

Natalie B s'intéresse aux différents niveaux de réalité de l'environnement : modulations spatiales, paysages temporels, flux olfactifs, territoires mnémiques et modèles architecturaux d'états mentaux. Ses productions prennent différentes formes. Elle détient un baccalauréat en design de l'environnement, option Architecture (UQAM / University of Strathclyde), ainsi qu'une maîtrise en aménagement (Université de Montréal). Son [mémoire de maîtrise](#) porte sur *le pouvoir des odeurs à modeler notre perception spatio-temporelle de l'environnement*. Elle est membre de l'ADUQ (Association du Design Urbain du Québec), de l'ADIQ (Association des Designers Industriels du Québec), et de l'Institut royal d'architecture du Canada (MIRAIC).

/ Natalie B is an independent researcher and designer interested in the hidden structures of reality: spatial modulations, timescapes, smell fluxes, mindscapes and architectural models of mental states. Her work spans across various mediums and takes place in the fields of Urban Design, Environmental Planning and Narrative Architecture. She was awarded a B.A. in Environmental Design (Université du Québec à Montréal) with a minor in Architecture (University of Strathclyde, Glasgow UK), and a M.Sc.A. in Planning (Université de Montréal). Her thesis is about *the power of the smells to trigger various spatio-temporalities in the environment*. She is a member of Quebec Association of Urban Designers (ADUQ), Quebec Association of Industrial Designers (ADIQ), and the Royal Architectural Institute of Canada (MIRAIC).

PRESENTATION, ESSAY AND RESEARCH PAPER

<ul style="list-style-type: none"> • L'espace urbain est tel un univers de récits : une narration cartographique du paysage olfactif montréalais. To be presented at the 18th ICOMOS Symposium — Heritage and Landscape as Human Values, under the theme <i>Landscape as cultural habitat</i>. 9-14 November. Florence (Italy) 	2014
<ul style="list-style-type: none"> • L'espace urbain est un univers de récits : fragments narratifs du paysage olfactif montréalais / The urban space is a world of stories: narrative fragments of the Montreal smellscape. Bilingual text (français / english) that will be published in the catalogue of the ACAQ International Symposium on Performing Arts Curation (Montreal) following the participative-performance we have presented. 	2014
<ul style="list-style-type: none"> • Participation au 1er colloque de l'Association du Design Urbain du Québec (ADUQ). Présentation sous le thème <i>Le paysage urbain : un patrimoine à encadrer</i>. 2 mai. Programme. 	2014
<ul style="list-style-type: none"> • Participation in the 2nd Annual Emerging Scholars Symposium in Oral, Digital and Public History / 2e Symposium des chercheur.e.s émergent.e.s en histoire orale, numérique et publique. March 21. Program. 	2014
<ul style="list-style-type: none"> • Timescapes: building structures, mechanisms, and ecosystems that trigger chronesthesia. 	2013
<ul style="list-style-type: none"> • Le théâtre de la mémoire olfactive : le pouvoir des odeurs à modeler notre perception spatio-temporelle de l'environnement. / <i>The Theater of the Olfactory Memory: the power of smells to shape our spatio-temporal perception of the environment</i>. Thesis (M.Sc.A. Urban Planning). En français. 	2010-2013
<ul style="list-style-type: none"> • Participation au 2nd <i>International Congress on Ambiances</i> (Montréal). programme. présentation d'une affiche scientifique et d'un parcours olfactif — Le théâtre de la mémoire olfactive. Article apparaît dans le catalogue. 	2012
<ul style="list-style-type: none"> • Participation to <i>Innovations in Qualitative Research Conference</i>, University of Saskatchewan. Capturing the Smellscape with Mental Maps — Scientific Poster. In collaboration with Sandra Breux. 	2012
<ul style="list-style-type: none"> • Participation au 9e <i>Colloque de la Relève VRM</i>, INRS-UCS (Montréal). Texte en français. 	2012
<ul style="list-style-type: none"> • Ryōanji Garden, Kyoto (Japon). Case study. Text in French. 	2003
<ul style="list-style-type: none"> • Mile End - fiction paysagère en 3 temps. Essay in French. 	2003
<ul style="list-style-type: none"> • Échangeur des Pins (Montreal). Case study - crossroads problematic. Text in French. 	2002
<ul style="list-style-type: none"> • Montreal Centre-Sud neighborhood. Urban analysis. Presented in a hand-crafted booklet. Text in French. 	1995
<ul style="list-style-type: none"> • Carlo Scarpa, an Italian Architect. Case study. Text in French. 	1994

