fabric | ch vs LAB[au] //in electroscape//

by fabric | ch

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electroscape.org

electroscape.org is a digital experimentation and exhibition structure, a kind of new [movable, downloadable] gallery, a **micro/macro architecture.**

electroscape.org is a new place/space/network, an open electronic architecture project in which some concepts, prototypes, designs can be shared with other digital designers, programmers and contemporary thinkers.

Regularly, teams of architects, designers, artists will work together (or against one another) to create a series of projects according to a theme and a playground predefined by **fabric | ch.** These works will then be exhibited on the Internet and in places (museums, public spaces, private spaces, etc.) where **electroscape.org** will be deployed.

First digital/critical/experimental_scape:

> **electroscape 001**
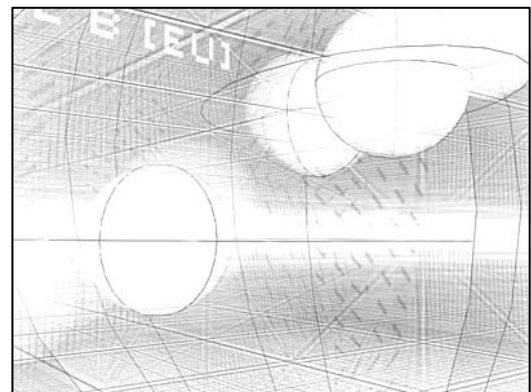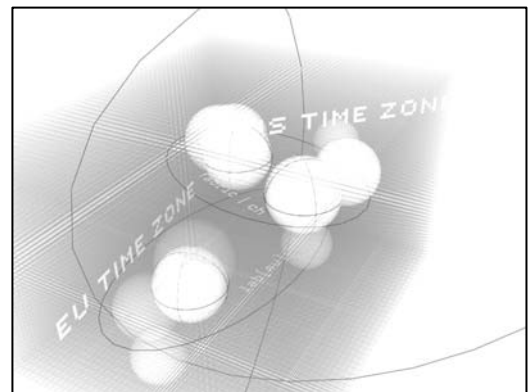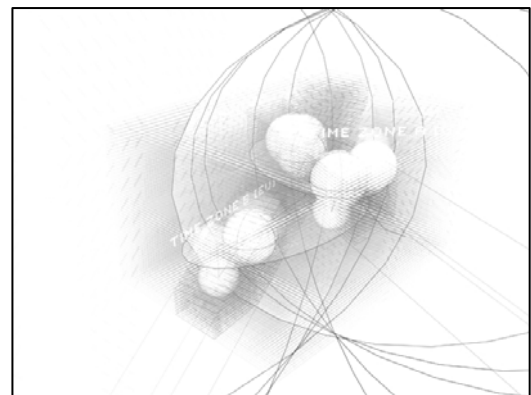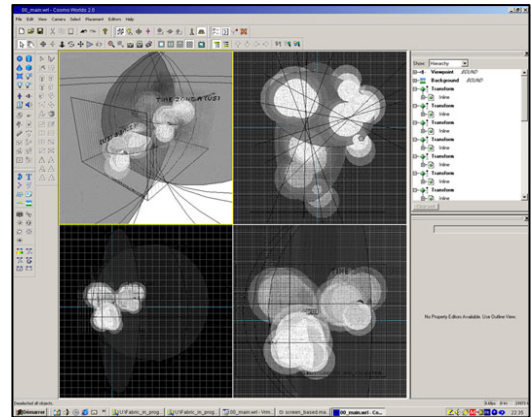> **fabric | ch vs LAB[au] //in electroscape//**
>
> launched @ SIGGRAPH 02
> San Antonio, Texas
> July 21-26 2002

During 6 days, **fabric | ch** and **LAB[au]** will *fight* with/in a pre-existing **2D/3D microarchitecture.**

