
Digital BM

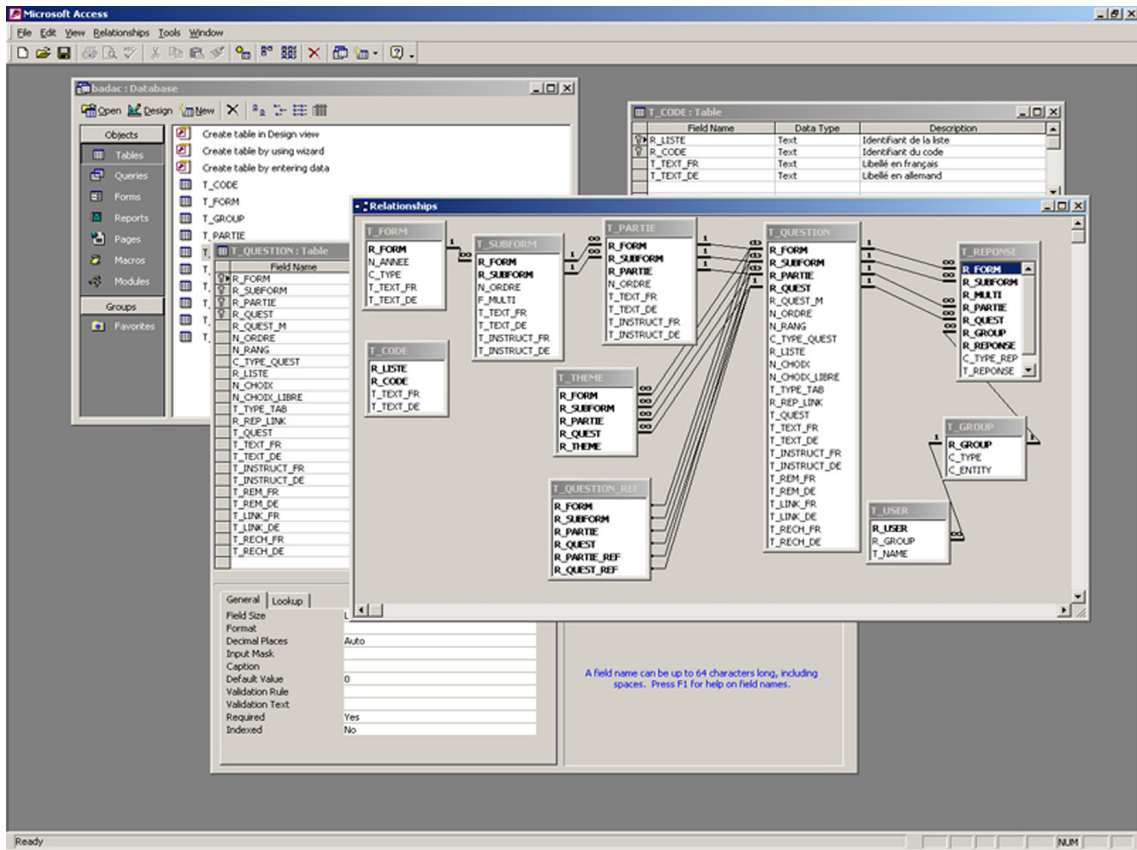
2001-2005

Project by fabric | ch

Client: Brillantmont International School (Lausanne, CH)