INSTALLATION, PERFORMANCE AND ELSE

<ul style="list-style-type: none"> • Smellcity is a repertory of olfactory tales told by points scattered in the city. By following the trail of words and smells, day or night, and at your own pace, you will go over the story. Told in 9 points, the first tale begins this November — <i>Smellcity</i> est un répertoire de contes olfactifs racontés par points éparpillés dans la ville. Dès novembre, suivez la première piste tracée en 9 points, de jour comme de nuit, à votre propre rythme, pour parcourir l'histoire racontée en mots et en effluves. (in development). 	2014-
<ul style="list-style-type: none"> • Part of the Theater of the olfactory memory, Smellstories is an on-line digital counter, which serves as an archived of olfactory memories, where people can deposit the moments they have lived with certain smells. Tel un comptoir de dépôt digital, <i>Smellstories</i> se veut une ressource disponible à chacun désirant archiver les instants qu'il a vécu avec les odeurs. 	2013
<ul style="list-style-type: none"> • Theater of the olfactory memory / le théâtre de la mémoire olfactive : une mise en scène de l'environnement. Participative-performance presented at the ACAQ 1st International Symposium on Performing Arts Curation (Montreal). 10-13 April. Program. 	2014
<ul style="list-style-type: none"> • Theater of the olfactory memory: the garden of stories. Outdoor installation. A collective flower garden which is brighten up by people who are leaving their memories of smells. Each flower contain one souvenir that can be read by the walkers via a QR code, thus releasing the memory as a 'sound perfume'. 	2013
<ul style="list-style-type: none"> • Cinematic Bestiary / bestiaire cinématique (in development). 	2013-
<ul style="list-style-type: none"> • Plans-séquences. Nocturnal tableaux with voice. Each is the point of entrance of a moment in a story. The viewer can choose being the one the voice talk to or not. 6 seconds clip (using Vine) in loop. (ongoing). 	2013
<ul style="list-style-type: none"> • Timescapes: Lisboa in Montreal. Aim to investigate the collective memory of the Portuguese exiles who immigrated in Montréal at the time of the economical and political crisis of the 1950's until 1974. How the mental imprints of the city they left take shape in the city they have been living now? 	2013
<ul style="list-style-type: none"> • Theater of the olfactory memory: in Saint-Henri. Presented as part of Lire MTL 3. Urban excursion which lead the participants on the tracks of the smellscape of a disadvantaged neighbourhood of Montreal. With map. 	2013
<ul style="list-style-type: none"> • Theater of the olfactory memory: Smelltime Stories. Outdoor participatory activity were the participants build a collective ice house by telling smells memories. Winter installation. 	2012
<ul style="list-style-type: none"> • Constructive Memories: possible worlds. Literary game divided in acts and scenes. Played online. Ideally for 2 players. The goal is to introduce ourselves in the past of the other by constructing, around an event that happened in the life of the player that has begun, a possible past that include both players. Here's one play. 	2012
<ul style="list-style-type: none"> • Mouvements urbains. Dance performance supported by an electronic display. Staging different temporalities of the urban landscape. Presented at FRINGE (Montreal), a performing arts festival. 	2004
<ul style="list-style-type: none"> • Group exhibition. Design Centre, UQAM. Technological Complex proposal. Plans, three-dimensional model, and interactive installation using motion sensor and projector. 	1996
<ul style="list-style-type: none"> • Urban installation with voice. Three locations on Mont-Royal W St. (Montreal). Interactive displays reacting to passers-by. Revealing the city sensual side. Slide projectors and audio system linked to a motion sensor. 	1995
<ul style="list-style-type: none"> • Group show of woodworkers at Desjardins Complex (Montreal). A "live" table, strange caskets and other pieces were exhibited both years. 	1993-1992

