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# Electroscape 001

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2002

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Project by fabric | ch, in collaboration with lab[au] (BE)

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Location: Internet, San Antonio (TX, USA)

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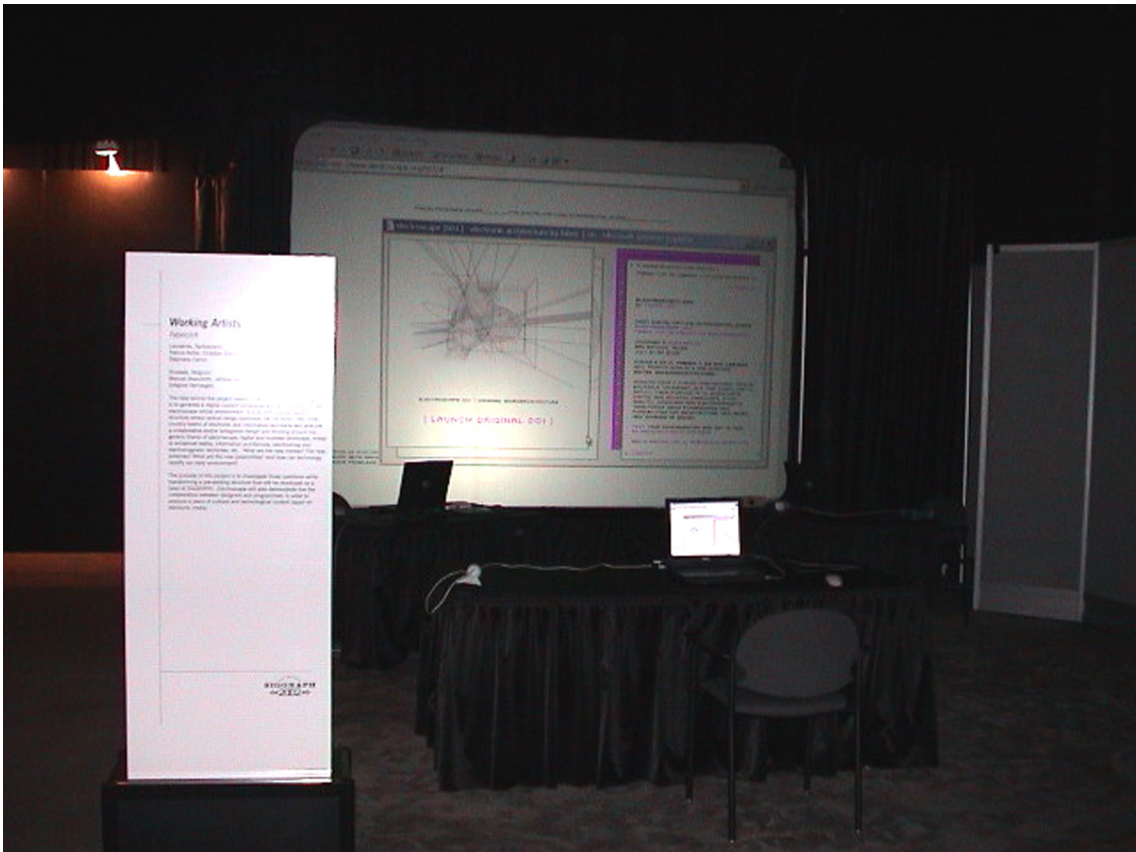
Exhibited during Siggraph's 2001, Art Gallery (San Antonio, USA)

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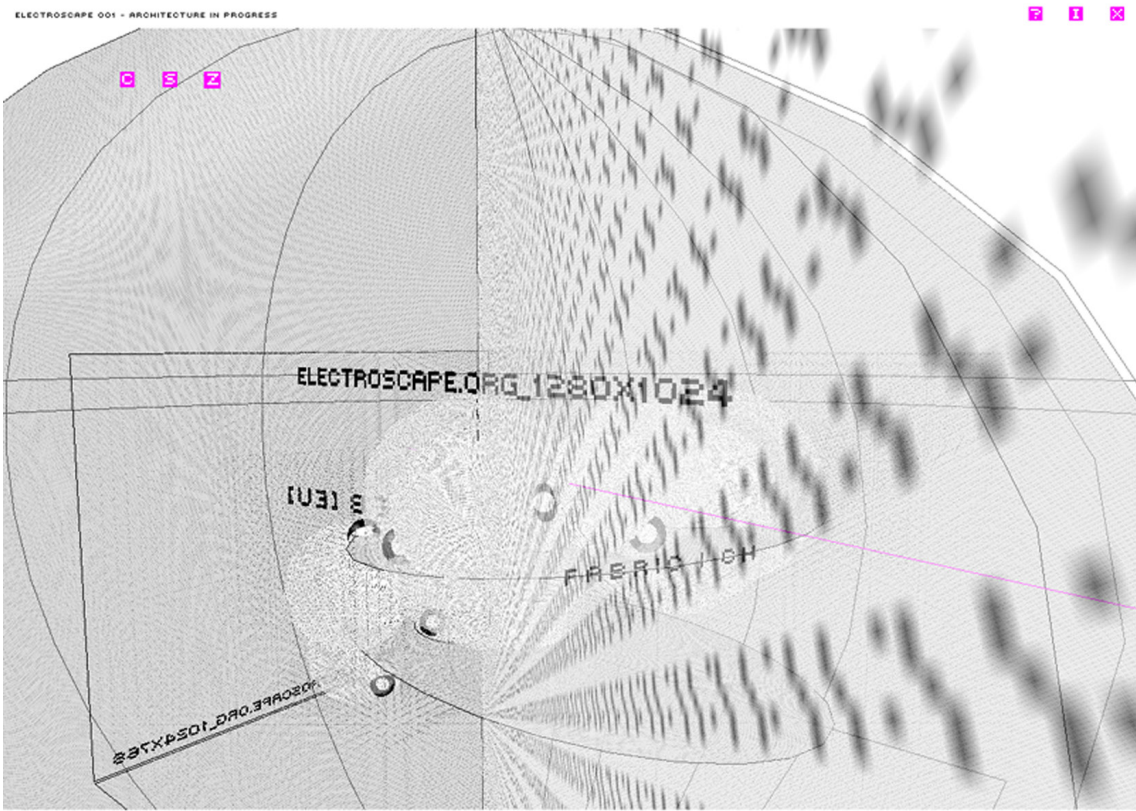
<http://www.electroscape.org/001>