Locations: Lausanne (CH), Local Area Network, Internet

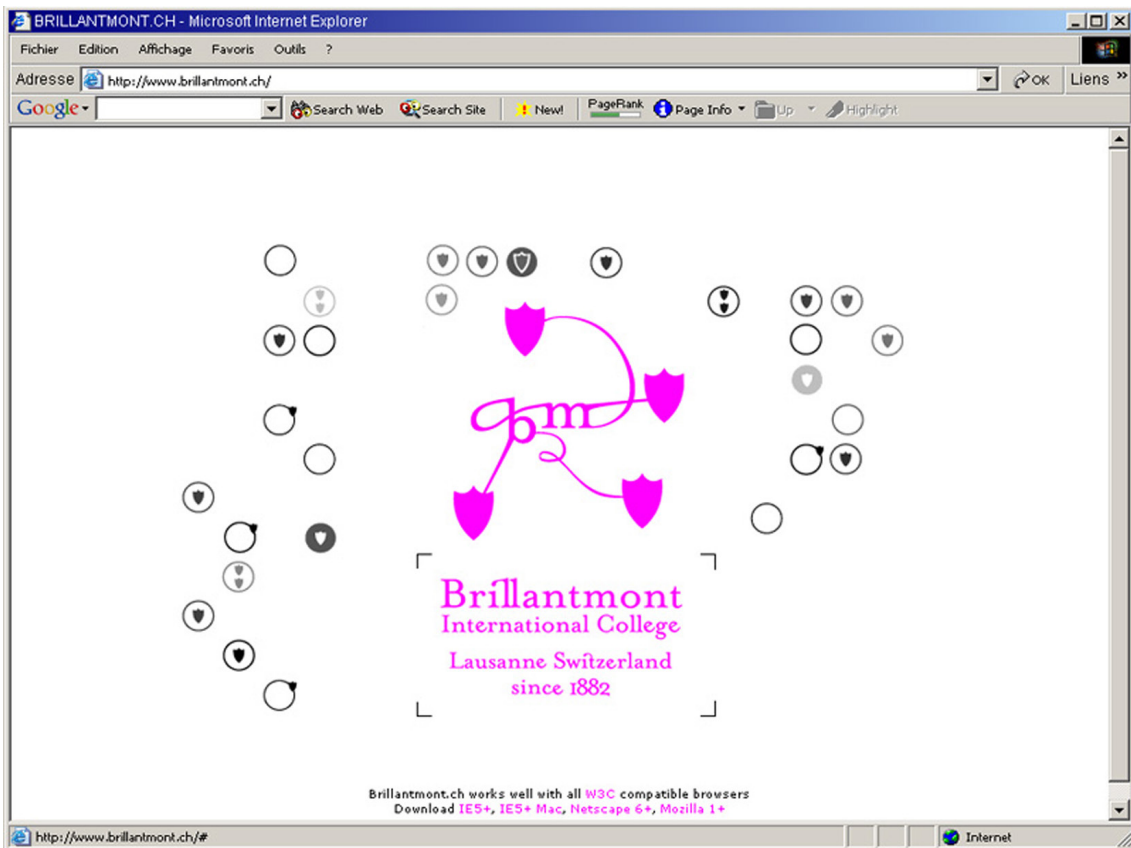
- Digital renovation and extension of an international school
- Transformation by information
- Data based environment
- Data mapping onto the physical world
- Combined environments (physical & digital)



