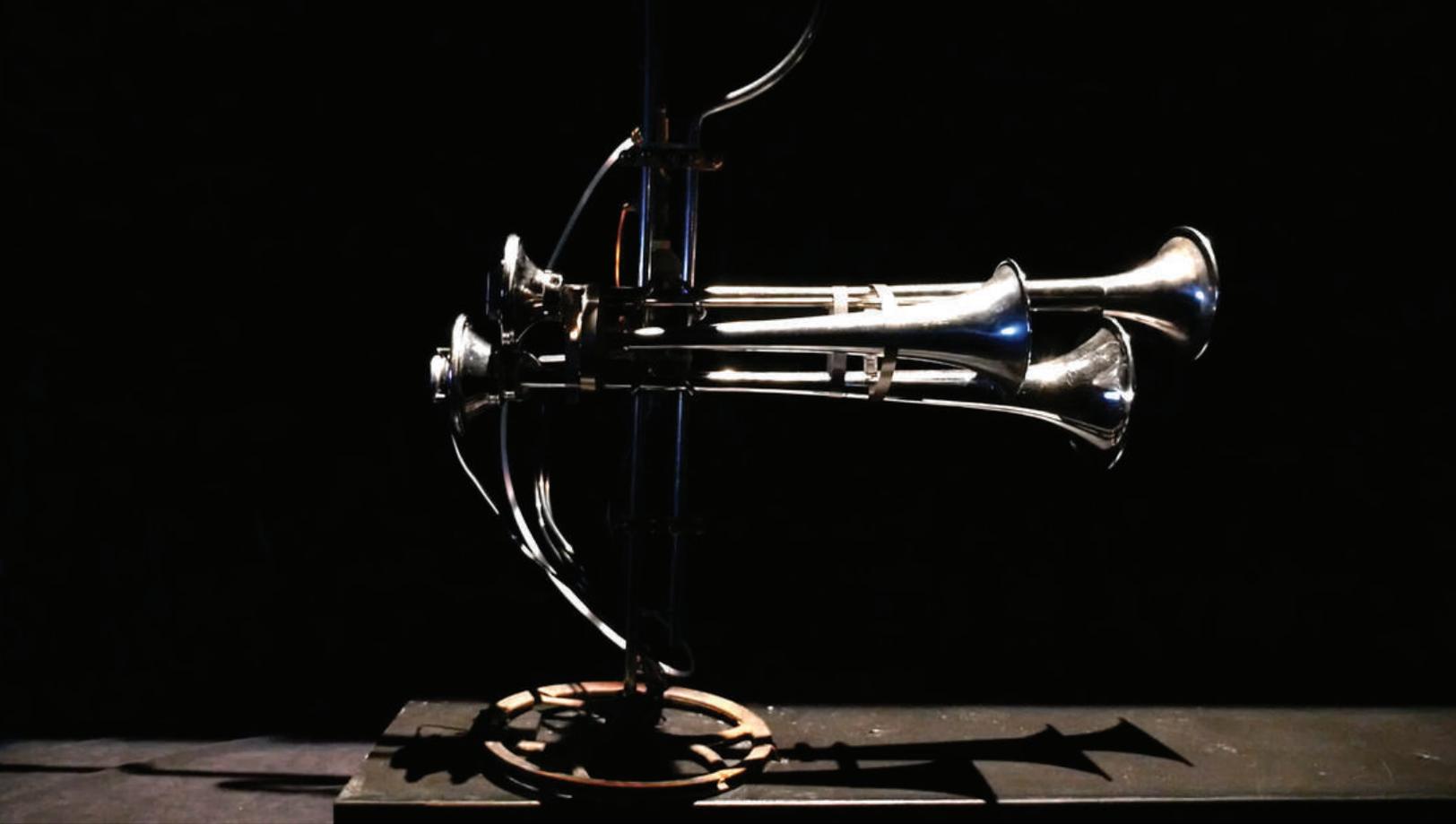
"Parle"
2016-2018

Parle is an alchemical apparatus that turns speech into air. Like the breath behind the voice, phrases are transformed into a concoction of words and wind, accumulating deep inside an inflatable chamber. Metal trumpets form the final stage of translation. From here vocal patterns are released back into the atmosphere.

