
Rhizoreality.mu software

1999-2011

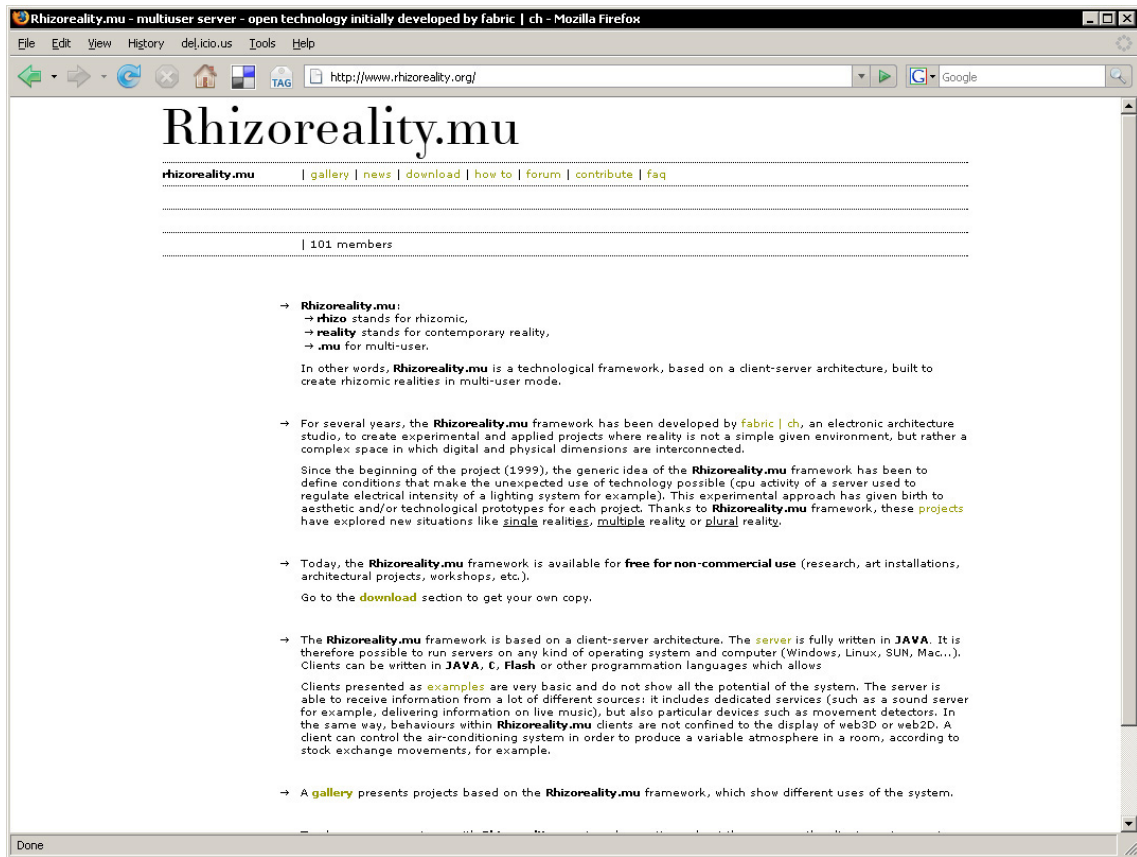
Architectural software (client – server) & scripts by fabric | ch