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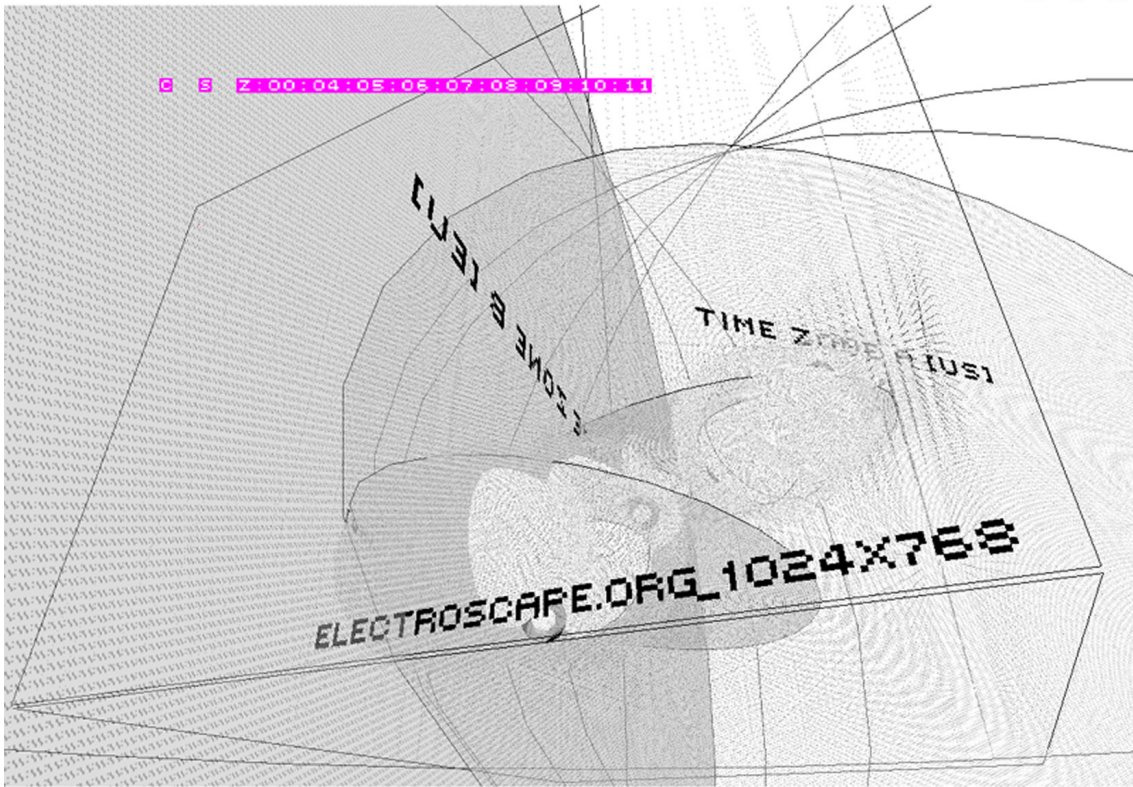
- Relational and digital architecture
- Networked place, mediated space
- "Netlag," multiplying time
- Screenscape & soundscape
- Distant collaboration (USA/EU)
- Datagraph & sound architecture



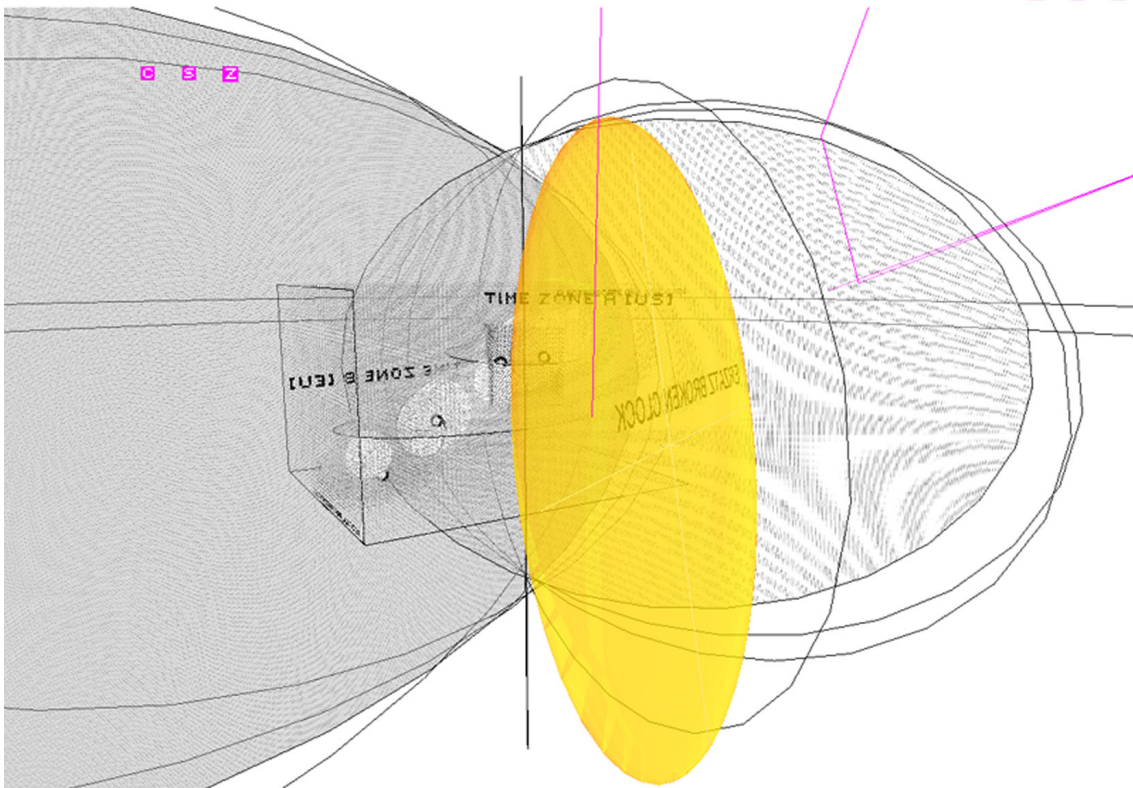
[Img. 1]