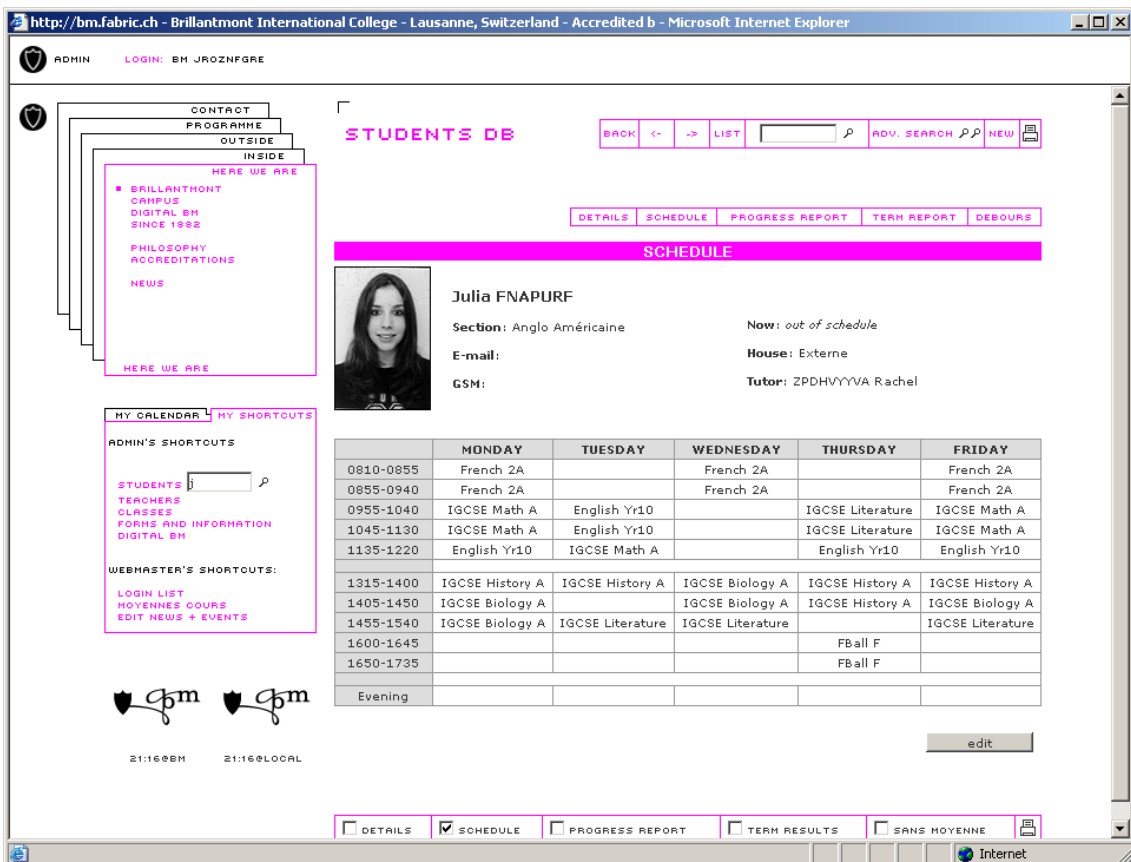
[Img. 1]



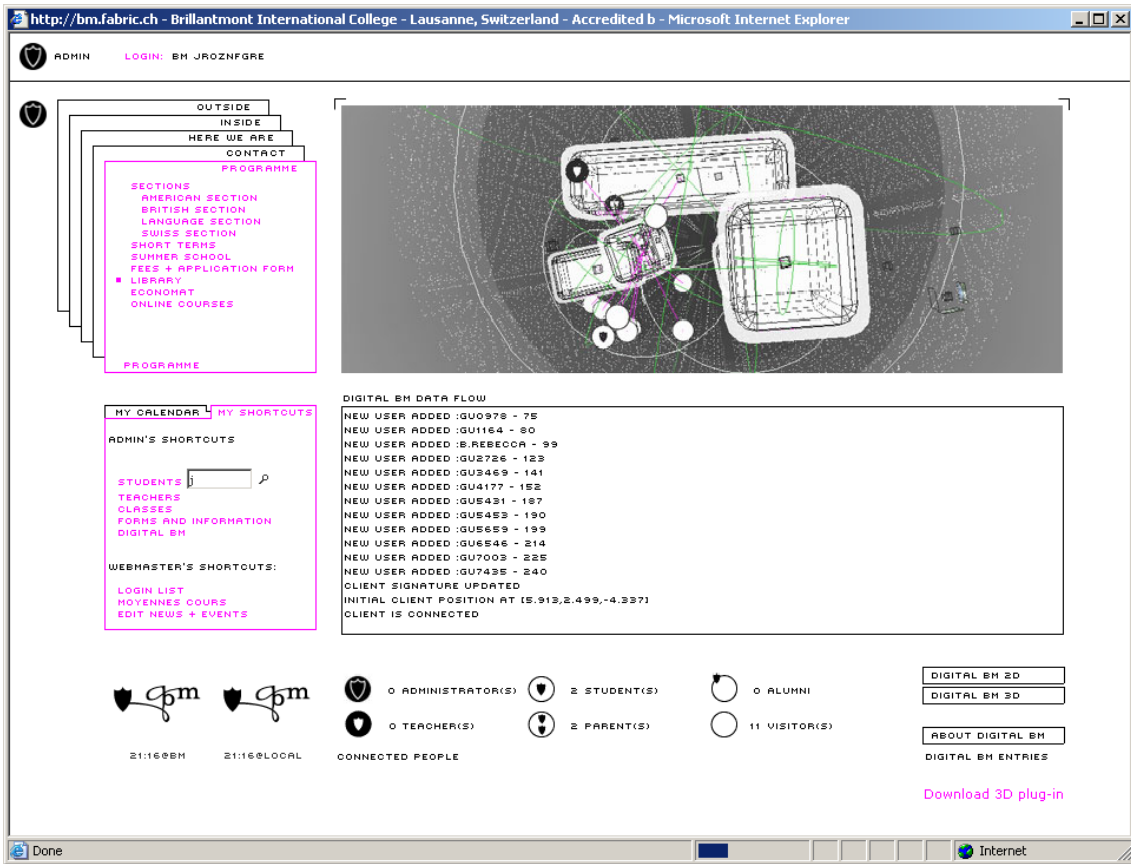
[Img. 2]



