
i-Weather.org

2001

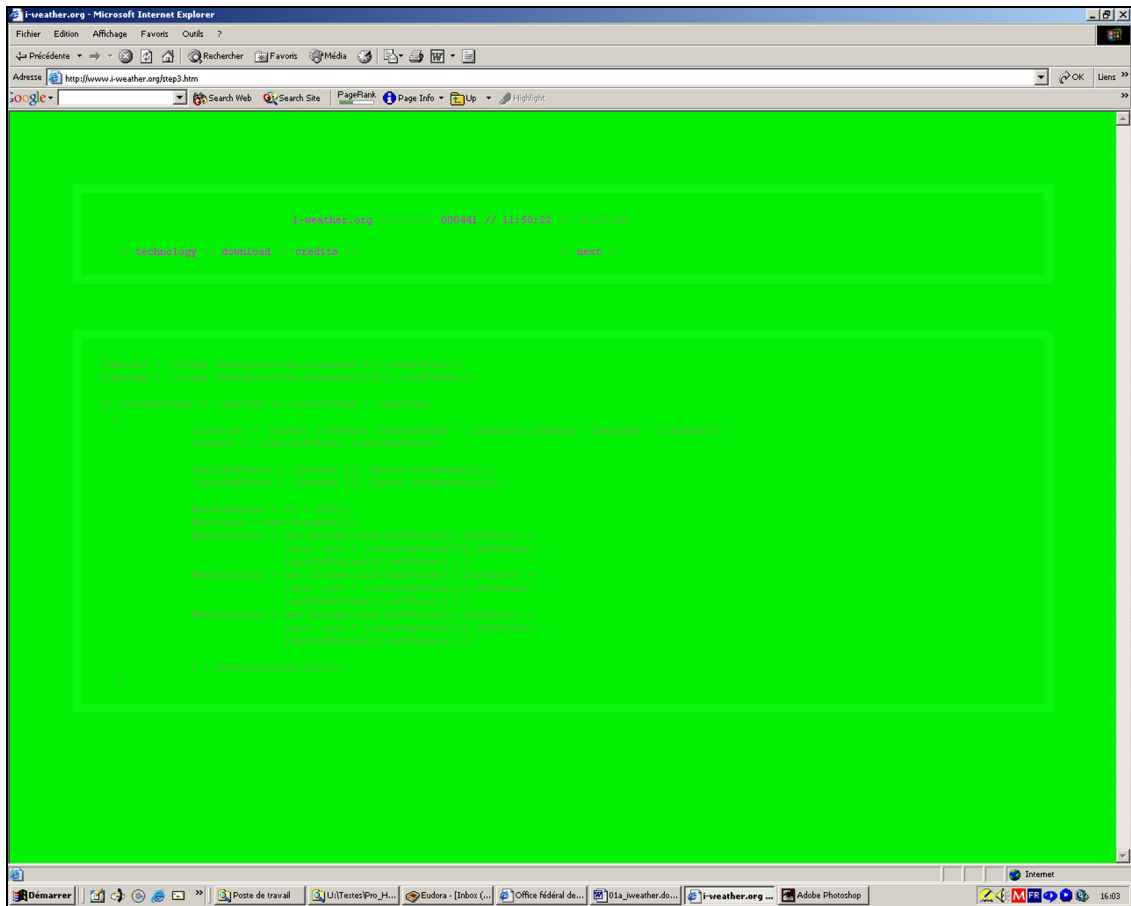
Projet de Philippe Rahm architectes et fabric | ch, programmation fabric | ch