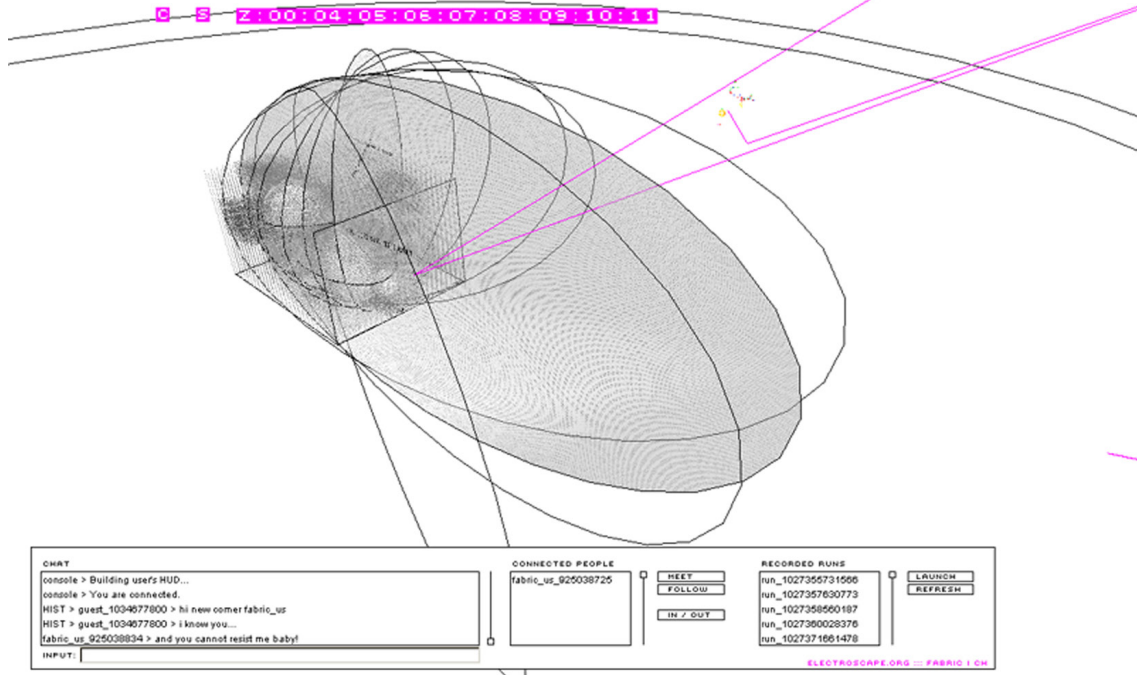
[Img. 2]



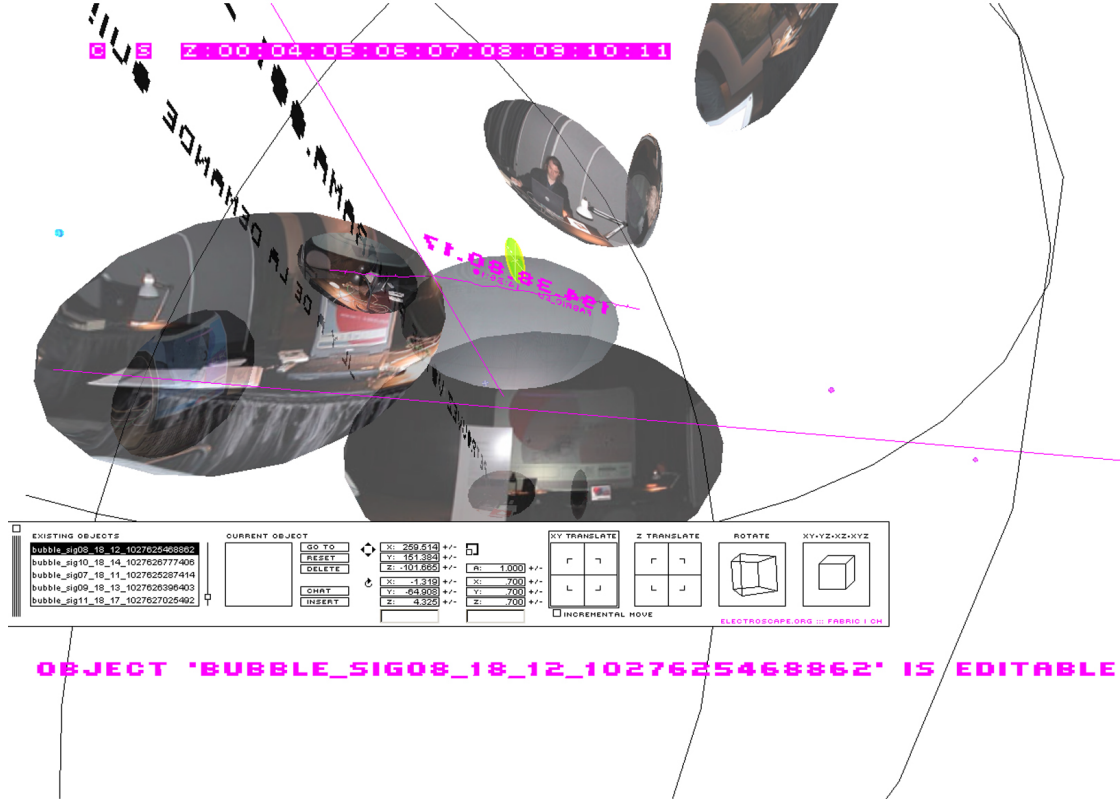
[Img. 3]