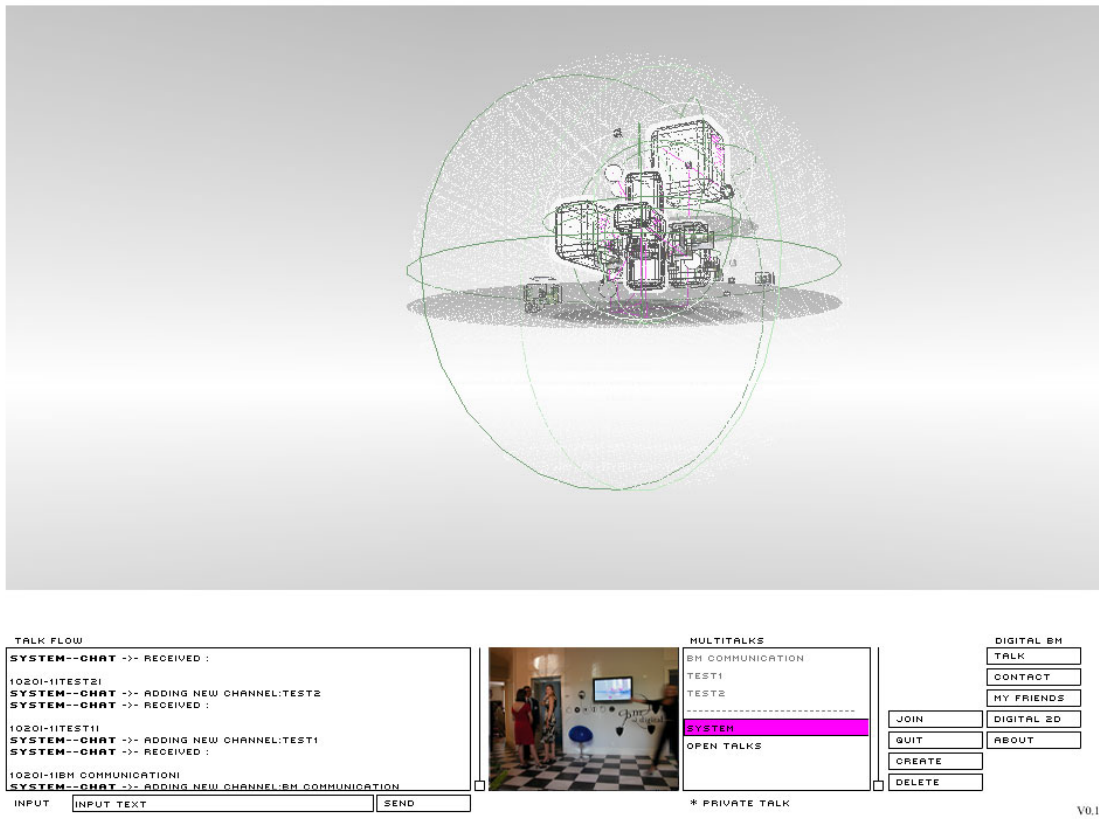
[Img. 3]



[Img. 4]