Lieu : Internet

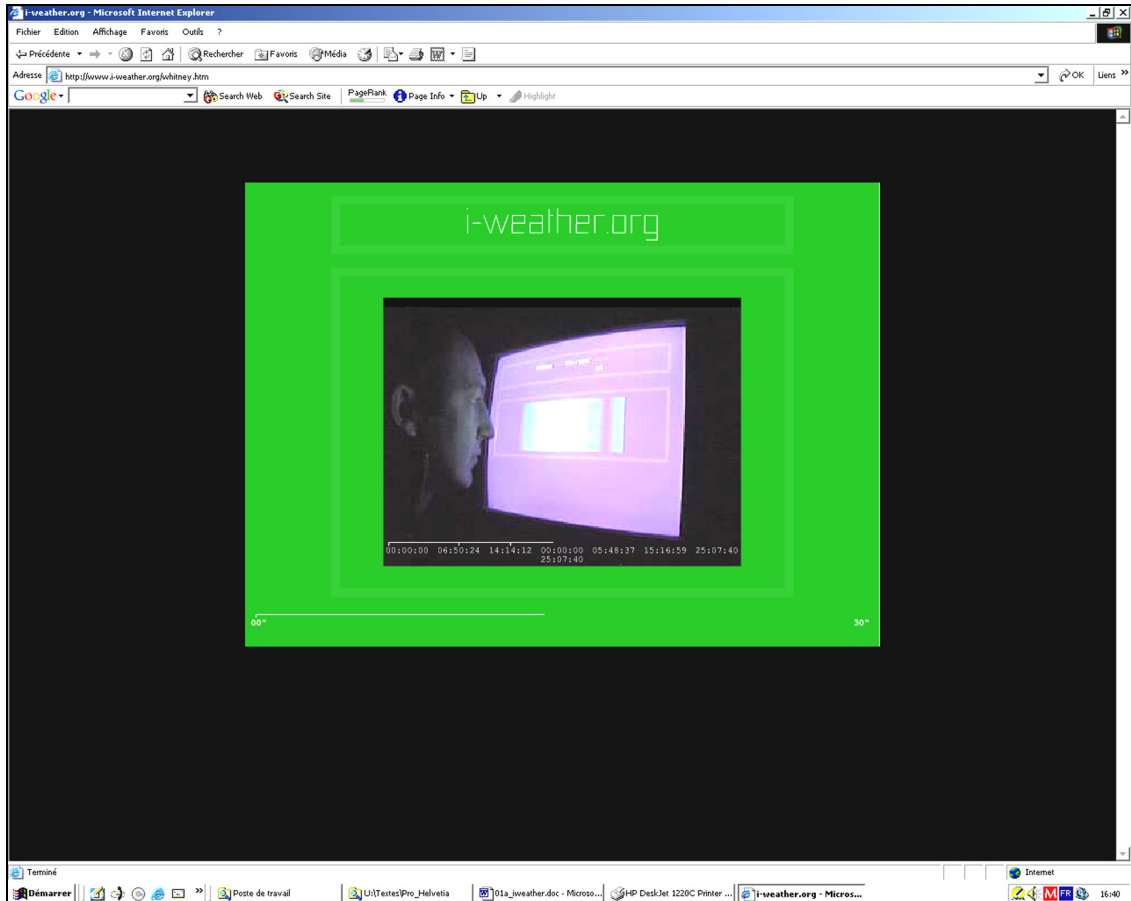
Expositions au Museum für gestaltung (Zürich, CH) et dans le cadre du
whithneybiennial.org (USA).

