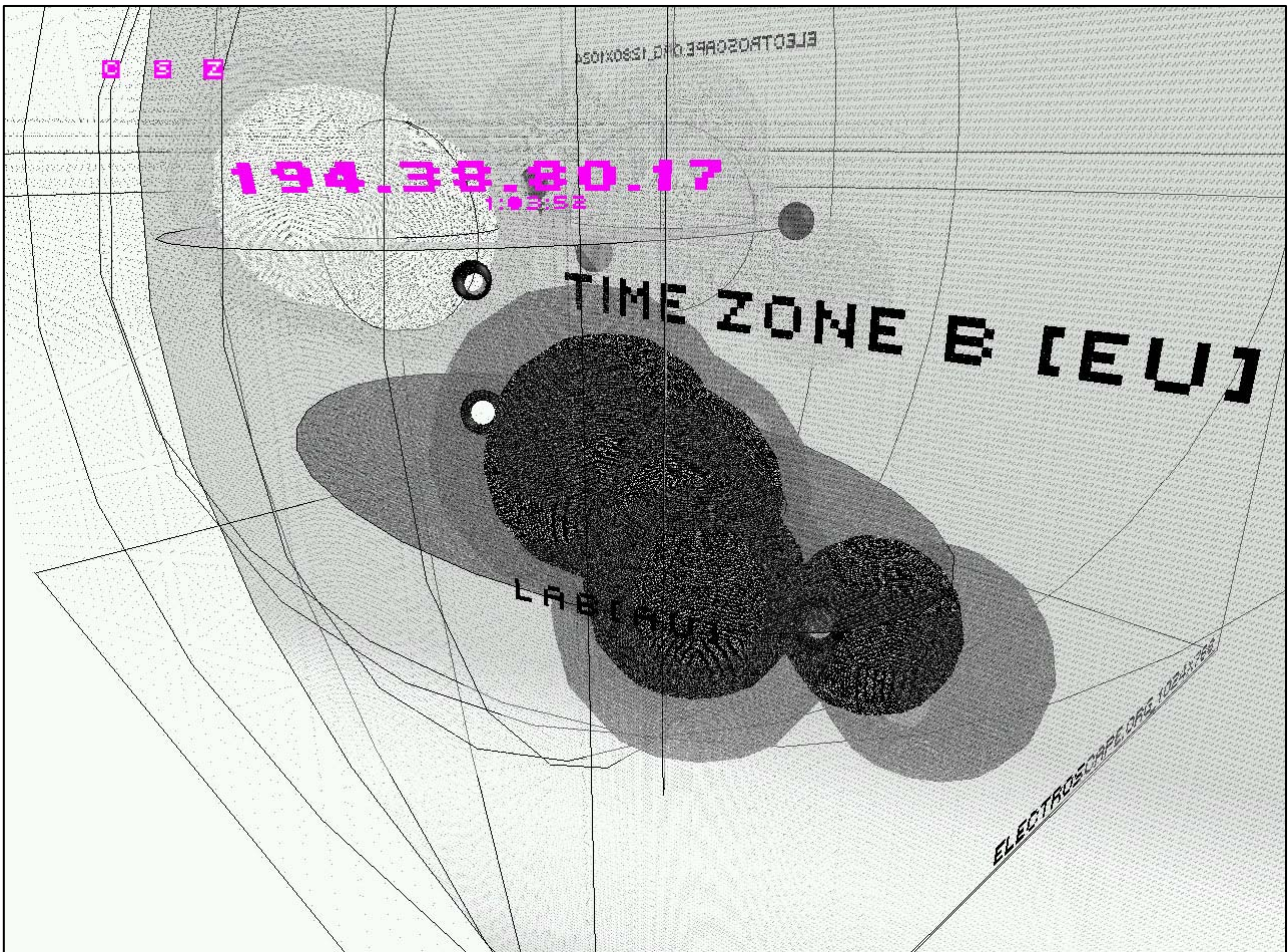


fabric | ch vs LAB[au] //in electroscape//  
Siggraph Art Gallery, San Antonio (TX), July 21-26 2002