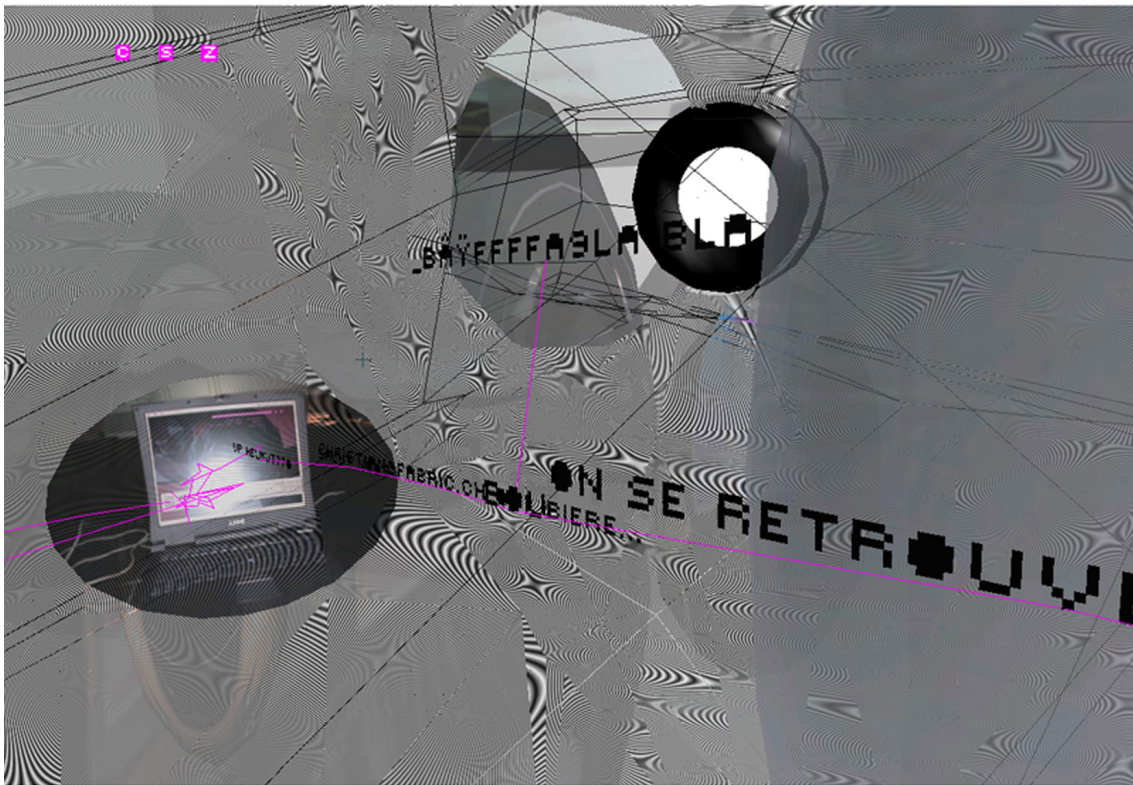
[Img. 4]



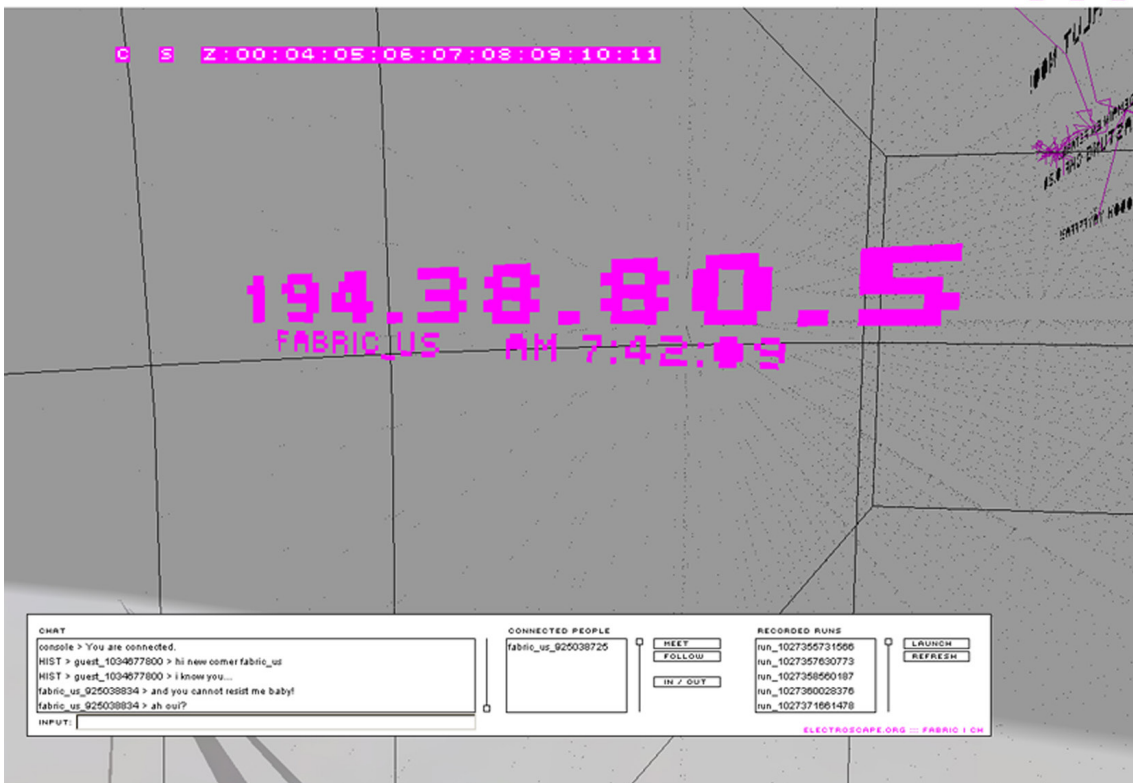
[Img. 5]