Original Concept, Creative Direction
Michael Montanaro

Pneumatics and Interactive Systems
Nima Navab

Interactive systems and pneumatics
Thierry Dumont

Sound Design
Peter van Haaften

Physical design and fabrication
Tatev Yesayan

Interactive Sound Design
Joseph Thibodeau

"Parle"
2016-2018

Michael Montanaro   Curriculum Vitae
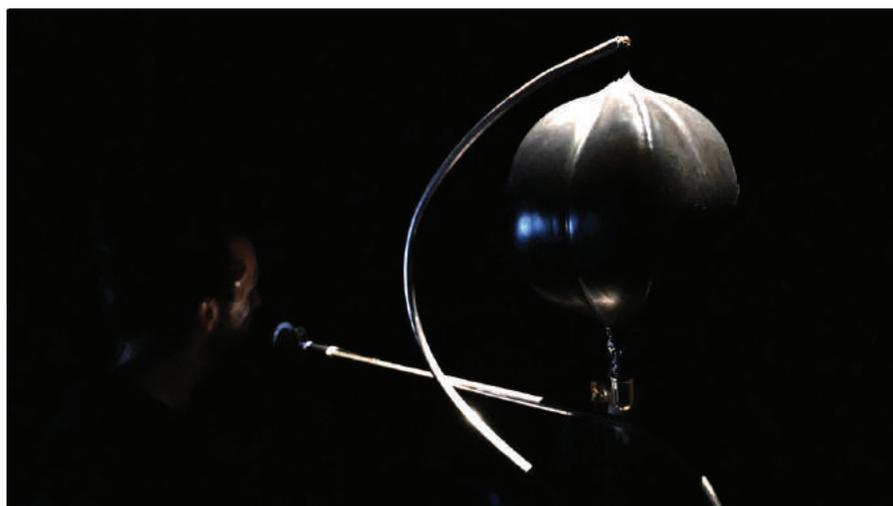
email: michael.montanaro@concordia.ca
www.michaelmontanaro.com
1-514-848-2424 ext.4739

Biography

Michael Montanaro is a trans-disciplinary artist who is best known for his work in the field of contemporary dance and mixed media. A graduate of the Hartford Conservatory, he has performed with the Boston Ballet, Les Grands Ballet Canadiens and Le Groupe de la Place Royale where he also served for 5 years as co-artistic director. In 1985 he founded Montanaro Dance, developing a reputation for using cutting edge technology to create theatrical environments for his choreography. Over its ten-year history Montanaro Dance toured both nationally and internationally.

Since 1996 Michael has worked as a choreographer, director and collaborator on numerous projects including the Cirque du Soleil's "Varekai", Opéra de Montréal`s multi-media version of "Carmina Burana", the documentary "Montanaro InTime", a full-length theatrical work "Frankenstein's Ghosts, and a series of short films entitled "Dances for Small Spaces". He has also been deeply involved in the envisioning, design and creation of numerous research projects dedicated to evolving innovative ways in which new technologies are used to enhance the performative experience within responsive environments. From 1999 through 2014 Michael held the position of *Chair* of the Department of Contemporary Dance, Concordia University.