Working from 4 places (San Antonio, Berlin, Brussels, Lausanne), in 2 time zones (GMT-6, GMT+1), their purpose is to investigate digital and mutated landscape, mixed reality, infoscape and electromagnetic territories while experiencing new possibilities for architecture, new memes, new schemes of design.
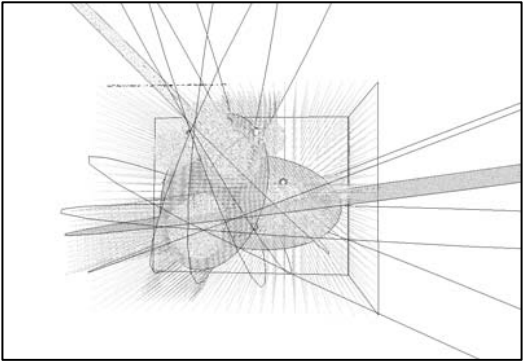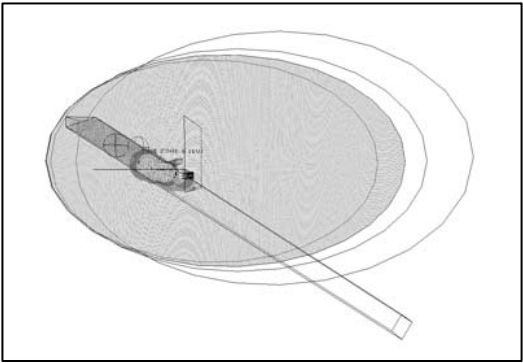
It is *microarchitecture n°01: mobile space*.

online: **http://www.electroscape.org**
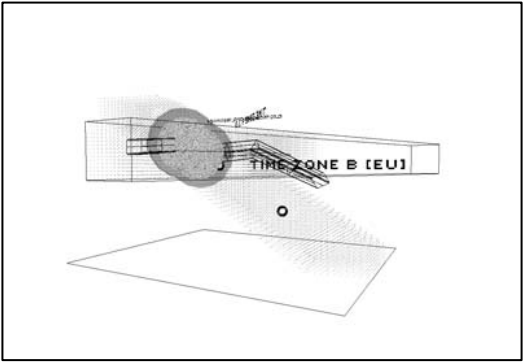
open source space

electroscape.org takes into account that we don't
live in the same environment anymore, that our
physical reality is getting more and more
modified/transformed by fictional, conceptual [and
often] digital information, that our bodies have more
and more extensions and prosthesis linked to them so
that to offer them new functionalities and
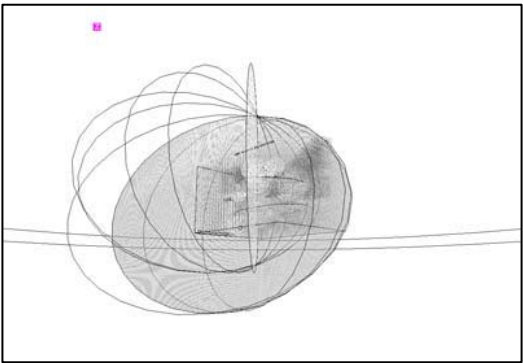possibilities of interaction and presence.

We are definitely quitting the old era of industrial
territory, society and architecture to enter a new
one, not yet well defined [could we call it one more
time *recombinant*?], but where the complexity of
space around us has increased and is now multi-
[de]structured? where no piece of untransformed
nature remains? One can now see a space and/or its
functions being simulated/stimulated by a
technological device as well as a chemical pill [what
about pharmaceutical and drug stimulated spaces?],
one can also manipulate physical space by
transforming through technology its amount and its
type of information.