<http://www.i-weather.org>

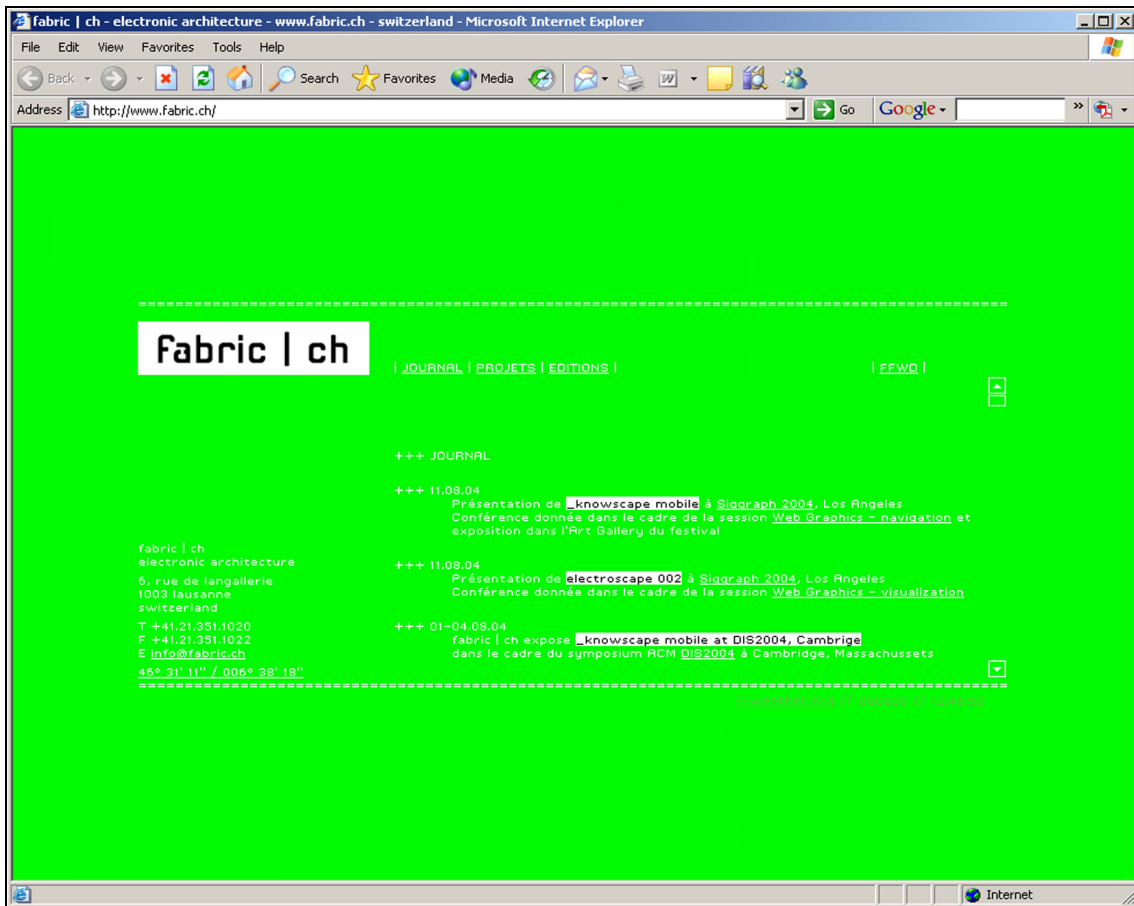
- **Climat artificiel et lumineux** (pour écrans, environnements délocalisés et/ou déterritorialisés)
 - **Climat physiologique** (luminothérapie, chromothérapie), distribué sur les réseaux, les écrans et les périphériques divers
 - **Architecture lumineuse et climatique**
-
- **Code open source et communauté**
i-weather.org