[Img. 6]

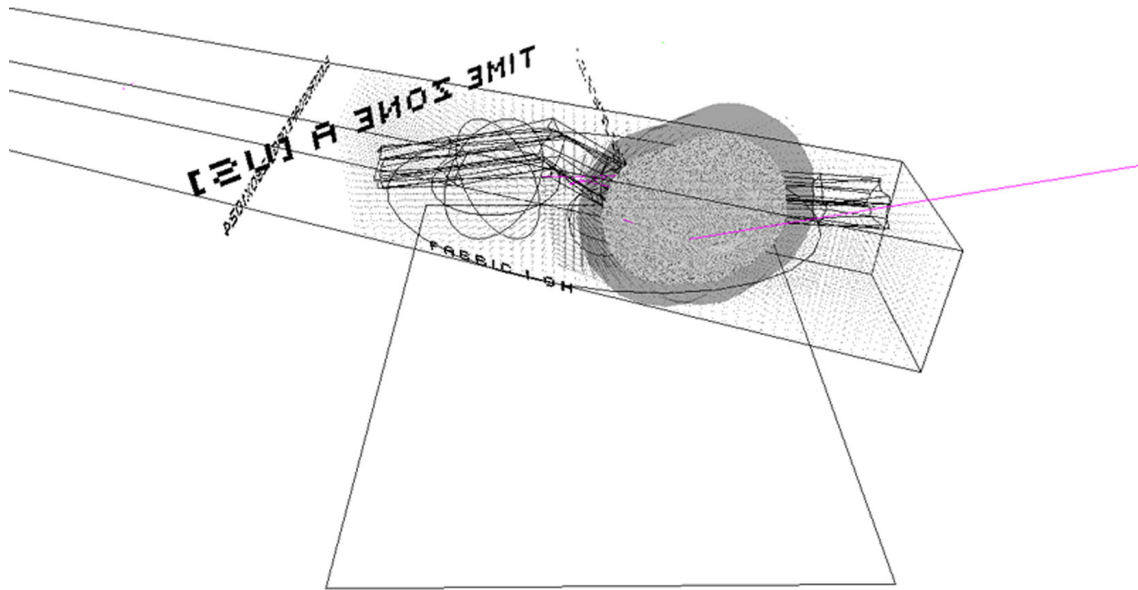


[Img. 7]



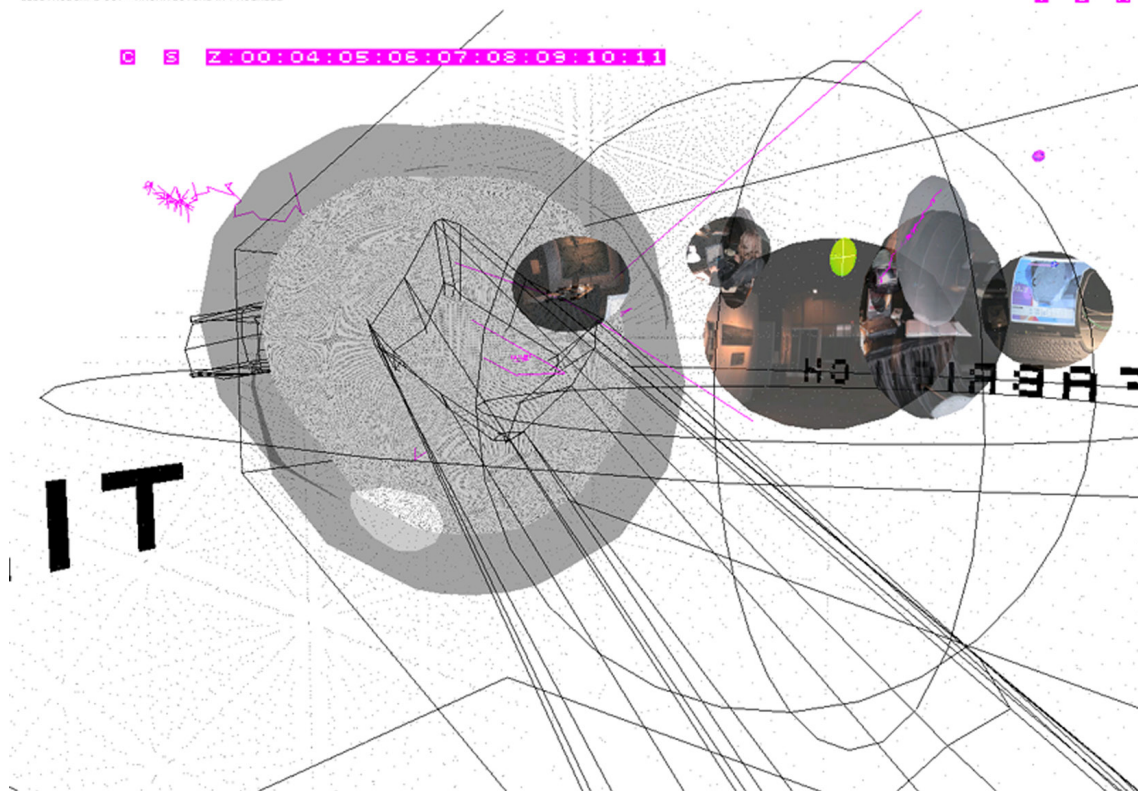
[Img. 8]