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

by fabric | ch

contact: christophe guignard  
6, rue de langallerie  
1003 lausanne, switzerland

+4121 351 1020  
christophe@fabric.ch  
www.fabric.ch

**fabric | ch vs LAB[au] //in electroscape//**  
Siggraph Art Gallery, San Antonio (TX), July 21-26 2002

# 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//**

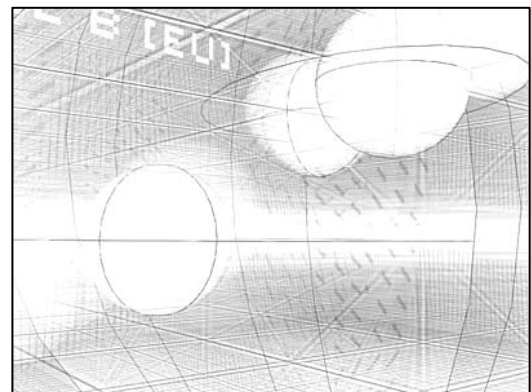
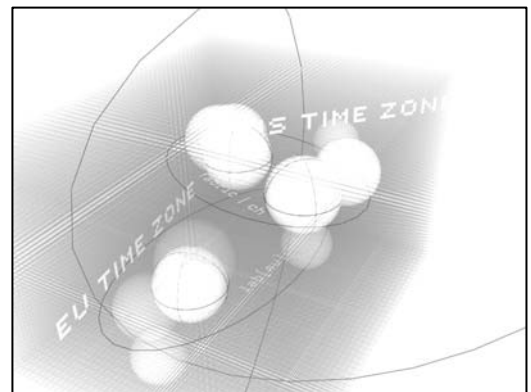
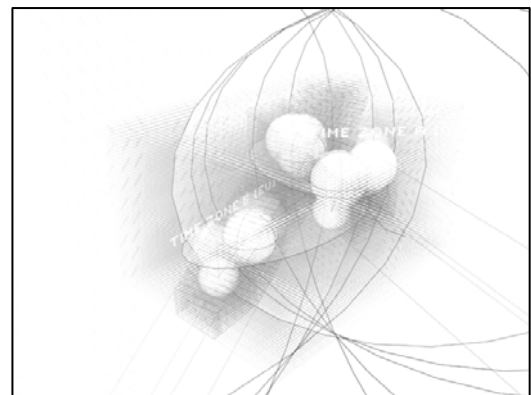
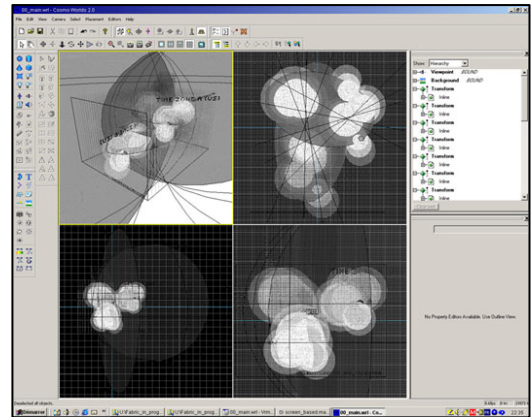
launched @ SIGGRAPH 02  
San Antonio, Texas  
July 21-26 2002

During 6 days, **fabric | ch** and **LAB[au]** will **\*fight\*** within 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\***.