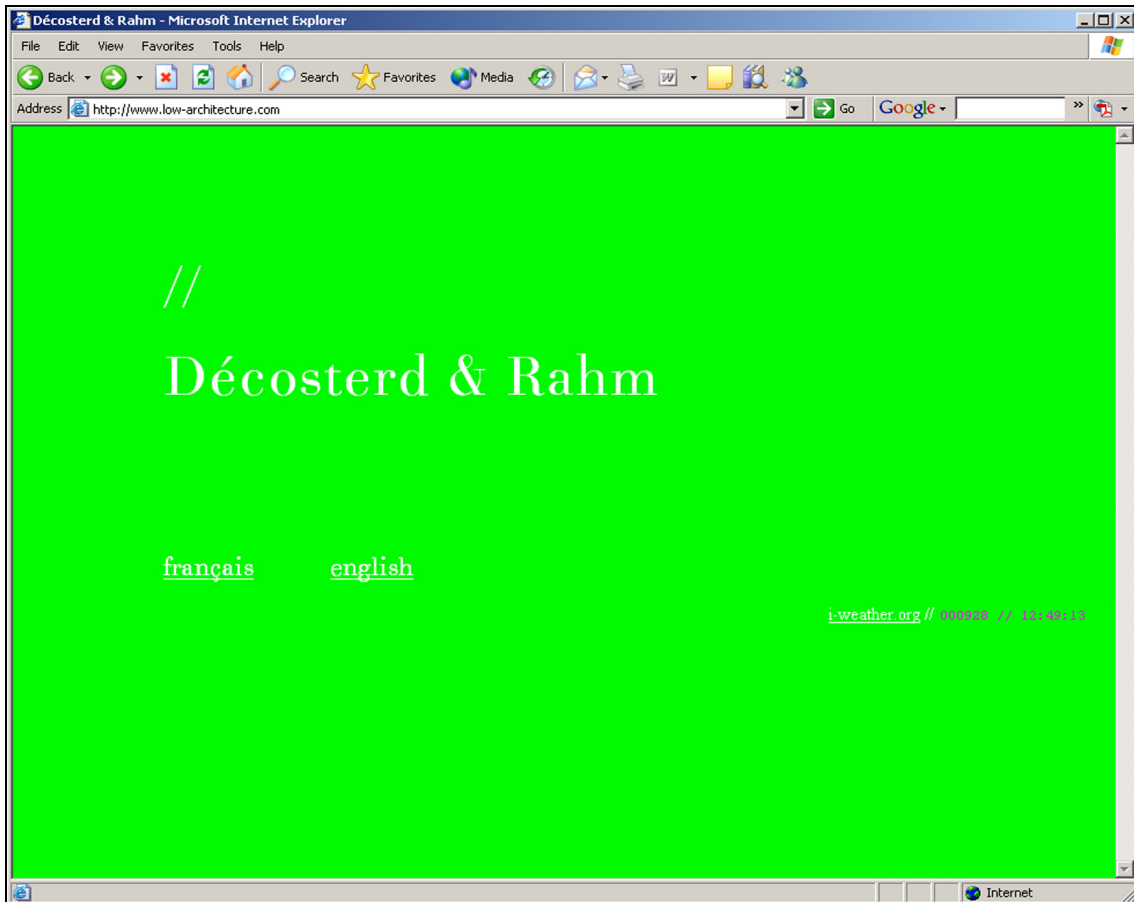
[Img. 3]



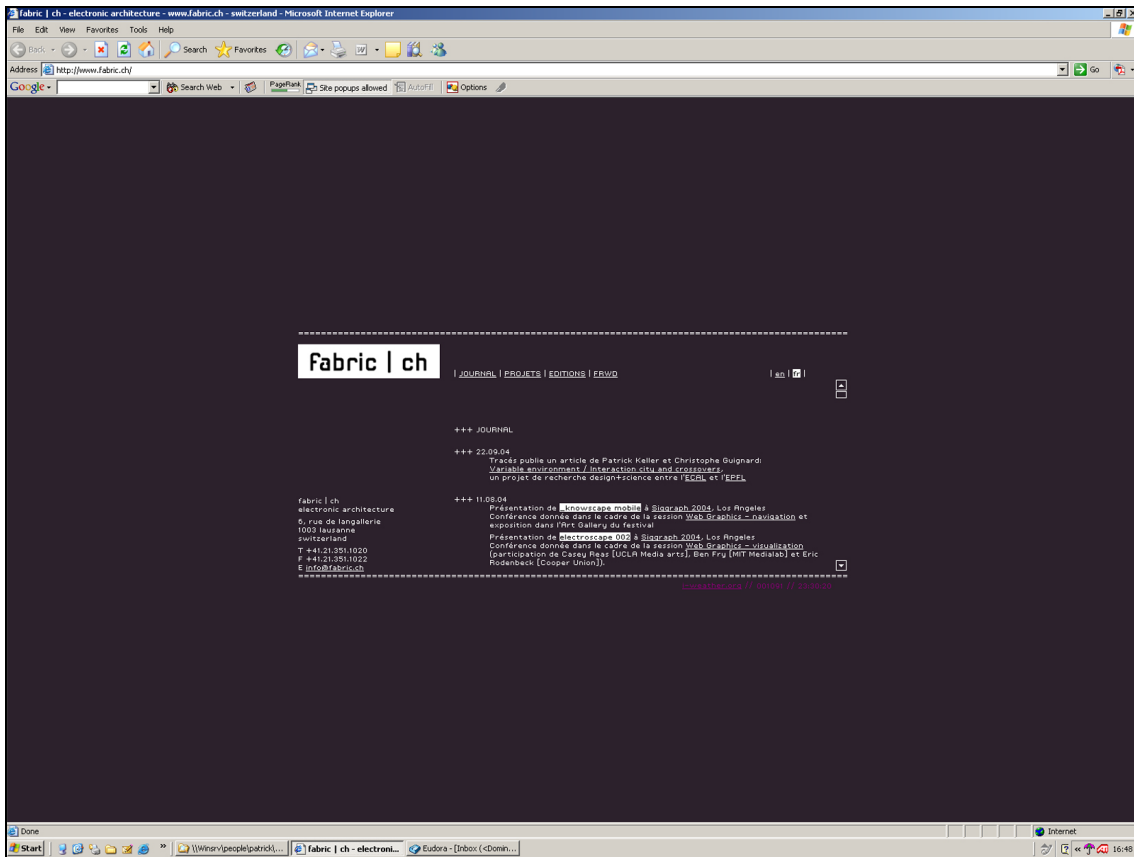
[Img. 4]