a *Full Professor*, Michael is also the *Co-Director* of the *Topological Media Lab,* a founding member of Hexagram / Institute for Research/Creation in Media Arts and a member of Milieux – Institute for Arts, Culture and Technology. As co-director of the Topological Media Lab, he is involved in working with many undergraduate and graduate students in the conception, development, creative direction and realization of many of the labs diverse research streams. Michael is currently the Principle Investigator and director of "InTime"- an FQRSC funded research creation project focused on building a large scale interactive installation dealing with the perception of time; the stage direction and a conceptual collaborator on "Practices of Everyday Life – Cooking" an electroacoustic composition / performance piece based on the sonified preparation of a meal by a professional chef/dancer, and a co-applicant/recipient on Michael Jemtrud's FARMM LAB's SSHRC Insight Grant ; *Arts and Ideas in Motion*. In 2011 Michael was invited by the *Centre for Music Studies at Cambridge University* as guest lecturer and also spent two separate periods of time at the University of Chicago as a visiting artist. Montanaro is also in the final stages of producing a full-length film version of Frankenstein's Ghosts, which should be released to the public in 2016-17. He is currently involved in the design of interactive media for the Solar Decathlon, Deep Performance Dwelling zero state home completion, China 2018

Research | Creation	**Media Choreography - Installation - Responsive Environments**
Installations	**Installations**
2017 - 2019	"AQUAPHONEIA" Kapelica Gallery, Ljubljana, Slovenia
	"AQUAPHONEIA" Paris Biennale Némo, CENTQUATRE
	"Spiel" –Sight and Sound Festival - Eastern Bloc | Montreal
	"Spiel" – Ars Electronica, Linz Austria
	"Passing Light" Never Apart Gallery – Montreal Mapping Festival
2015 - 2017	Ars Electronica | Austria – "AQUAPHONEIA" on exhibit – Practices of Everyday Life | Cooking – in performance
	Living Architectural Systems Group | 6 year SSHRC Partnership Grant with Philip Beesley, Waterloo University
	Arts and Ideas in Motion | SSHRC funded Collaboration with Professor Michael Jemtrud and the FARMM Lab McGill University
	Since 2013 - The Direction of the Topological Media Lab, its research streams, seminars, outcomes and activities
	"InTime" FQRSC funded interactive/responsive media installation on time perception
	"Les Persiennes et les Sortilèges" - Nuit Blanche interactive installation - Goethe Institute, Montreal, Quebec
	Solar Decathlon | Media Manager for MTL Team competition to build *zero state* house in China
2012 - 2013	"WunderKammer" - Alkemie Inc. installation stands about 60 x 150 x 45 centimeters high, about the size of an old steamer trunk. It refracts the geometries and materials of the age of iron and crystal, and combines the mechanical tropes of Victorian science; 19c theatre techniques (such as Pepper's Ghost superposition) with 21c live computational video and sound processing.
	"The Project" - University of Chicago- Logan Centre for the Arts, Continued work on pervasive game play, Creative Director
	"Shadowhood" - Open studio Hexagram Black box / collaboration with "mere phantoms"-
	October 2012 A two-week workshop combining projection, shadow puppetry and animation techniques.

Installations

Installations

"Les Persiennes et les Sortilèges" - Nuit Blanche interactive installation - Goethe Institute, Montreal, Quebec

"Einstein's Dream" - time conditioning installations & techniques that create palpable alternatives to the everyday time that's governed by calendars, universal clocks, and Internet services that never sleep. Einstein Dreams / FQRSC funded Research and The Centre for Teaching and Knowledge

2005 - 2006 — Work with Topological Media Lab on design of movement based interactive research projects

2005 - 2006 — Work with P.K. Langshaw , Concordia University on initial investigation of Algo{rhythmic} Transitions / mixed media and movement based project dealing with wearable environments.

Performance

Performance

2015 - 2016 — ArsElectronica | Austria –Practices of Everyday Life | Cooking – in performance

2014 - 2015 — "Practices of Everyday Life –Cooking" - A taste of what's to come - Premiered SMCQ, Montreal New Music Festival. A performance choreographed around a chef and sonified objects: fruit, vegetables, meat, knives, pots and pans, cutting board and table.

2009 - 2010 — "Frankenstein's Ghosts" - Direction - Choreography - Visual Conception. a multi media and interactive technology based performance piece.