C S Z:00:04:05:06:07:08:09:10:11

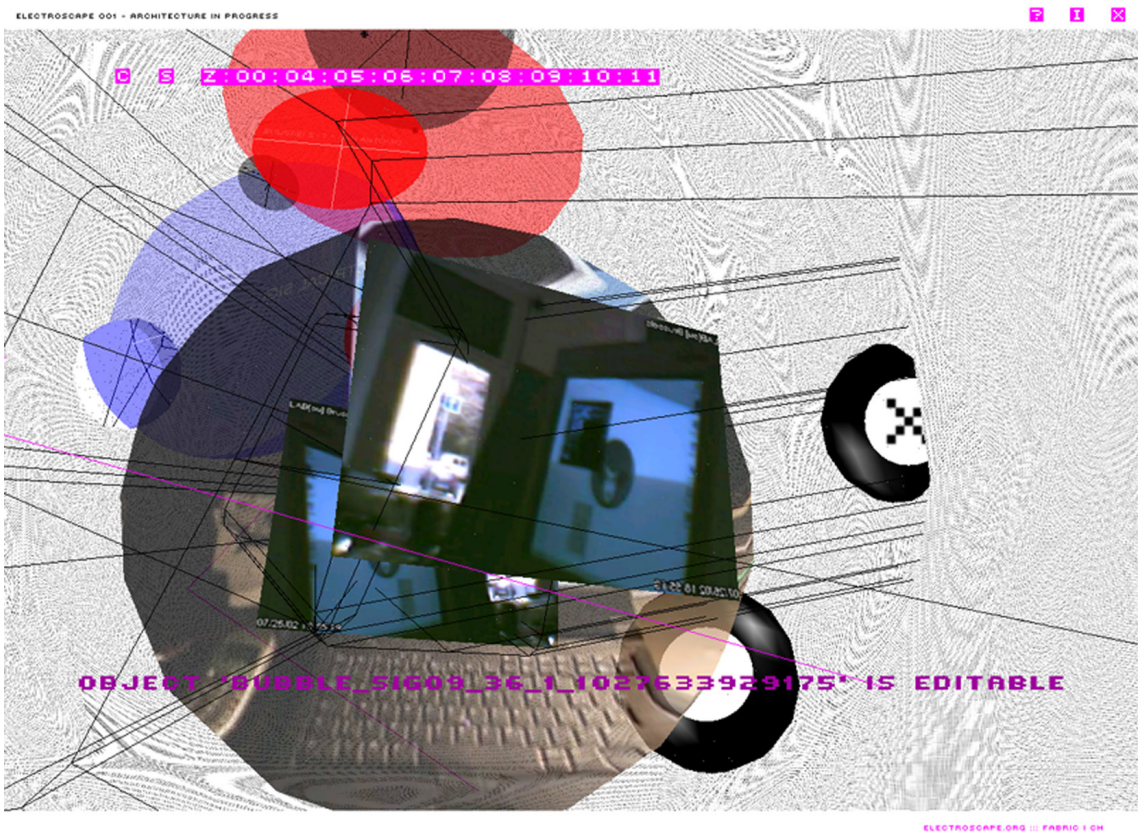


[Img. 9]