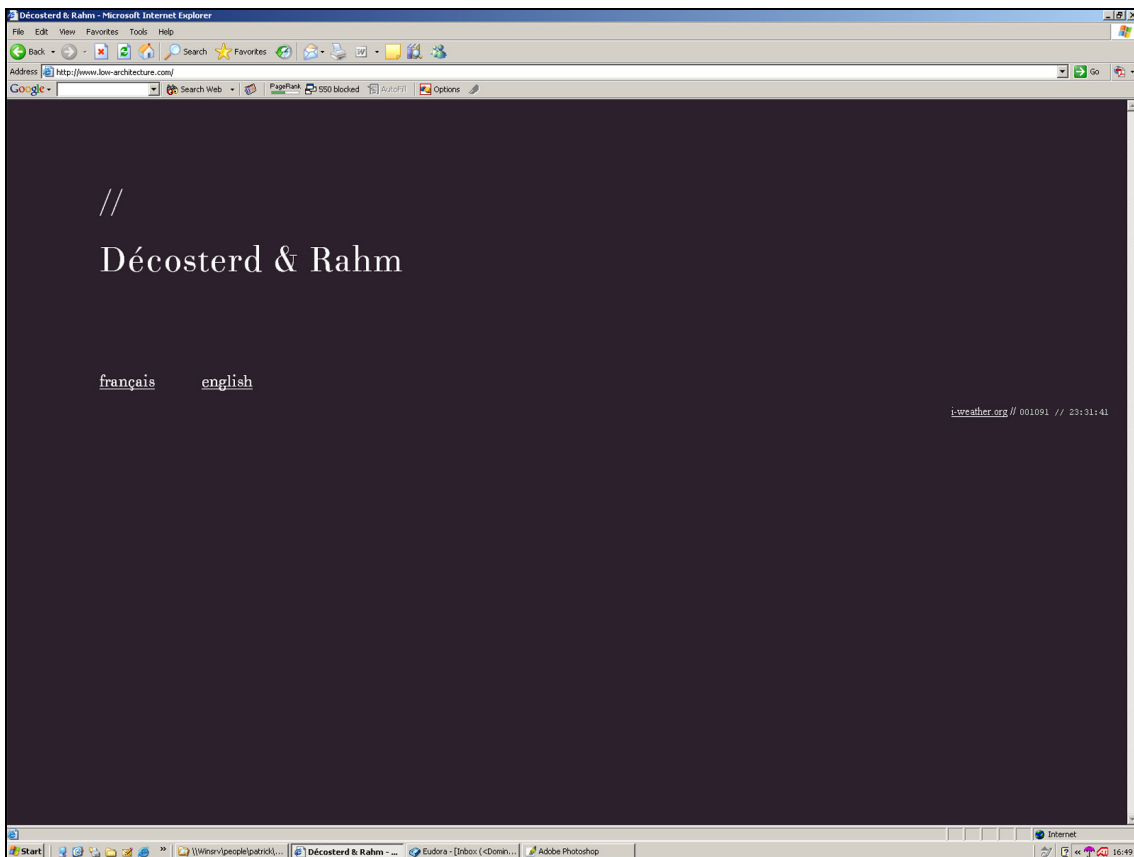
[Img. 5]



