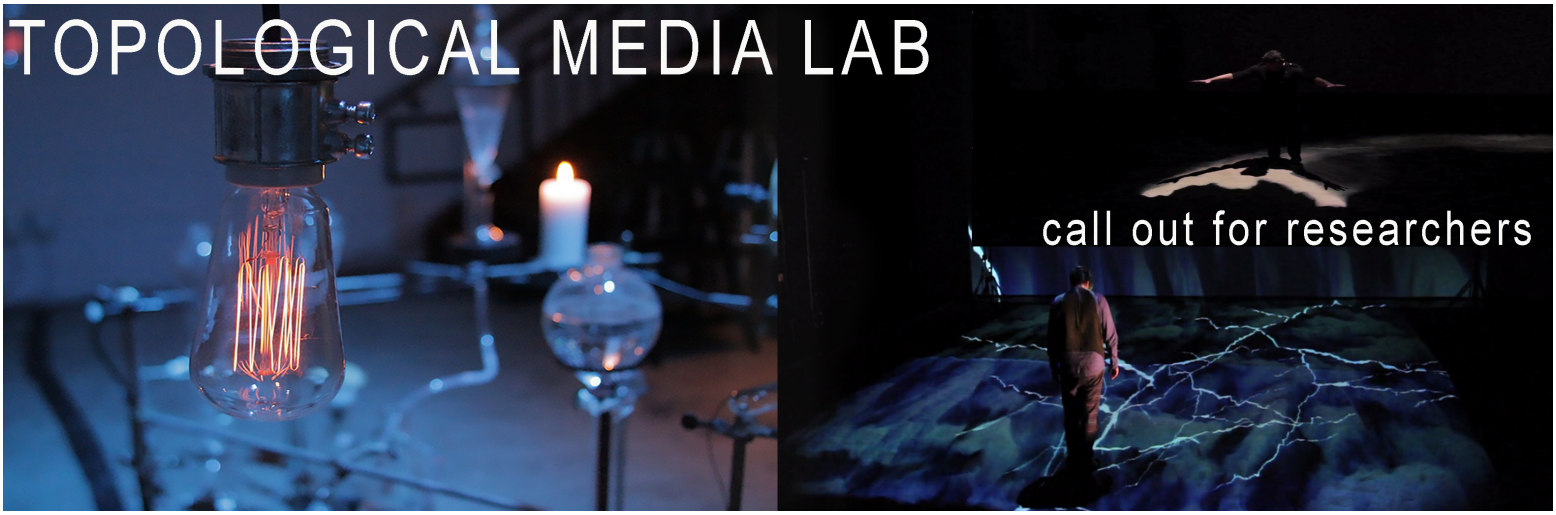

The Topological Media Lab (TML) was established in 2001 as a trans-disciplinary atelier-laboratory for collaborative research creation. In 2005, TML moved to Concordia University and the Hexagram research network in Montréal, Canada. Its projects serve as case studies in the construction of fresh modes of cultural knowledge and the critical studies of media arts and techno-science, bringing together practices of speculative inquiry, scientific investigation and artistic research-creation practices. The TML's technical research areas include: real-time video, sound synthesis, embedded sensors, gesture tracking, physical computing, and active textiles. Its application areas lie in movement arts, speculative architecture, and experimental philosophy. Within a research setting that is both studio and lab, we look towards developing new lines of enquiry that both examine and apply artistic techniques and methods within an environment that doubles as rehearsal and experimental platform. Concepts and outcomes are imagined, conceived, explored, developed and transformed into public exhibits within a lab-studio space that is equipped with fully operational models of our interactive systems and instruments.

Call out for Researchers:

InTime - *project title:* *(FQRSC Funded)*

http://www.intime.zone/visual-documentation.html

The objectives of the research process-creation -
(1) To create time-conditioning installations or living environments embodying alternative modes of time (2) Refine and develop techniques, instruments and compositional paradigms for modulating time-based media and its experience within interactive environments. This year's research focus is on *Material Temporality* and *Temporal Textures*, the study and designing of systems that support responsive environments/ecologies that use the processes that drive the transformation of matter as a way of investigating temporality.
(e.g. creating a closed sensor based system where ice turns to water, water to steam, steam to water and water back to ice.)

Under the umbrella of the TML, the *Intime* project we will enjoy the privilege of daily contact and creative engagement with designers, theorists and artists from a broad spectrum of disciplines. We will use these exchanges as a means of identifying, expressing and articulating different exploratory paths around the subject of *time* as defined by its poetic and practical application within different disciplines.

Position:

Flow Systems Expert: Students with expertise in the following areas of research and practice:

- Fluid / Thermal Dynamics
- Material Sciences
- Mechanical Engineering
- Physical Computing – expertise in measurement technologies, sensors, actuators, etc.
- Closed System Design
- Chemistry / Alchemist: material transformation
- Material design and fabrication

Responsibilities: oversee innovation, design and fabrication of modular systems and techniques leading to the creation of responsive ecologies driven by material processes.

Education – minimal experience: Undergrad degree, Masters, PhD in the categories listed above. *Professional experience in technical design and fabrication is an asset.*

How to apply: Please submit your C.V to:
Michael Montanaro- *michael.montanaro@concordia.ca* and Navid Navab - navid.nav@gmail.com

Optional information: Link to past works, layman summary of relevant experience

** Compensation may vary based on experience*

Position:

Interactive Visual Designer: Experience in installation and performance based work with a deep knowledge in technical design and practical experience in programming for responsive environments;

Areas of interest and responsibilities:

- Max/MSP (max 7, Jitter, gen, open GL, Jamoma, Syphon)
- Camera Tracking
- Projection techniques, mapping and image processing

Education – minimal experience: Undergrad degree, Masters, PhD in the categories listed above. *Professional experience in technical design and fabrication is an asset.*

How to apply: Please submit your C.V to:
Michael Montanaro- *michael.montanaro@concordia.ca* and Navid Navab - navid.nav@gmail.com

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