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

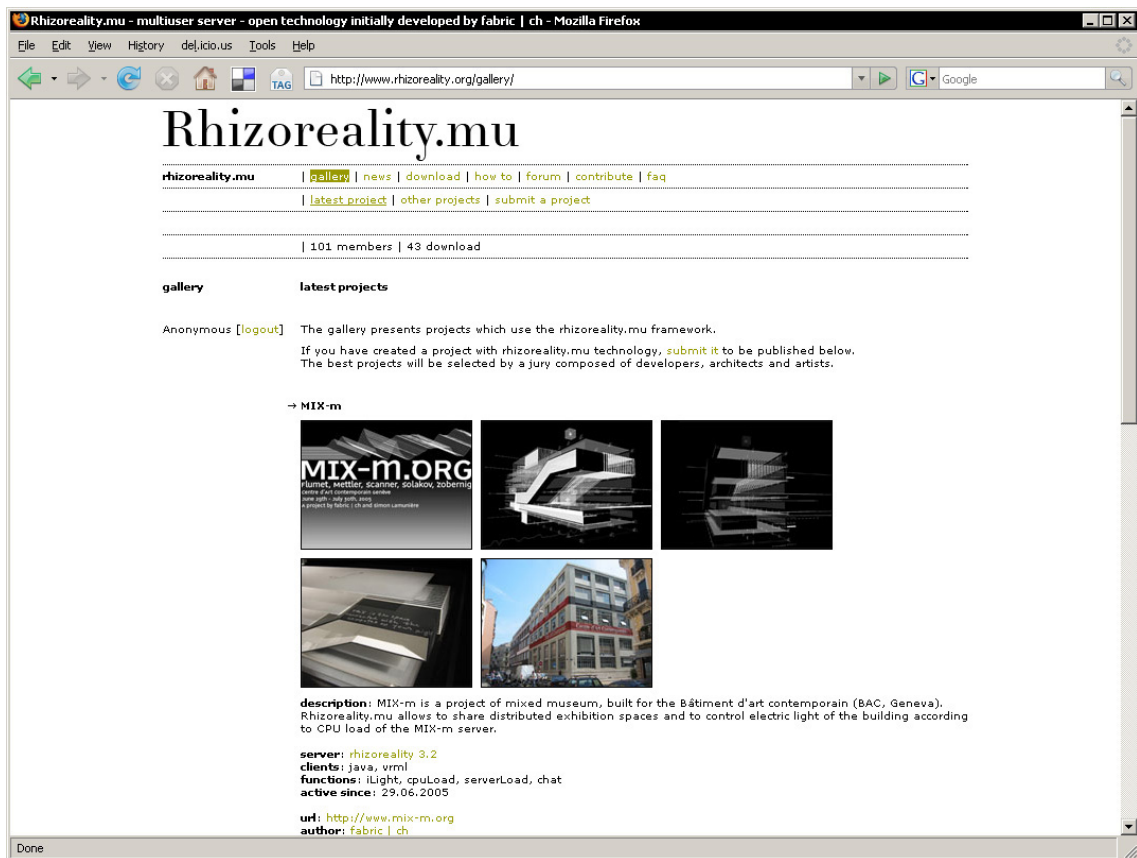
Workshop & talk during Pixelache 2006 (Paris, FR).

<http://www.rhizoreality.org>

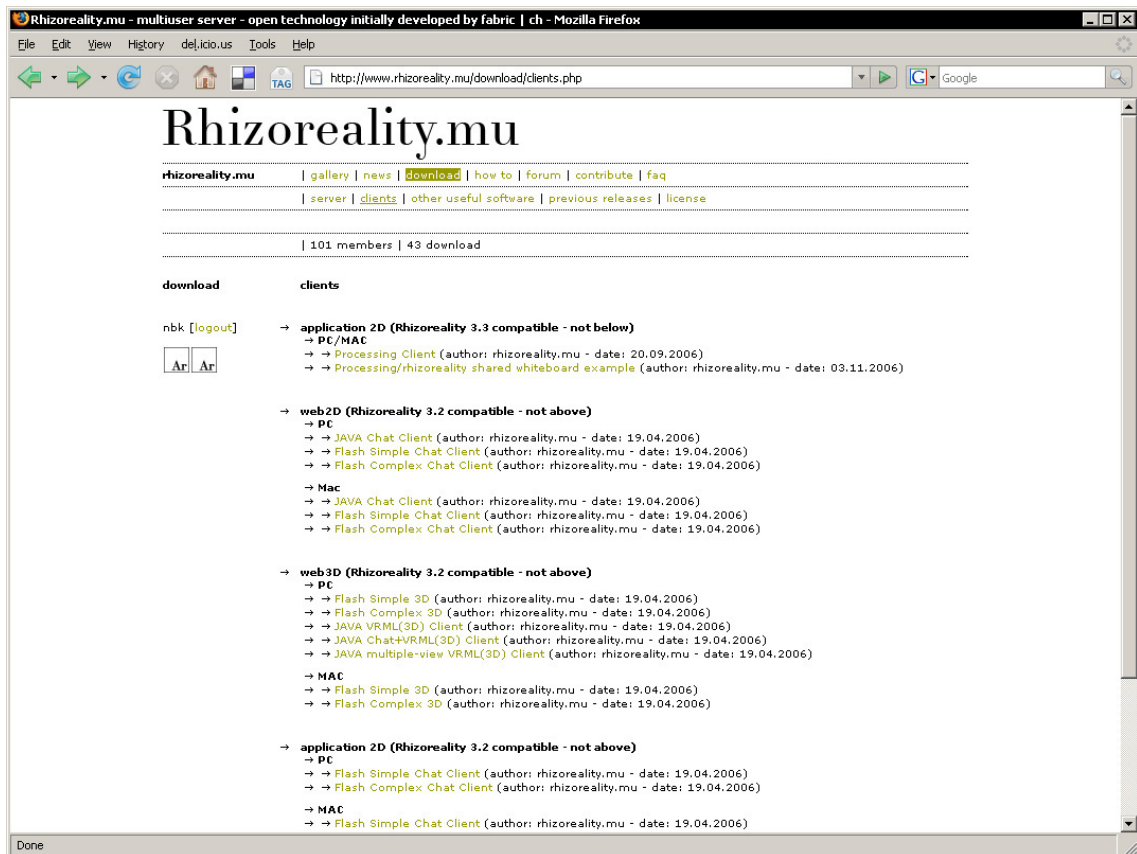
- Framework for the combination of heterogeneous and networked environments
- Multi-clients & multi-servers software
- Distributed architecture to build and combine mediated locations, communities and spaces
- Open architecture and software
- Community-based development