ARCHITECTURAL DESIGN

<ul style="list-style-type: none"> • Architectural design of an artist studio, 1700pi². Construction supervision. Client: R. Lozano-Hemmer. 	2008
<ul style="list-style-type: none"> • Public space planning, Glasgow (UK) industrial district. 	1997
<ul style="list-style-type: none"> • Meditation Pavilion responding to climate and natural elements, virtual site. 	1996
<ul style="list-style-type: none"> • Art & Science complex, Montreal (CA) Faubourg St-Laurent district. 	1996
<ul style="list-style-type: none"> • Artist Studios with outdoor amphitheatre, Montreal (CA) Ville-Marie district. 	1995
<ul style="list-style-type: none"> • Housing Cooperative, Montreal (CA) Plateau Mont-Royal district. 	1995
<ul style="list-style-type: none"> • Residential complex using creative data-processing, virtual site. 	1995

COMPETITION	
• Monument to commemorate the return of Hong Kong to China. Organised by the HONG KONG INSTITUTE OF ARCHITECTS. Proposal: Light Sculpture in the port city, responding to climate and natural elements. Exhibited at Hong Kong Art Center February 1997. Appears in a special issue of the HKIA Journal (no.10,1997)	1997
• Housing and Public Space proposal, historic district of Barcelona, Spain. Organised by UIA -INTERNATIONAL UNION OF ARCHITECTS. In collaboration with Guillaume Chan. Exhibited at the Art Center of Barcelona July 1996.	1996

OBJECT DESIGN AND PROTOTYPE	
• Movable shelving unit module on wheels. Materials: high density presswood and casters.	2009
• Book display for theatre library. Suspended module. Metallic mesh with laminated prints on presswood bloc.	2007
• Packaging design for Art Documentary DVDs. Materials: printed photo paper.	2006
• Dismountable exhibition display for an interactive installation by Nicolas Reeves. Toured in USA.	1995
• Luminous paving block system. Proposal + small scale prototype.	1995
• Chair . Using limited wood sheet, no glue or any furniture hardware. Materials: russian plywood.	1994
• "Walking" module. Locomotion study. Mechanical Prototype . Metallic frame, motor and electric components.	1994
• Chair . Research on wood bent technic using steam.	1993
• Storage Cabinet . Research on reconstituted wood material (Perform).	1993
• Small Table . Research on 18th century Queen Anne style.	1992
• Stool . Creative research on working with wood lathe.	1992
• Art Deco Clocks (3 models). For Musée des Beaux-Arts boutique in Montreal	1991

MOCK-UP, DIGITAL DRAWING AND INTERACTIVE COMMUNICATION	
• Digital mock-up produced for Rafael Lozano-Hemmer to represent artwork concepts: Solar Equation (2009), Apostasis (2008), Voz Alta (2008), Turbulence (2008), Pulse Park (2008), Microphones (2008), Wavefunction (2007) mock-up + 3D rendering of chair component, Live Metric (2007), Topological Display (2007), Pulse Room (2006), Entanglement (2005).	2009-2005
• Artistic direction and Flash production/programming of: an interactive Baby Album for a co-worker (2009), an interactive Baby Album for friends (2002), SPECTRA INTERNATIONAL DISTRIBUTION website (2002), DANIELLE NAULT DESIGNER website (2000).	2009-2000
• Artistic direction and programming (javascript/html) of websites: PIERRE FOURNIER Sculptor (2008), LOZANO-HEMMER - Venice Biennale (2007), WALLABY BOOMERANGS (2000), VASCO DESIGN INTERNATIONAL (2000), CENTRE IMMACULÉE CONCEPTION and FONDATION SABLON (2000).	2008-2000
• Flash production of promotional animations for BELL and GENERAL MOTORS.	2001
• Programming (javascript/html) of websites: LÉGER MARKETING (2000) w/ Flash navigation menu, McWATTERS GOLD MINES (2000), CANADIAN NATIONAL, MOVIN webzine (1999), VILLA SAINTE-MARCELLINE SCHOOL (1999), INTERNATIONAL FESTIVAL OF FILMS ON ART (1999), BRETON BANVILLE & ASSOCIATES (1999), PROCREA BIOSCIENCES and PATERNITEST (1999).	2000-1999
• Digital technical drawing reproduction of a dragonfly using AUTOCAD software.	1997
• Technical drawing reproduction of Glasgow 1900 building facades using AUTOCAD software.	1996
• Design and production of an interactive CD on Pedro Almodovar filmography using Director software.	1996