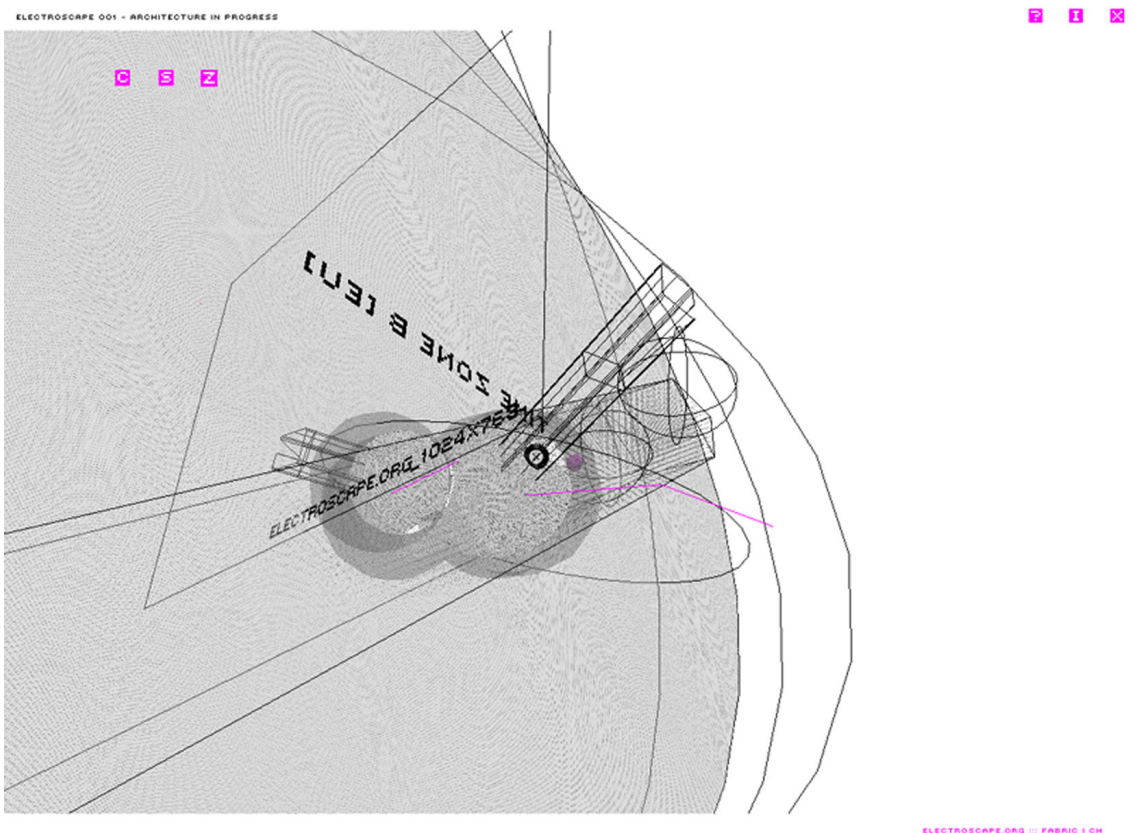
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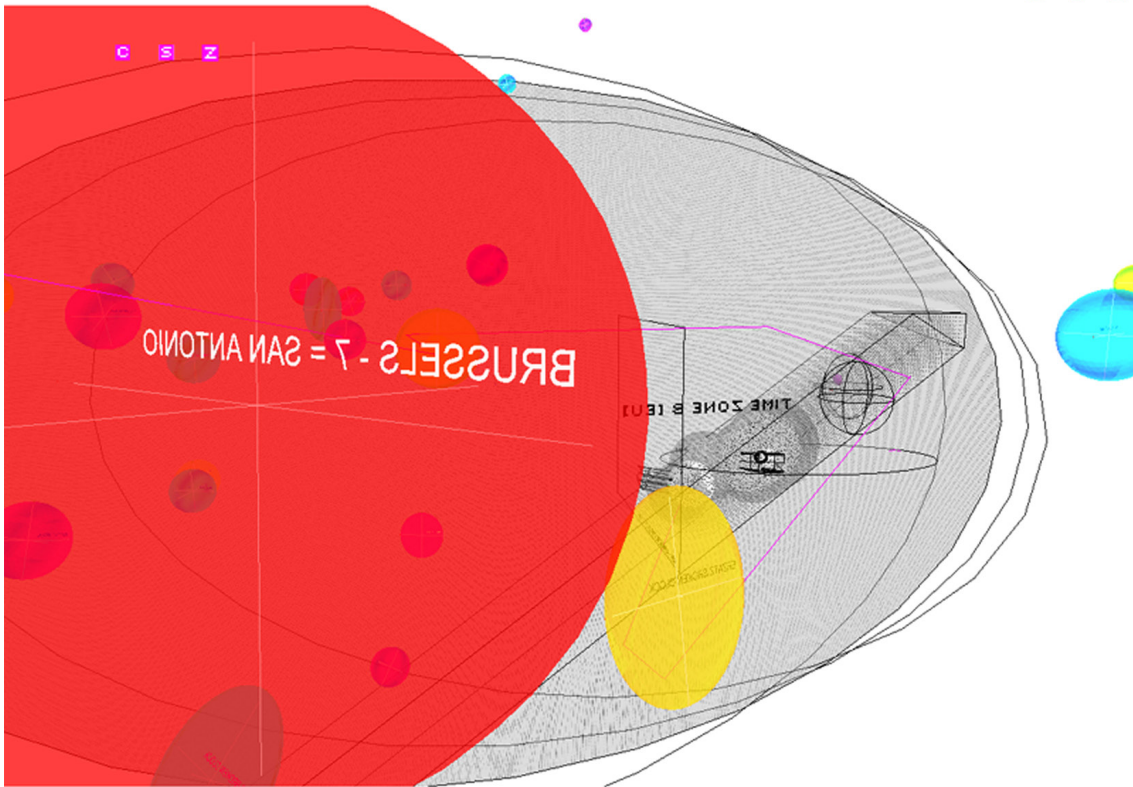
[Img. 10]



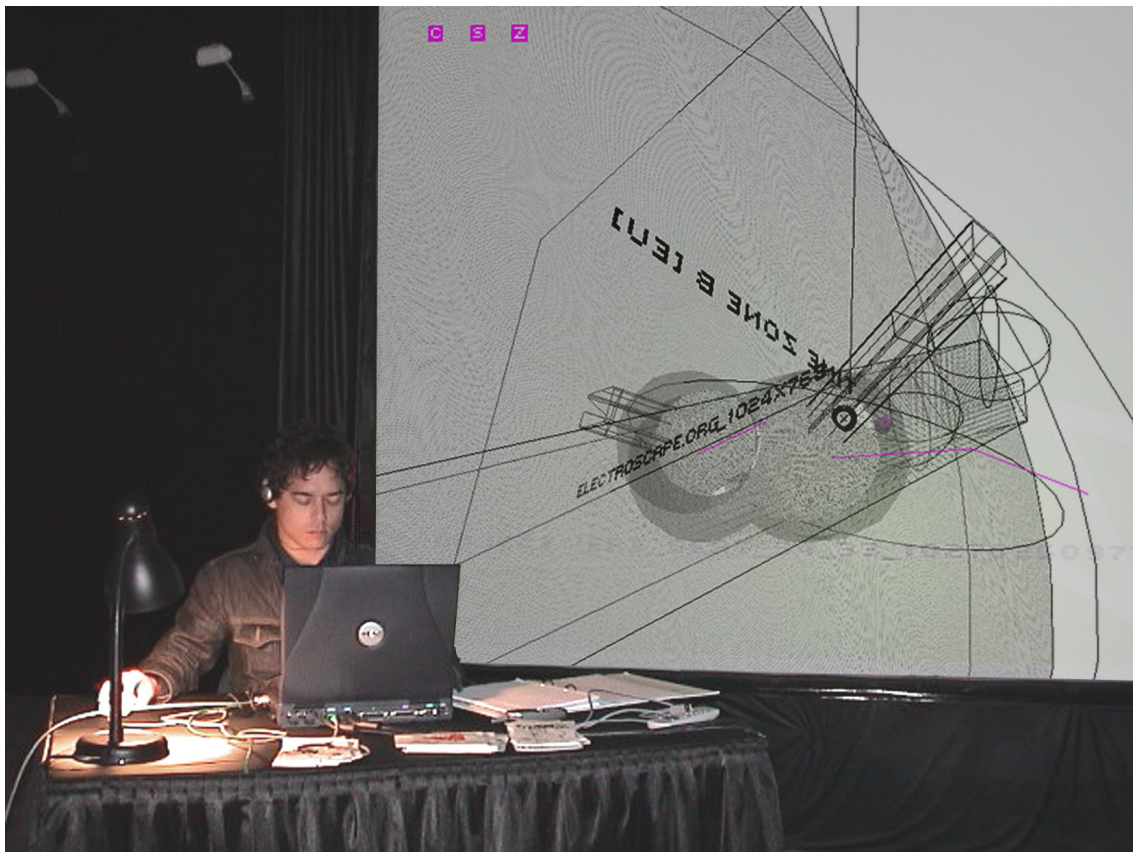
[Img. 11]