2007 - 2009 — "Dances for Small Spaces AME" - short film CTV television and Bravo!Fact,

2004 - 2005 — Dances for Small Spaces "AME" - short film CTV television and Bravo!Fact,

"Duet" - for members of the Canadian National Skating Team

2003 - 2004 — "Three new works" - Cirque du Soleil

2002 - 2003 — "Zumanity" - Cirque du Soleil - workshop

2001 - 2002 — "Varekai" - Cirque du Soleil - major touring show

2000 - 2001 — "Litany" - Danse Encore - a duet - Sylvain Lafortune and Sandra Lapierre

"Carmina Burana" - Opera de Montreal

1996 - 1997   "A Winter's Tale" - Centaur Theatre, best english play award / L'acadamie
               - Québecoise de Théatre

1995 - 1996   "Gala Metro Star" - Telé Metrepole
               "Unplugged" - full evening work / Montanaro dance

1994 - 1995   "Non Angli Sed Angeli" - full evening multi-media work / Montanaro Dance

1994 - 1995   "Time in the Eye of the Needle" –
               co-production/ Institute for Studies in the Arts- University of Arizona

               "Circles" - Phoenix Dance Ensemble

1993 - 1994   "The River" - Decidedly Jazz, *Calgary*

1991 - 1992   "Two Stepping in Brazil"- Danse Partout, Quebec, Canada

1990 - 1991   "Zman Doe" - full evening Theatre Version -multi-media work, Montanaro Dance

1989 - 1990   "Un Temps Perdu de Zman Doe" - full evening site specific - multi-media work,
               Montanaro Dance (Old Port of Montreal)

1988 - 1989   "The Audition" - National Film Board

1987 - 1988   "The Theory of Everything" - full evening multi-media work, Montanaro Dance

1986 - 1987   "Trilogy" - Montanaro Dance, Winnipeg Contemporary Dancers,
               Le Groupe de la Place Royale

               "900 Seconds of Eights" - Montanaro Dance

1985 - 1986   "East of Egypt" - full evening multi-media work, Montanaro Dance

1984 - 1985   "Walking On Glass" - Le Groupe de la Place Royale

1983 - 1984   "A Matter of Seconds" full evening multi-media work - Quebec Éte Danse

1982 - 1983   "Eclipse in Java" - full evening multi-media work, Le Groupe de la Place Royale

1981 - 1982   "Sprung Wooden Answer period with a Latin American Beat" -

Le Groupe de la Place Royal"Gestures" - Le Groupe de la Place Royale"

1980 - 1981	"13 Choreographies" - Le Groupe de la Place Royale
1979 - 1980	"Study" - Le Groupe de la Place Royale
	"Jarred" - Le Groupe de la Place Royale
1978 - 1979	"Runaway" - Le Groupe de la Place Royale
	"Trio" - Le Groupe de la Place Royale
1977 - 1978	"Bars and Bells" - Le Groupe de la Place Royale
1977 - 1978	"Watch" - Le Groupe de la Place Royale

Film

2011 - 2012	"Dances for Small Spaces - *411*" - Global TV. - Bravo Fact concept, choreography, direction, editing
2009 - 2010	"Dances for Small Spaces - AME" - Global TV. - Bravo Fact concept, choreography, direction, editing
1995 - 1996	"Montanaro In-Time" - Documentary - co-production - Shanda Productions
1991 - 1992	"Training Film" - multi-media company, *Discreet Logic*
1988 - 1989	"The Audition" - National Film Board / Choreographer

Visual Design

2010 - 2011	"Frankenstein's Ghosts" - multi media based performance piece.
1994 - 1995	"Non Angli Sed Angeli" - full evening multi-media work - Montanaro Dance
1993 - 1994	"Time in the Eye of the Needle" - co-production-Institute for Studies in the Arts
1990 - 1991	"Zman Doe" full evening multi-media work / Montanaro Dance
1989 - 1990	"Un Temps Perdu de Zman Doe" full evening multi-media work Montanaro Dance (Old Port of Montreal)
1987 - 1988	"The Theory of Everything" full evening multi-media work / Montanaro Dance