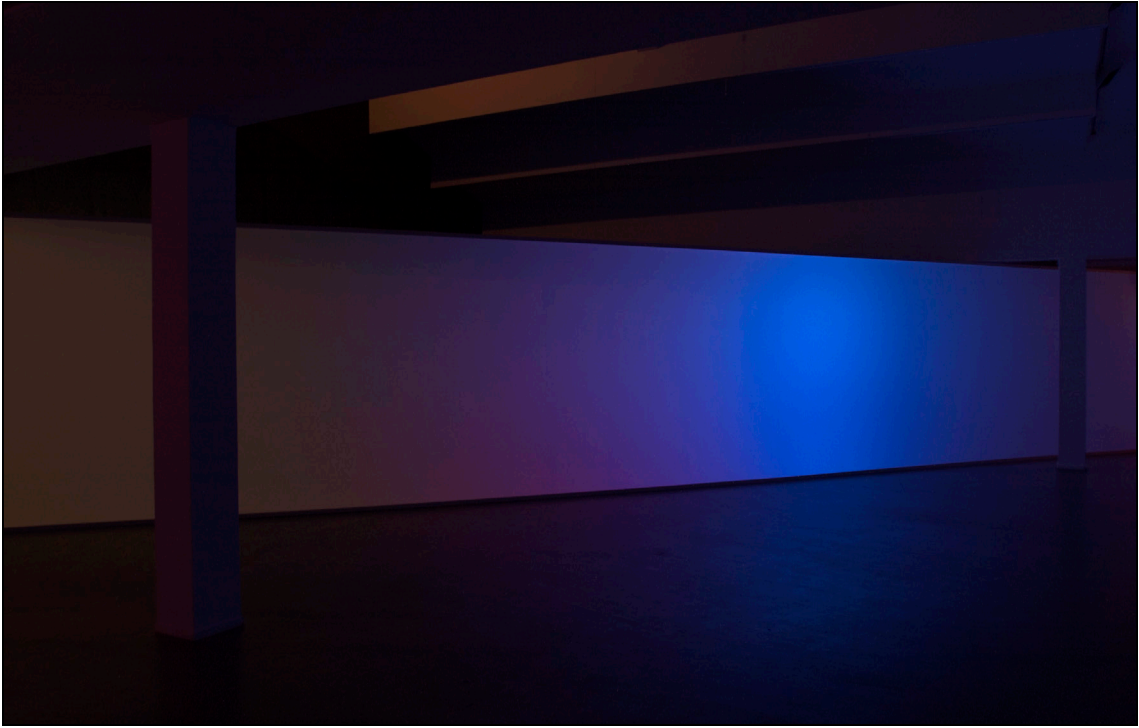
[Img. 6]



[Img. 7]



[Img. 8]



[Img. 9]



[Img. 10]

Image captions:

