Rhizoreality.mu software

1999-2011

Architectural software (client – server) & scripts by fabric | ch

Internal research, used as a framework in many other projects (La Fabrique, Electroscape, Knowscape mobile, BM Digital, etc.)


http://www.rhizoreality.org

- Framework for the combination of heterogeneous and networked environments
- Multi-clients & multi-servers software
- Distributed architecture to build and combine mediated locations, communities and spaces
- Open architecture and software
- Community-based development
Rhizoreality.mu

Rhizoreality.mu | gallery | login | download | home | forum | contribute | faq

103 members

Rhizoreality.mu

- mesh-based environment
- deployable for contemporary reality
- ready for use-case

It works under the concept of self-organization, based on a client-server architecture, built to create dynamic, scalable, and deployable frameworks.

For several years, the Rhizoreality framework has been developed by Mix-M.org, an experimental studio, to create experimental and applied prototypes that reality can be a simple open environment, but rather a complex system in which digital and physical dimensions are interconnected.

Since the beginning of the project (1999), the general idea of the Rhizoreality framework has been to define conditions that make the conceptual use of interactions possible, particularly in a server-modal to expand the actual capacity of a lighting system for example. The experimental approach has been to achieve an experimental and technological prototypes for new projects. Sizes of this kind of framework, these projects have explored new situations like urban lighting, lighting of physical reality.

Today, the Rhizoreality framework is available for free for non-commercial use (research, art installations, architecture projects, workshops, etc.).

On this page, you can find downloadable versions to get your own copy.

The Rhizoreality framework is based on a client-server architecture. The server is fully written in JAVA. It is therefore possible to run another in any kind of operating system and computer (Windows, Linux, Mac OS). Operations can be written in Java, in C# or other programming languages which are not

Clients presented as 다음과은 very basic, and do not show all the potential of the system. The server is opened to new environments or, a list of different examples that are also included in the system to extend the possibilities of the system.

A gallery presents projects based on the Rhizoreality framework, which show different aspects of the system.

Rhizoreality.org/gallery

[Img. 1]

[Img. 2]
Rhizoreality.mu is a long-term architectural software project that fabric|ch started back in 1999, at first for multi-user 3D environments. Since then, it has evolved into a multi-clients & multi-servers system that links heterogeneous data coming from different sources and sensors (both physical and digital), distant and distributed locations or users. Rhizoreality.mu provides a system of communication between these “different and distributed realities”. This singular “rhizomic” reality, altogether multiple, networked, digital and physical, we call it “rhizoreality”.

fabric|ch has produced many of its projects using the Rhizoreality.mu framework. A selection of these projects are presented on the website of Rhizoreality.mu (http://www.rhizoreality.org or .mu), in the gallery section.

The “download” section that contains Rhizoreality’s clients. The members of the Rhizoreality development community are represented by simple icons. This screenshot shows two architects (“Ar” icons). Other groups of users like students “St”, researchers “Rs” and developers “Dv” also exist. Any member of the community can contribute to rhizoreality.mu by programming and uploading new clients, or by presenting its projects using the Rhizoreality.mu framework.

The “community” section: a simple profile, nickname and icon-avatar for each user.
Rhizoreality.mu, an architectural digital framework and software

"Rhizo" stands for rhizomic. "Reality" stands for contemporary reality (layered, multiple, simultaneously physical and digital, meditated and actual, distant and local). ".mu" stands for multi-user (community), multi-clients and multi-servers.

In other words, Rhizoreality.mu is a technological framework, based on a client-server architecture, developed to create rhizomic realities.

For several years, the Rhizoreality.mu framework has been developed by fabric | ch, to create experimental and applied projects where reality is not a simple given environment, but rather a combined space made of multiple references in which different dimensions are interconnected (digital and physical, distant and local, etc.)

Since 2006, the Rhizoreality.mu framework has been available for free for non-commercial use (research, art installations, architectural projects, workshops, etc.).

Rhizoreality.mu is a networked open-framework. Its kernel induces the ability to distribute and to share any kind of information between networked locations and spaces. The central characteristic of this framework is its ability to easily interconnect systems that include incompatible technologies. In other words, it is possible to use Rhizoreality.mu to build networked systems that connects services dedicated to specific tasks, coming from heterogeneous platforms (Web, 3D environments, Adobe Air, Processing, Max/MSP) and languages (Java, Flash, Flex).

Projects based on Rhizoreality.mu framework imply the conception or use of specific "Rhizo" services that are de-facto available to any other Rhizoreality.mu user. GPS data, wireless networked sensors, database, DMX 512 are examples of data that can be extracted and shared through a Rhizoreality.mu based system. The set of programming languages that can be used with Rhizoreality.mu allows interconnecting any type of hardware used in contemporary networked communication: PC, Mac, Linux box, cell-phone, etc.

Thus Rhizoreality.mu is one of the most interesting solutions as soon as hardware and/or data sources of different types are involved in a project.

fabric | ch, April 2006
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fabric | ch (97-15)

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