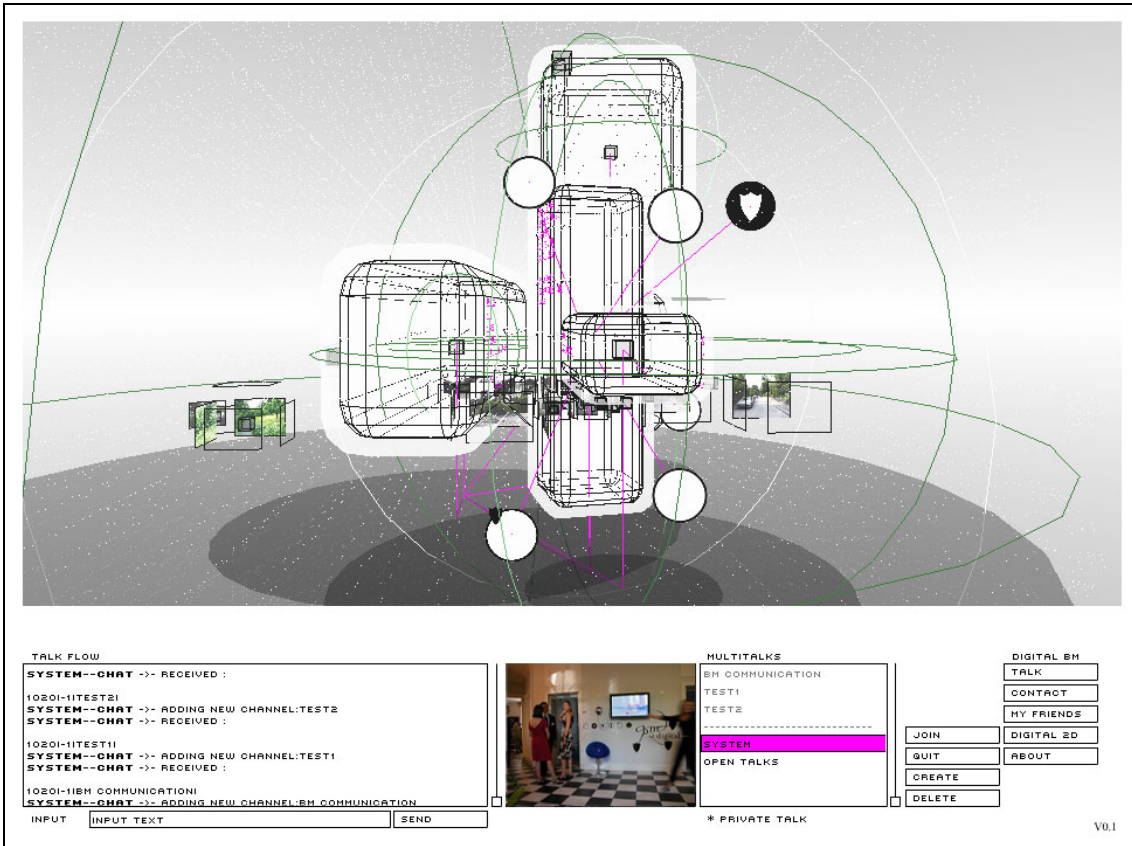
[Img. 5]



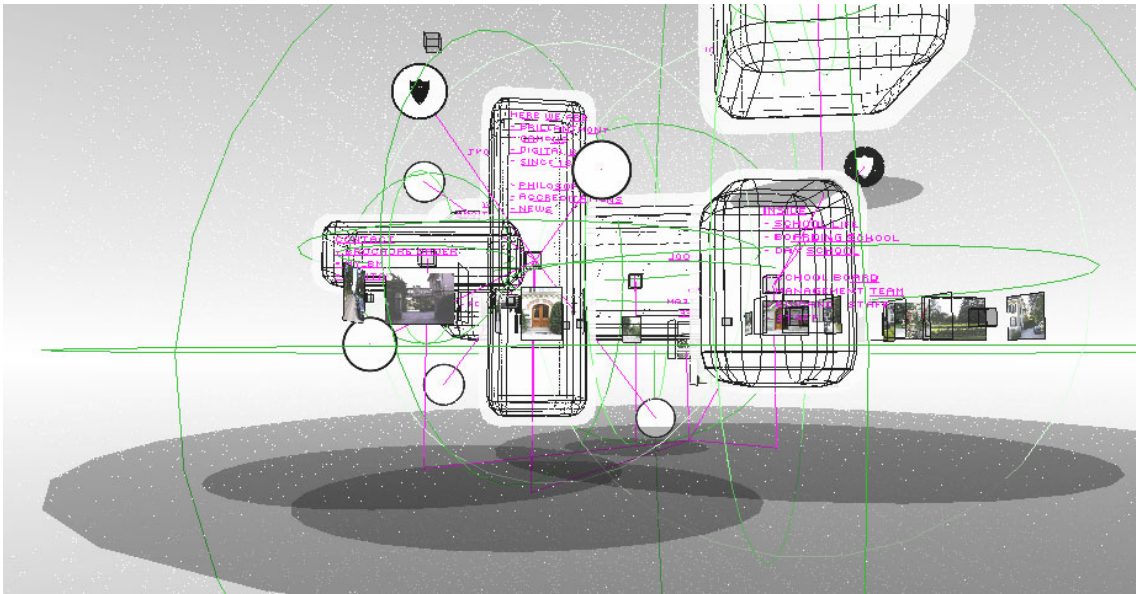
[Img. 6]



