
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.)

Workshop & talk during Pixelache 2006 (Paris, FR).

<http://www.rhizoreality.org>

- Framework for the combination of heterogeneous and networked environments
- Multi-client & multi-server software
- Distributed architecture to combine and build mediated locations, communities, and spaces
- Open architecture and software

Rhizoreality.mu - multiuser server - open technology initially developed by fabric | ch - Mozilla Firefox

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<http://www.rhizoreality.org/>

Rhizoreality.mu

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→ Rhizoreality.mu:
 → Rhizo stands for rhizomic,
 → reality stands for contemporary reality,
 → .mu for multi-user.

In other words, Rhizoreality.mu is a technological framework, based on a client-server architecture, built to create rhizomic realities in multi-user mode.

→ For several years, the Rhizoreality.mu framework has been developed by fabric | ch, an electronic architecture studio, to create experimental and applied projects where reality is not a simple given environment, but rather a complex space in which digital and physical dimensions are interconnected.

Since the beginning of the project (1999), the generic idea of the Rhizoreality.mu framework has been to define conditions that make the unexpected use of technology possible (cpu activity of a server used to regulate electrical intensity of a lighting system for example). This experimental approach has given birth to aesthetic and/or technological prototypes for each project. Thanks to Rhizoreality.mu framework, these projects have explored new situations like singles realities, multiple reality or plural reality.

→ Today, the Rhizoreality.mu framework is available for **free for non-commercial use** (research, art installations, architectural projects, workshops, etc.).
 Go to the [download](#) section to get your own copy.

→ The Rhizoreality.mu framework is based on a client-server architecture. The server is fully written in JAVA. It is therefore possible to run servers on any kind of operating system and computer (Windows, Linux, SUN, Mac...). Clients can be written in JAVA, C, Flash or other programming languages which allows

Clients presented as examples are very basic and do not show all the potential of the system. The server is able to receive information from a lot of different sources: it includes dedicated services (such as a sound server for example, delivering information on live music), but also particular devices such as motion-detector. In the same way, behaviours within Rhizoreality.mu clients are not confined to the display of web3D or web2D. A client can control the air-conditioning system in order to produce a variable atmosphere in a room, according to stock exchange movements, for example.

→ A [gallery](#) presents projects based on the Rhizoreality.mu framework, which show different uses of the system.

Done

[Img. 1]

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<http://www.rhizoreality.org/gallery/>

Rhizoreality.mu

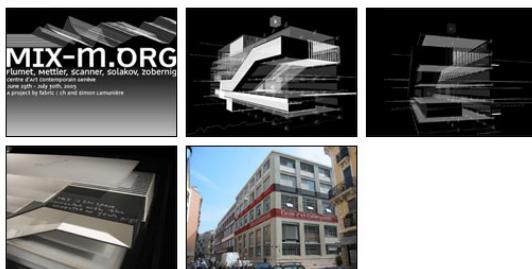
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 | latest project | other projects | submit a project

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gallery latest projects

Anonymous [logout] The gallery presents projects which use the rhizoreality.mu framework.
 If you have created a project with rhizoreality.mu technology, [submit it](#) to be published below.
 The best projects will be selected by a jury composed of developers, architects and artists.

→ MIX-m



description: MIX-m is a project of mixed museum, built for the Bâtiment d'art contemporain (BAC, Geneva). Rhizoreality.mu allows to share distributed exhibition spaces and to control electric light of the building according to CPU load of the MIX-m server.

server: rhizoreality 3.2
clients: java, vml
functions: iLight, cpuLoad, serverLoad, chat
active since: 29.06.2005

url: <http://www.mix-m.org>
author: fabric | ch

Done

[Img. 2]

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http://www.rhizoreality.mu/download/clients.php

Rhizoreality.mu

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 | server | clients | other useful software | previous releases | license

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download **clients**

nbk [logout] → application 2D (Rhizoreality 3.3 compatible - not below)
 → PC/MAC
 → Processing Client (author: rhizoreality.mu - date: 20.09.2006)
 → Processing/rhizoreality shared whiteboard example (author: rhizoreality.mu - date: 03.11.2006)

Ar Ar

→ web2D (Rhizoreality 3.2 compatible - not above)
 → PC
 → JAVA Chat Client (author: rhizoreality.mu - date: 19.04.2006)
 → Flash Simple Chat Client (author: rhizoreality.mu - date: 19.04.2006)
 → Flash Complex Chat Client (author: rhizoreality.mu - date: 19.04.2006)
 → Mac
 → JAVA Chat Client (author: rhizoreality.mu - date: 19.04.2006)
 → Flash Simple Chat Client (author: rhizoreality.mu - date: 19.04.2006)
 → Flash Complex Chat Client (author: rhizoreality.mu - date: 19.04.2006)

→ web2D (Rhizoreality 3.2 compatible - not above)
 → PC
 → Flash Simple 3D (author: rhizoreality.mu - date: 19.04.2006)
 → Flash Complex 3D (author: rhizoreality.mu - date: 19.04.2006)
 → JAVA VRML(3D) Client (author: rhizoreality.mu - date: 19.04.2006)
 → JAVA Chat+VRML(3D) Client (author: rhizoreality.mu - date: 19.04.2006)
 → JAVA multiple-view VRML(3D) Client (author: rhizoreality.mu - date: 19.04.2006)
 → MAC
 → Flash Simple 3D (author: rhizoreality.mu - date: 19.04.2006)
 → Flash Complex 3D (author: rhizoreality.mu - date: 19.04.2006)

→ application 2D (Rhizoreality 3.2 compatible - not above)
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 → Flash Complex Chat Client (author: rhizoreality.mu - date: 19.04.2006)
 → Mac
 → Flash Simple Chat Client (author: rhizoreality.mu - date: 19.04.2006)

Done

[Img. 3]

Rhizoreality.mu :: Viewing profile - Mozilla Firefox

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http://www.rhizoreality.mu/forum/profile.php?mode=viewprofile&u=6

Rhizoreality.mu

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| members

forum **Community members**

nbk
nbk's profile

Avatar: 
 Website: <http://www.fabric.ch>
 E-mail address:
 Private message: [Send private message](#)

Joined: 12 Apr 2006
 Total posts: 0 [0.00% of total / 0.00 posts per day]
[Find all posts by nbk](#)

Location: Switzerland
 Occupation: architect

All members Go

rhizoreality.mu is an open framework initially created by [fabric | ch](#)
 This forum is powered by phpBB © 2001, 2005 phpBB Group

Done

[Img. 4]

Image captions:

- [Img. 1] 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".
- [Img. 2] fabric | ch has produced many of its projects using the Rhizoreality.mu framework. A selection of these projects is presented on the website of Rhizoreality.mu (<http://www.rhizoreality.org> or .mu), in the gallery section.
- [Img. 3] 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.
- [Img. 4] The "community" section: a simple profile, nickname, and icon-avatar for each user.

Txt

Rhizoreality.mu

Rhizoreality.mu, an architectural digital framework and software

"Rhizo" stands for rhizomic. "Reality" stands for our 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, cellphone, 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

Contact

fabric | ch (97-23)

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