[Img. 12]



[Img. 13]



[Img. 14]

Image captions:

- [Img. 1] Installation at SIGGRAPH's Art Gallery in 2002, screens in the black box...
- [Img. 2] A view of the shared digital environment of Electroscape 001.
- [Img. 3] Electroscape 001 is a "screenscape": 1024x768x1280 units. This is the space to transform.
- [Img. 4] Beginning of the space's transformation; a sound module (in yellow) by lab[au].
- [Img. 5] Public-side interface and traces of users from Europe (in magenta).
- [Img. 6] Private-side interface with shared editor and editable objects from fabric | ch's team located in the USA.
- [Img. 7] Inside view: tests of screen effects and particularities of a "screenscape."
- [Img. 8] An avatar (a user's representation) of a user from fabric | ch. Early in the morning.
- [Img. 9] Outside view of a part of the "screenscape," the one dedicated to people in EU.
- [Img. 10] SIGGRAPH bubbles floating in the air, recombining our space at SIGGRAPH with the screen space.
- [Img. 11] SIGGRAPH and sound bubbles in the Electroscape 001 environment. Mixing and recombining spaces...
- [Img. 12] Another outside view of the relational space with users' traces.
- [Img. 13] A sound bubble from the team in Brussels (LAB[au]).
- [Img. 14] Patrick Keller from fabric | ch performing and working on the shared space from within the SIGGRAPH art gallery.

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# Txt

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## Electroscape.org

Electroscape.org is a new place/space/network created by fabric | ch. It is an open playground in which digital and electronic territories are questioned.

What are the new memes?

The new schemes?

The new possibilities for architecture?

The idea is to experiment with, using electroscape.org, new concepts, prototypes, and designs for contemporary space, particularly to question and extend the space of the screen.

### **Spatial context**

Architecture in technological times and in networked, recombined spaces and territories. Landscapes of information and energy, (dynamic) cities of bits and data. Leisure-game environments and hybrid/multiplied fictions. Chemically stimulated spaces: electroscape.org is a playground on which to experiment with innovative architectural concepts in a reality which becomes more and more modified/transformed by fictional, conceptual, and digital information. These projects are addressed to human beings surrounded by electronic devices which offer them new functionalities and possibilities of interaction and presence.

We are transforming, more and more, the old industrial territory, society and architecture into a new one, not yet well-defined, but where the complexity of the space around us has increased. One can now experience spaces –and/or their functions– that are simulated/stimulated by a technological device or a chemical pill. 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 their cell phones or sending short messages and being part of a virtual-mental space, people playing "massively parallel" games, online networked communities, doping, ...: inside into outside, public into private into public, media architecture, augmented reality and body, multi-fictional spaces, ubiquitous space, and presence, ...

But this artificially informed and modified space, this technological environment, probably offers as many 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 a license to Microsoft or Apple for it? Which brings us to a fundamental question: who owns space technology? To a company or to a public service? What happens if, for example, a "material public space" is

mixed/improved/monitored with "immaterial" technology? Does it have to be an "open source/public license" space? A "GNU" space?

It probably should be, but it often isn't yet... To go into these questions in greater depth: does anyone keep track of information relating to this space, or draw up a "profile" of users? And, if so, for what purpose? Who owns the information on air and electromagnetic waves? To a telecommunications company or to the State? Is it public or private? Both?

These are now real questions about space for the architects of today, questions about the public vs. companies' presence in the technological environment. Even if this "space" is not visible, it is a question about territory and architecture.

### **Microarchitecture**

Electroscape.org is a downloadable architecture located in this contemporary space. It can be considered as a space, as an information source and as a computer-generated structure/architecture. It is a screen-based space that makes possible a certain type of mobile environment.

Electroscape.org does structure contemporary space by adding or removing information to it. Adding/removing information: a very basic, essential, and primitive action in a copious technological daily environment. A less {and/or} more attitude ... This architecture can be trans-territorial, its presence can be "infra" or "ultra," depending on how one "customizes" its presence and its relations with physical space.

fabric | ch, July 2002

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# Txt

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## Electroscape 001

For the 001 release of Electroscape.org, two teams of architects, fabric | ch and lab[au], will think about the generic theme of "electronic landscape" and will produce a collaborative design around it.

During the performance, entitled fabric | ch vs lab[au] // in electroscape //, the architects will create innovative spaces within the "Electroscape" virtual environment.

The overall process of co-creation will become, in fact, the work that will be exhibited during during Siggraph 02 in San Antonio (TX, USA) in real-time, from July 21 to July 26, 2002. Four teams will be involved in this 3D, multi-user 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).

### **Collaborative "beta space"**

For Electroscape 001, the situation (four teams, four places, two time zones, one collaborative environment) will be materialized as an electronic architecture by "multiplying space and time." The four teams will collaborate and transform this given screen space.

What will emerge will be the hybridization of two time zones and four places into one electronic architecture in which the four teams will become the "beta testers" of the space, where they will investigate, in real time, distal collaboration and digital architectural production.

fabric | ch, Lausanne, July 2002

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