[Img. 7]



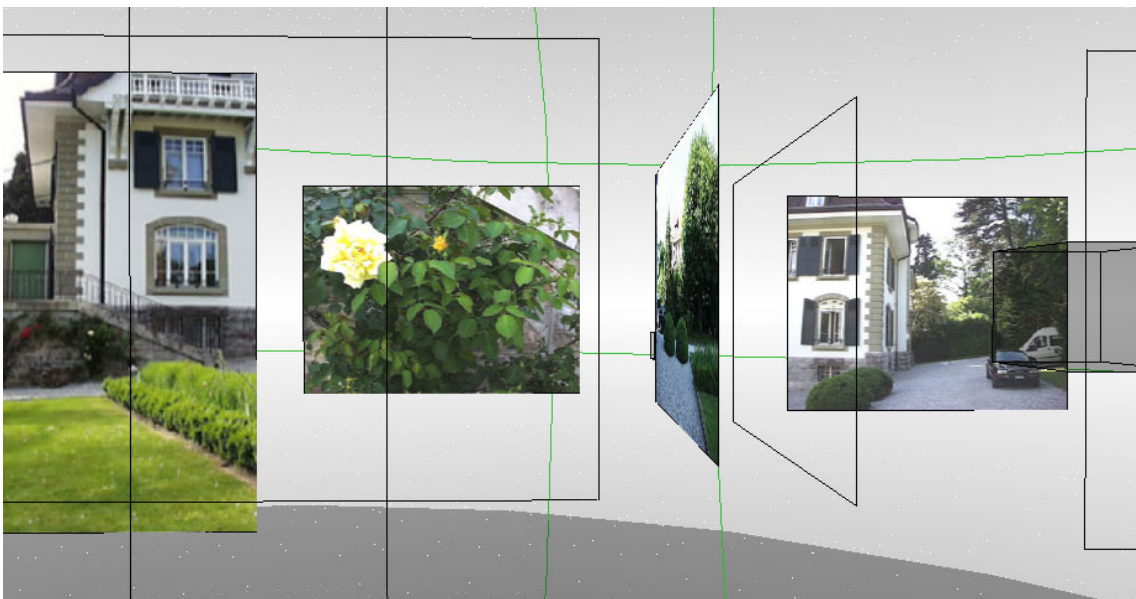
[Img. 8]