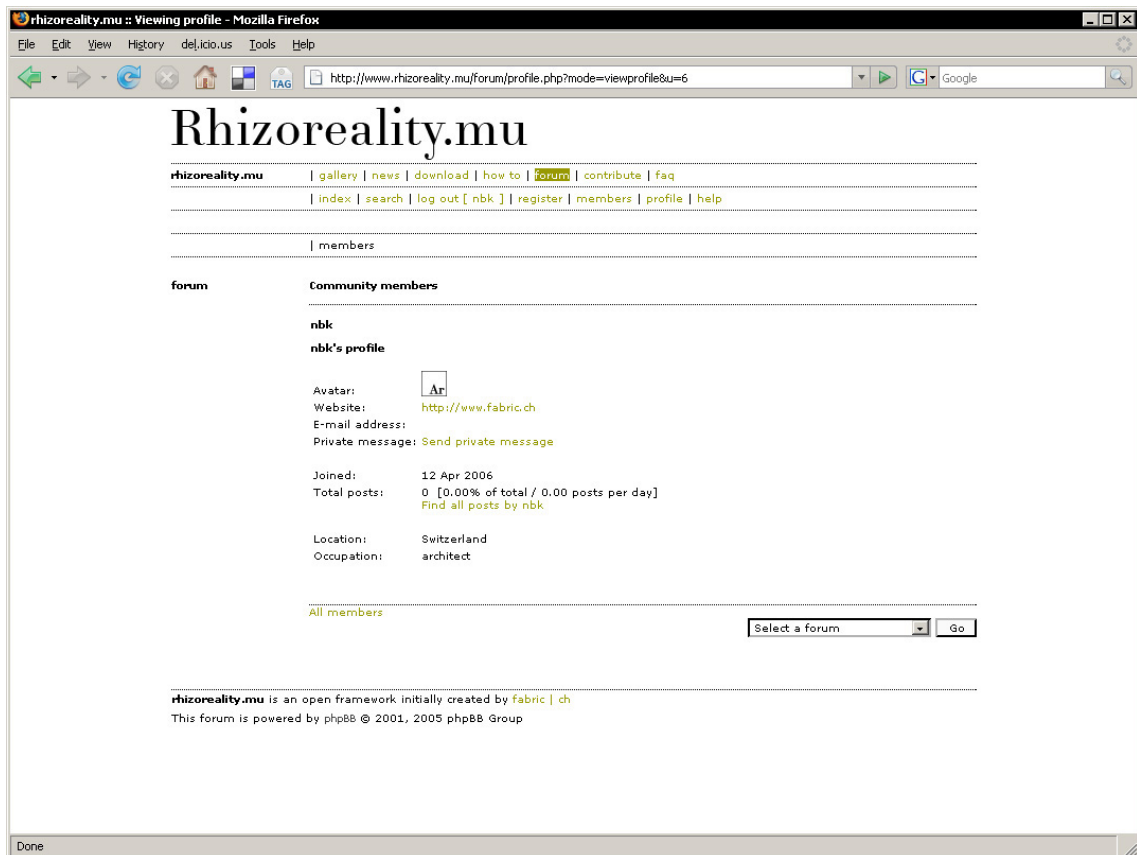
[Img. 1]



[Img. 2]



[img. 3]



[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 are presented on the website of Rhizoreality.mu (<http://www.rhizoreality.org> or [.mu](http://www.rhizoreality.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, 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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