All day long, we can witness this new condition:
people on the street hanging on the cell phone or
sending short messages and being part of a
virtual-mental space, people playing *massively
parallel* games, online networked communities,
televisions in the house, doping: inside into
outside, public into private into public, media
architecture, simulated spaces and stimulated
urbanism, augmented reality and body, multi-
fictional spaces, information architecture,
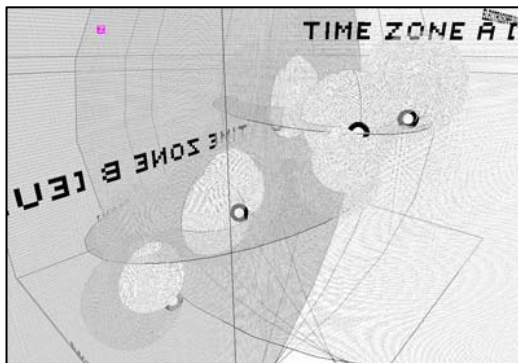global/transversal action, ubiquity space and
presence, ...

But this artificially informed and modified space,
this technological environment, offers probably as
much possibilities as it asks questions or defines new
stakes for contemporary architects: how do you
upgrade a space and on what frequency? do you have
to pay Microsoft for it? which leads us to: to whom
does it belong? a company or a public service? And if
for example a *physical public space* is
mixed/upgraded with a technology, does it need to be
an *open-source/public licence* one? A GNU space?
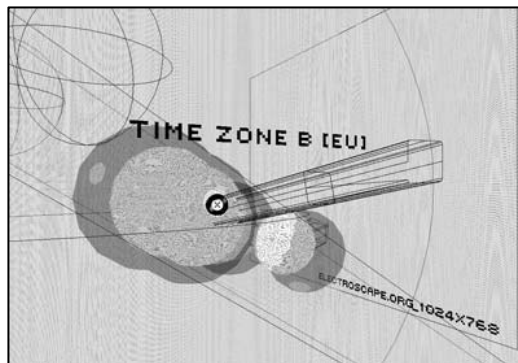Probably it does, which is often not the case yet...

microarchitecture

Further into those questions: do someone tracks space
information, does he make *profiling* on the users?
and if yes, again, for what purpose? to whom belong
air and wave information? to a telecom company or to
the state? public or private? both? These are now
real questions on space for today architects,
questions on the public vs company presence in
technological environment. Even if this *space*
is not visible, it is a question on territory.
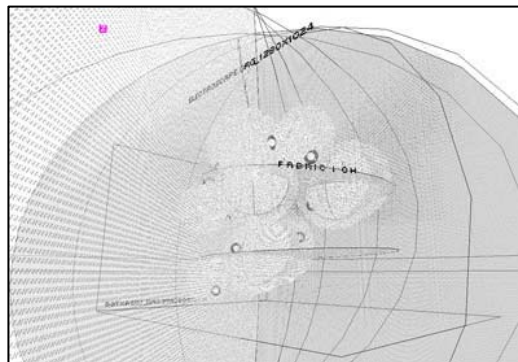It's a question for electronic architects.

electroscape.org is a downloadable architecture,
a downloadable softspace/conceptware located in this
contemporary western space. But electroscape.org is
also a *digital gallery* or an *electronic performing
architecture* depending on the context.

In this digital space, questions around contemporary
and 21st century mixed space will be questioned,
experimented, in a kind of open source/minded,
shared and critical creation process with other
architects, scientists, visual artists, industrial-
visual-sound designers.

electroscape.org is defined by fabric | ch as a
microarchitecture: a space, an information, a
computer generated and screen based
structure/architecture that surrounds its members,
that makes possible certain type of spaces and not
others, that allows certain type of collaboration
with other teams. An electronic architecture without
physical boundaries.

electroscape.org does structure [networked-]space by
adding/removing information/energy to it. It
diffuses or emits a downloadable and mobile space.
Adding/removing information/energy: a very basic,
essential and primitive action in a technologically a
plentiful and copious technological daily environment.
A less {and/or} more attitude...