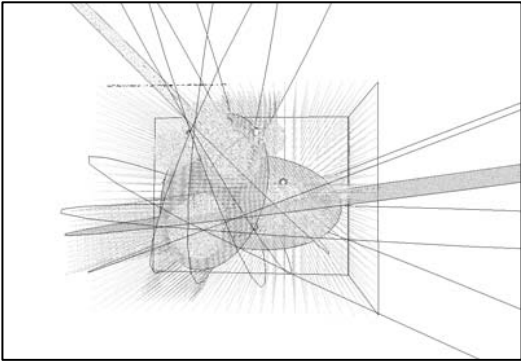
online: <http://www.electroscape.org>



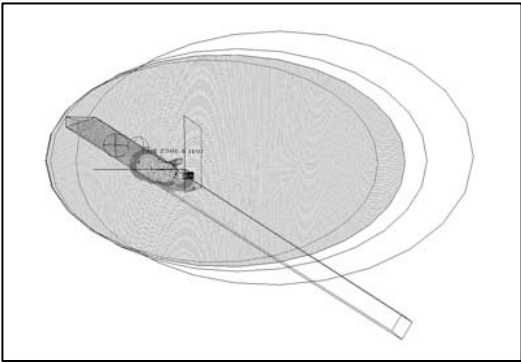
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## open source space

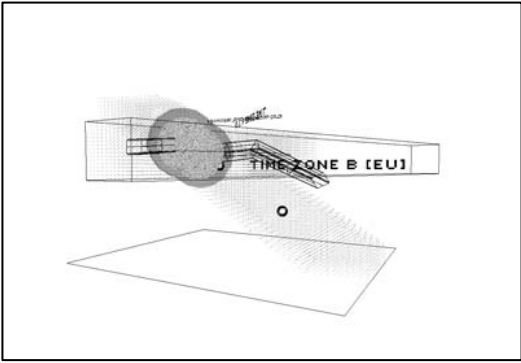
**electroscape.org** takes into account that we don't live in the same environment anymore, that our physical reality is getting more and more modified/transformed by fictional, conceptual [and often] digital information, that our bodies have more and more extensions and prosthesis linked to them so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



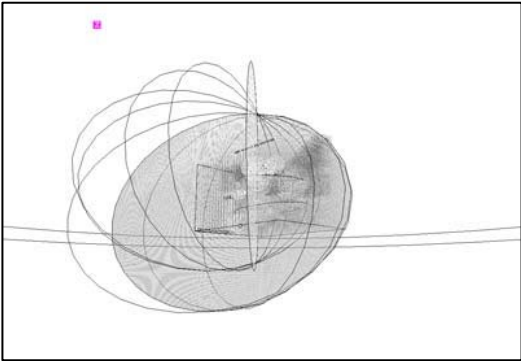
We are definitely quitting the old era of industrial territory, society and architecture to enter a new one, not yet well defined [could we call it one more time \*recombinant\*?], but where the complexity of space around us has increased and is now multi-[de]structured? where no piece of untransformed \*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, ...



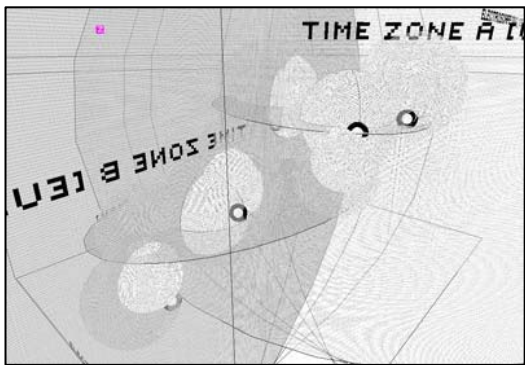
But this artificially informed and modified space, this technological environment, offers probably as much possibilities as it asks questions or defines new stakes for contemporary architects: how do you \*upgrade\* a space and on what frequency? do you have to pay Microsoft for it? which leads us to: 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...