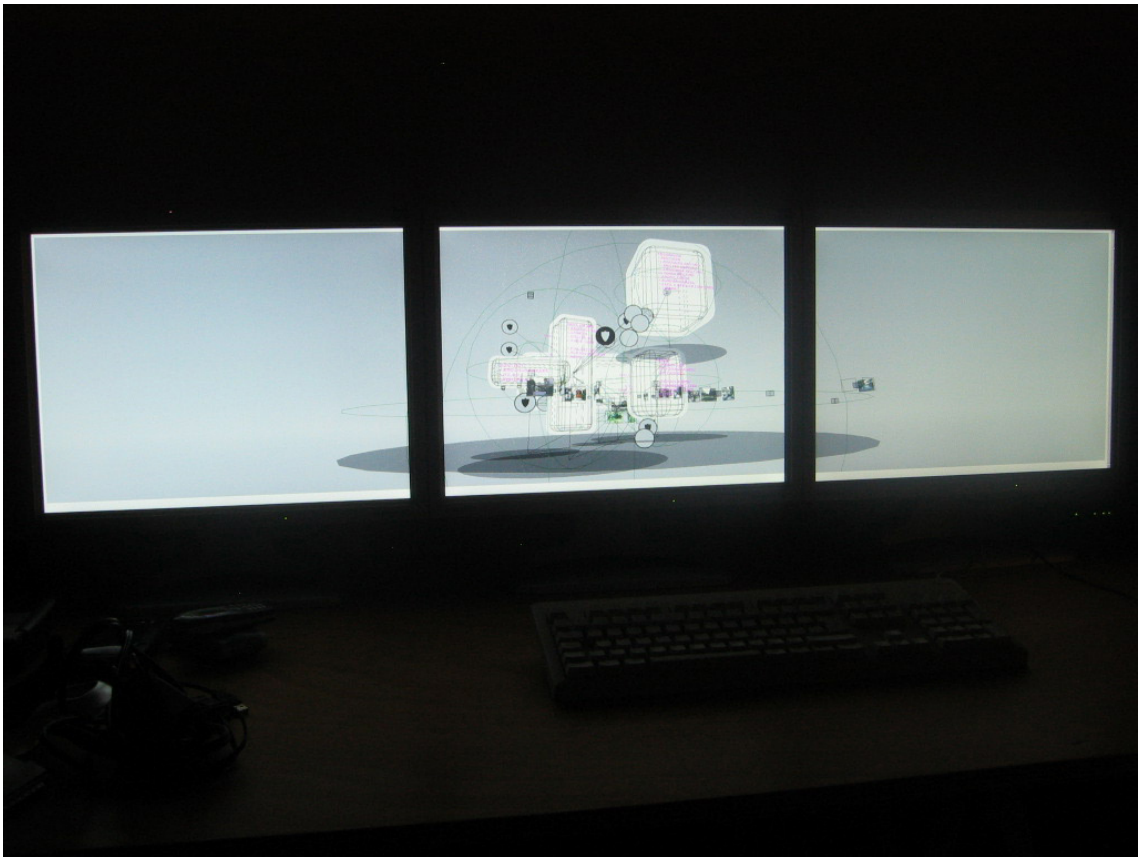
[Img. 9]



[Img. 10]



[Img. 11]



[Img. 12]



[Img. 13]



[Img. 14]



[Img. 15]

Image captions:

- [Img. 1] The main tool of digital transformation: the SQL database that drives the system and on top of which the Digital BM is built.
- [Img. 2] The main context of intervention: the school (an image and top-view plan of it, including the five main buildings).
- [Img. 3] A 2D "databased" driven environment: the web site (current online users of the school's community are the black and white round logotypes).
- [Img. 4] Another 2D "databased" driven environment: students' personal schedule.
- [Img. 5] Five main sections on this website and the Digital BM access page. The different logotypes correspond to the different types of users (the website serves as well as a social network between teachers, parents, students, and alumni).
- [Img. 6] The "dataworld" generated by the database, with the same sections that can be found on the website.
- [Img. 7] This "dataworld" is organized spatially according to the functions and positions of the five main buildings of the school.
- [Img. 8] The dynamically generated "dataworld" includes meta-information (activity, number of online users, amount of data, and so on)
- [Img. 9] A general view of the 3D world with connected users.
- [Img. 10] An inside view of the "dataworld" that mixes the physical site with the digital one.
- [Img. 11] Images of the real site and school buildings are being inserted into the 3D world in their exact locations.
- [Img. 12] Three screens open a "large window" and a constant view into the digital space.
- [Img. 13] A "window" to the digital space.
- [Img. 14] Temporary installation with coordinated views and openings to the electronic space.
- [Img. 15] The presence of the digital landscape in the physical one: the "large screen window" opens a view into the digital territory. The avatar logotypes used on the website and in the digital space are being materialized and their illumination set according to the number of users of each type that are currently logged in.

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