Music Composition	**Music Composition**
1987 - 1988	"The Theory of Everything" - full evening multi-media work Montanaro Dance Collaboration with composer Edmund Eagan
1986 - 1987	"900 Seconds of Eights" Montanaro Dance in Collaboration with composer Edmund Eagan
1985 - 1986	"Timber" Overtigo Danse - Ginette Lauren
1984 - 1985	"Duet" choreographer: Helen Leclaire
1983 - 1984	"A Matter of Seconds" full evening multi-media work Quebec Été Danse "Eclipse in Java" - full evening multi-media work Le Groupe de la Place Royal
1982 - 1983	Sometime After" - choreographer: Tassy Teekman "Groan" choreographer - Marsha Blank "Dernière Paille" choreographer: Jean Pierre Perreault
1981 - 1982	"Sprung Wooden Answer period with a Latin American Beat" Le Groupe de la Place Royal

Visiting Artist Lecturer	**Visiting Artist Lecturer**
2012-2013	University of Chicago - Play Symposium
2010-2011	University of Chicago – Gray Centre – Logan Centre for the Arts
2009-2010	Cambridge University – Centre for Music and Science -Workshop –Residency University of Chicago – Gray Centre – Logan Centre for the Arts
2005-2006	University of Western Australia / WISP Conference –Garth Paine

2003 - 2004	Concordia University – Defiant Imagination Lecture Series
1998 - 1999	University of Calgary
1995 - 1996	University of Arizona – Institute for Studies in the Arts
1983 - 1984	York University – Toronto Ontario

Workshops

Workshops

2015-2016

P.A.R.E. - 3 week workshop symposium - Place | Architecture and Responsive Environments

"Enquentro" - A series of three workshops directed towards exploring the lab's philosophical and physical engagement with various streams of research, techniques and technologies used in the "enchantment of environments and matter" and the expression of that research in the real world.

EdX MOOC | McGill University - The Body Matters | Why Exercise Makes You Healthy and How to Stay Uninjured

Presentation

Presentation

2015-2016

ACUDA - Association of Canadian University Departments of Anesthesia | Presentation

SIMNOVATE - Steinberg Centre for Simulation and Interactive Learning | Presentation

Funding

Funding

2015 - 2020

SSHRC Partnership Grant | Living Architecture Systems Group -Co- Applicant

SSHRC | Arts and Ideas in Motion – Collaborative work with FARMM Lab McGill University

FRQSC, Research Creation ""InTime" interactive/responsive media installation on time perception.

ARRE Optimization Grant – Internal

2012 - 2013

FRQSC , Innovative Projects – Einstein's Dreams Installation designed to modify perception of time - co-PI

2011 - 2012	Einstein Sound Orrery, ARRE – internal grant, co-PI
	Frankenstein's Ghosts, SSHRC Research Creation grant, co-PI
	Frankenstein's Ghosts, Centre for Teaching and Learning, PI
	Frankenstein's Ghosts, Office of Research, Concordia University, PI
	Frankenstein's Ghosts, Office of Research, Ontario Arts Council, co-PI
2005 - 2010	Dances for small spaces "411", Bravo!Fact CTV Television,PI
	Dances for small spaces "411", Office of Research, Concordia University,PI
	Dances for small spaces "411", Cirque du Soleil, PI
	Dances for small spaces "411", Bravo!Fact CTV Television,PI
	Dances for small spaces "411", Office of Research, Concordia University,PI
	Dances for small spaces "411", Cirque du Soleil, PI
2007 - 2008	Faculty of Fine Arts, CO2 / Ouija movement experiment initiation grant, co-PI
1992 - 1997	"Festival of the Arts Hiawatha" funds provided by, Canada Council for the Arts, Conseil des arts et des lettres du Québec, Heritage Canada
1986 - 1996	"Montanaro Dance"operating funds provided by the, Canada Council for the Arts, Conseil des arts et des lettres du Québec, Montreal Arts Council