This architecture can be trans-territorial, its
presence can be *infra* or ultra* depending how one
customizes the way it appears and the manner it
informs or gets mixed with physical space. It is our
shared conceptual, experimental, critical, digital
and software mobile space.

fabric | ch is now mixed, hybridised, extended with
yet another [after an [e-body], La_Fabrique,
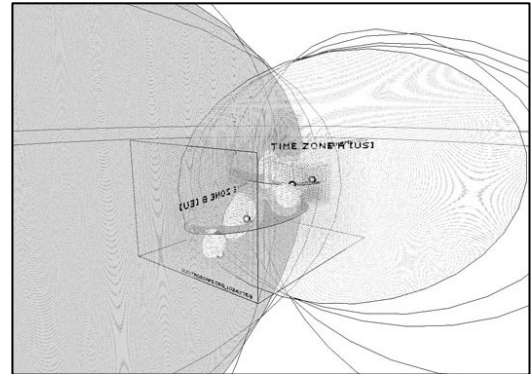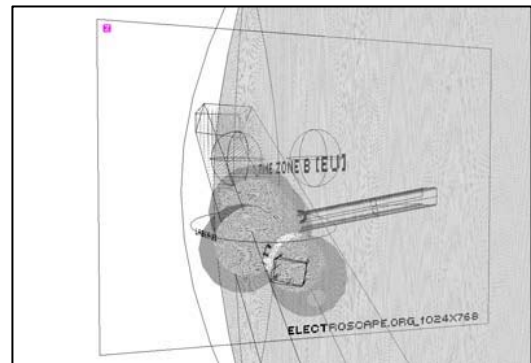_knowscape, i-weather.org] of its architectural
prosthesis: electroscape.org

electroscape_001

For this 001 release of **electroscape.org**, two teams
of electronic and information architects, **fabric | ch**
and **LAB[au]**, will think about the generic theme of
electronic landscape and will produce a
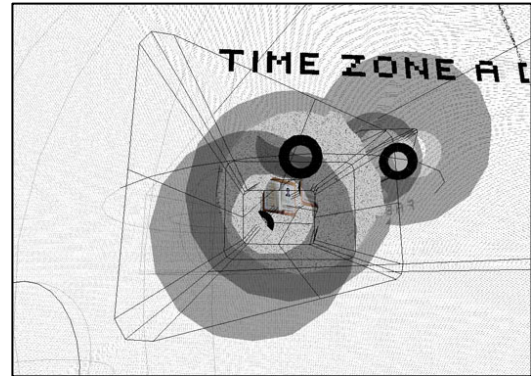collaborative and/or antagonist design.

Entitled **fabric | ch vs LAB[au] //in electroscape//**,
the project will generate a digital content
installation and exhibition within the
electroscape virtual environment. As so, it can
also be considered as an anticipative design
structure where radical design questions can be
asked.

All the process will take place during Siggraph 02 in
San Antonio (USA), from July 21 to July 26. Four teams
will be involved in this 3D multi-users work in
progress. The first team of **fabric | ch** will be based
in San Antonio and the second will stay in Lausanne
(Switzerland), while **LAB[au]** will work from Berlin
(Germany) and Brussels (Belgium).

The four teams will collaborate and transform this
given 3D environment while modifying in return the
physical spaces where they will be located. In each
place, the computer generated and screen based
architecture will be diffused in the air...
Which means that somebody in San Antonio, while
modifying the 001 space, will also modify the
physical space in the three other places.

For **electroscape 001,** the situation (4 teams, 4
places, 2 time zones, 1 collaborative environment)
will become the context of work and will be
materialized as an electronic architecture by
multiplying space and time in an in-between [-teams/-
locations/-times/-realities] space.

What will emerge is the *crash* of 2 time zones and
4 places into one electronic architecture where the
4 teams will become the *crash testers*, where they
will investigate in real time distant collaboration
and digital architecture production.

online: **http://www.electroscape.org/001/**

fabric | ch

fabric | ch, electronic architecture design team,
creates projects mixing architecture, design, network,
mobile communication technologies, interactive 3D and
digital territory.

fabric | ch members in charge of **electroscape.org** are:

Patrick Keller	architect EPFL
Christian Babski	computer graphics engineer
Stéphane Carion	telecom engineer
Christophe Guignard	architect EPFL

For updated information go to: **http://www.fabric.ch/**