- [Img. 1] www.i-weather.org, jour 441, heure 12:19:24 / 25:07:40, client html.
- [Img. 2] Client html et démo. Le climat oscille entre 2 points du spectre lumineux (vert à 209 nm et violet à 420 nm), la première couleur du cycle encourage physiologiquement l'assoupissement pendant que la seconde soutient l'éveil.
- [Img. 3] i-Weather.org est un climat électronique piloté par un serveur. Même climat distribué, à tout instant, partout.
- [Img. 4] Rythmes circadiens stimulés en réseau pour personnes délocalisées, déterritorialisées, exposition au www.whithneybiennial.org.
- [Img. 5] i-Weather.org utilisé comme fond variable et charte graphique-physiologique sur le site internet de fabric | ch (www.fabric.ch), jour 000928, heure 12:48:50.
- [Img. 6] i-Weather.org utilisé comme fond variable et charte graphique-physiologique sur le site internet de Décosterd et Rahm (www.low-architecture.com), jour 000928, heure 12:49:13.
- [Img. 7] i-Weather.org utilisé comme fond variable et charte graphique-physiologique sur le site internet de fabric | ch (www.fabric.ch), jour 001091, heure 23:30:20 sur un écran plat 1600 x 1200.
- [Img. 8] i-weather.org utilisé comme fond variable et charte graphique-physiologique sur le site internet de Décosterd et Rahm (www.low-architecture.com), jour 001091, heure 23:31:41 sur un écran plat 1600 x 1200.
- [Img. 9] i-Weather.org utilisé dans le cadre d'une installation lumineuse par l'architecte Philippe Rahm lors de l'exposition « Architecture invisible » au Centre Culturel Suisse (Paris, FR, 2005).
- [Img. 10] i-Weather.org utilisé dans le cadre d'une installation lumineuse par l'architecte Philippe Rahm lors de l'exposition « Architecture invisible » au Centre Culturel Suisse (Paris, FR, 2005). Variation lumineuse.

Txt (english v.)

i-Weather.org

i-Weather.org is an international consortium that has set itself the goal of creating the world's first artificial climate to satisfy the metabolic and physiological requirements of a human being in an environment completely removed from all earthly influences: virtual reality, the disruption of the body clock that comes with air travel, and extra-terrestrial trips and holidays.

Accessible everywhere and to everybody thanks to the Internet, i-weather.org makes it possible to live in a situation completely removed from natural locations by producing an artificial circadian rhythm synchronized to match the inner cycle of the human hormonal and endocrine system. In the absence of the natural terrestrial cycle of day and night, it becomes apparent that this inner cycle, in fact, lasts 25 hours and that body temperature, the alternation between sleep and wakefulness, and the accumulation and secretion of substances, such as cortisone and oligopeptides, all depend on it.

The site i-weather.org has therefore put together the first specifically human climate. Version 1.0b, launched on 26 October 2001, will be improved on a continuous basis as and when scientific knowledge of biological rhythms improves. The beta version of i-weather.org 1.0b operates solely based on fluctuations in the rate of melatonin, which, in turn, is influenced by variations in the intensity of light received by the retina.

The site i-weather.org 1.0b acts as a kind of personalized artificial sun, oscillating over a 25-hour period between a maximum light intensity of 509 nm and a minimum intensity close to that of ultra-violet light.

Code (excerpt)

```
limitInf = ((Long) Interpolation.elementAt(i)).longValue();
limitSup = ((Long) Interpolation.elementAt(i+1)).longValue();

if (currentTime >= limitInf && currentTime < limitSup)
{
    float pct = (float) ((double) (currentTime - limitInf)/(double) (limitSup -
limitInf));
    Integer [] limitInfValue, limitSupValue;

    limitInfValue = (Integer []) Choice.elementAt(i);
    limitSupValue = (Integer []) Choice.elementAt(i+1);

    NextDeadLine = ct + 1000l;
    NextColor = new Integer[3];
    NextColor[0] = new Integer(limitInfValue[0].intValue() +
        (int) (pct * (limitSupValue[0].intValue() -
        limitInfValue[0].intValue())));
    NextColor[1] = new Integer(limitInfValue[1].intValue() +
        (int) (pct * (limitSupValue[1].intValue() -
        limitInfValue[1].intValue())));
    NextColor[2] = new Integer(limitInfValue[2].intValue() +
        (int) (pct * (limitSupValue[2].intValue() -
        limitInfValue[2].intValue())));

    i = Interpolation.size();
}
```

Contact

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