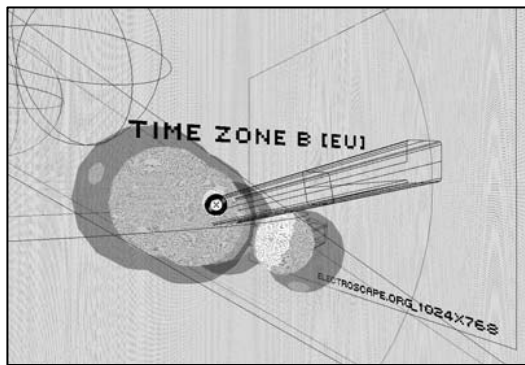
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# microarchitecture

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.

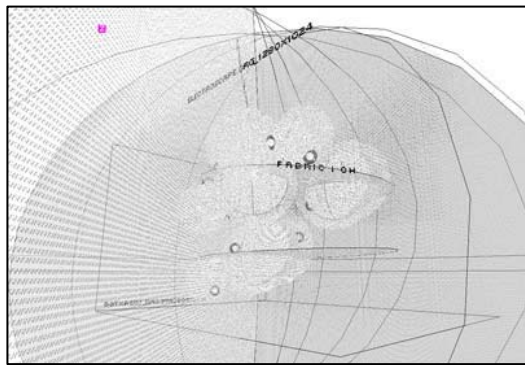


**electroscape.org** is a downloadable architecture, a downloadable softspace/conceptware located in this contemporary western space. But **electroscape.org** is also a \*digital gallery\* or an \*electronic performing architecture\* depending on the context.



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**

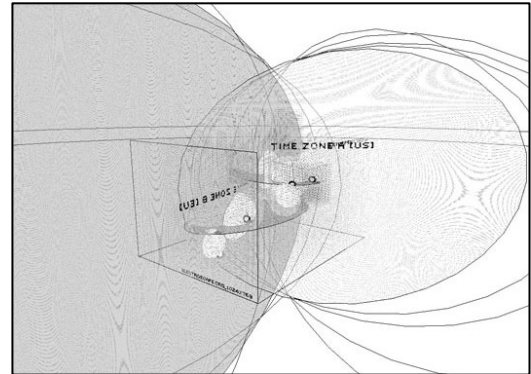
**fabric | ch vs LAB[au] //in electroscape//**

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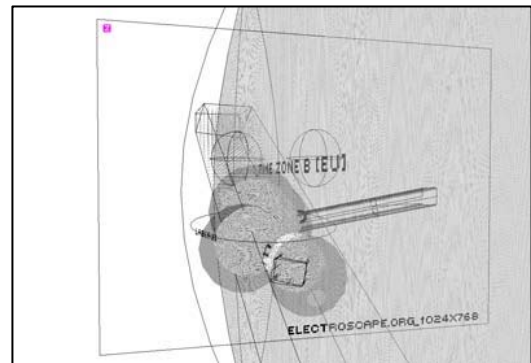
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## electroscape\_001

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.

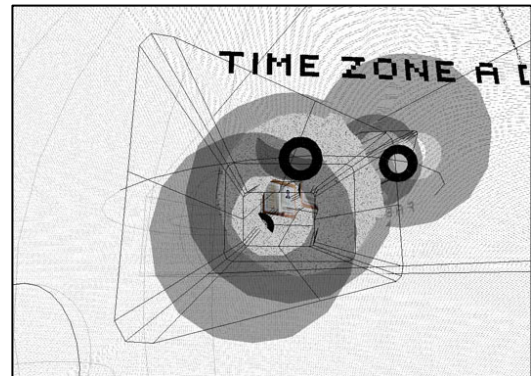


Entitled **fabric | ch vs LAB[au] //in electroscape//**, the project will generate a digital content installation and exhibition within the \*electroscape\* virtual environment. As so, it can also be considered as an anticipative design structure where radical design questions can be asked.



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/>



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## 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:

<b>Patrick Keller</b>	architect EPFL
<b>Christian Babski</b>	computer graphics engineer
<b>Stéphane Carion</b>	telecom engineer
<b>Christophe Guignard</b>	architect EPFL

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