the ART of VISUALIZATION

from IMAGINATION ...
to VIRTUAL REALITY ...

A → VI → VR
Interactive Storytelling in Narrative Media

“The shift from the printed book to the electronic text & digital skin” (1906-1907)
Real time, immersive interactive life-size environment
Embedded Storytelling

NEM=MEN:
The interactive Guide in MMB

... interact with Gutenberg’s printing press... travel through a cyber tunnel leading into the CD City, a cyber city that visualizes a digital and networked system of a 21st century electronic urban vision...
From one side the digital media are contributing to expanding and redefining the notions of Art making, giving form to new artistic languages, mode of delivery and the interrelationship and interaction between the audience and the artwork.

VENUS Avatar (CC)
Venus Avatar Scene
... from the other side emerging technology and electronic networks are contributing to redefine the notion of public space, cultural center and museums by enhancing possibilities of various kinds of interventions.
The city and museums’ infrastructure and its environment can become an integrated and dynamic system and creative interface, enhancing different possibilities of interventions and more collaborative attitude.
"From the Renaissance to the Megabyte Networking Age" is the first CC virtual-reality networked application, which offers visitors a thrilling interactive journey, from the Renaissance to the Super Broadband Networking and Electronic Age.

Florence represents the "Renaissance Age," Chicago the "Gigabits Networking Age."
CITYCLUSTER "Dal Rinascimento all’Era dei Megabyte in-rete"

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Autore: Franz Fischnaller
Project Manager: Franz Fischnaller
Produttore: F.A.B.R.I.CATORS, Milano
Consulente tecnico: Alex Hill, EVL-UIC, Electronic Visualization Lab (EVL), University of Illinois at Chicago, USA
Master in Multimedia, MICC (Media, Integration and Communication Center), Università di Firenze (I) | Direttore: Prof. Alberto Del Bimbo | Coordinatore: Barbara Iraci.

METANET PAGE

Display di interfaccia in Realtà Virtuale in Rete

Copyright © 2003-2006 Franz Fischnaller
Designer: Franz Fischnaller
Capo consigliere tecnico: Alex Hill, EVL, University of Illinois at Chicago, USA.
Produttore e coordinatore del progetto: F.A.B.R.I.CATORS, Milan (I)
The application - From the Renaissance to the Megabyte Networking Age is the first virtual reality networked full immersive real time stereo production created for CC.

The system
CITYCLUSTER (CC) is a virtual-reality networking matrix, a high-tech container with original technological features, navigation and interactivity, graphic and content style, in which multiple large scale stereo environments real/simulates and/or imagined, can be hosted within a common alternate virtual territory, interconnected by high-speed network, enabling remote participants to interact and collaborate in shared environments with each other through streaming audio communication and through their AVATARS.
For this application two large scale virtual reality and simulated environments were created: the city of Florence metaphorically represents the "Renaissance Age", the other simulation is the City Of Chicago representing the "Gigabits Age". Each virtual city is inhabited by a group of avatars: David, Venus, and Machiavelli in Florence, and Mega, Giga, and Picasso in Chicago.
Users Interaction

Within a single interconnected virtual matrix, visitors can navigate, interact, exchange buildings, objects, ideas and teleport high resolution stereo three-dimensional models, objects, buildings and dynamic data over distance in real time.
These snapshots will serve as a placeholder for a specific location and heading. When desired, the two users can collaborate to return to this perspective by moving one view panel over another. Moreover, MNP will allow the user to "grab" onto a building shown within the panel and move it to another location or even to another city. Finally, the user will be able to place a select number of textures within view of the panel and capture the texture for later application to another building. MNP also acts as a sort of mirror. The visitor can reflect their avatar in it by turning it around toward themselves while they are within the Virtual environment. Because the avatar of each user will not be normally shown, this allows the user show the other user what they really look like.
The MUSEUM as Cultural Interface

The power of intersection across art, architecture, interactive digital media design, science and technology
VIRTUAL JOURNEY through the history of Fort Saint Jean

A new media exhibit based on the history of Fort Saint-Jean (FSJ) in Marseille, built in 1660 by Louis XIV at the entrance to the Old Port … today linked by two thin bridges to the historical district Le Panier, and to the Musée des civilisations de L'Europe et de la Méditerranée, MuCÉM, the first French national museum to be located outside Paris, inaugurated on 7 June 2013 as part of Marseille-Provence 2013, a year when Marseille was designated as the European Capital of Culture.

The design combines digital heritage content, narrative and storytelling with mixed media installations, display systems and media tools integrated with 3D digital animation, Film, VFX, simulation, holographic imaging and video mapping on 3D printed models merged into an immersive Audio-visual scenography.
The Exhibition Space is the Lower Officers Gallery (Gallérie bas des Officiers) located in the central part of the Fort Saint-Jean, constructed at the time of Vauban. The Seigneur de Vauban and later Marquis de Vauban (1 May 1633 – 30 March 1707), was a French military engineer who rose in the service to the king and was commissioned as a Marshal of France.
Content: Topics / Historical Periods

PERIOD I 49 BC: The conquest of Massalia by Julius Caesar. Submission of the Greek city to the Romans. Caesar siege of Marseilles: the Greek city switches to the Roman; the end of the Basket, hill overlooking the harbor entrance at 20 meters, on a plot urbanized checkerboard, while a peripteral Ionic temple and a theater equip it.

PERIOD II 1423: The conquest of Marseille by the Aragonese.
The port string is always placed trophy in Valencia Cathedral; the Commandery of the Hospital redeploy (1365), while the count erected a new tower (circa 1450) and that the bishop strengthens Babon castle on the top of the hill.

PERIOD III 1660: Capture of the city by Louis XIV / (prise de la ville par Louis XIV/)
Marseille recovery by Louis XIV and bringing to heel of the city by the construction of two forts commanding the city, the arsenal of galleys with his overseer, a new enclosure tripling the surface intramural; evocation of the tower of Fanal + work of Knight Clerville, including Fort St. Nicolas.

PERIOD IV 1943: Germans occupied Marseille - Transporter Bridge (1905); German fortification, razing the Basket; implosion bottom box and Commandery (August, 1944).
SALLE 0.01

TECH SOLUTION, media installation, projection and display system:
3 Videoprojectors – HD – PANASONIC PT-RZ670, LENTILLE ULTRA WIDE ANGLE - Panasonic 0.38-0.40:1 – ET-DLE030, Ceiling Brackets for Videoprojectors, Media Players AV HD, Screen (projection size 350x197cm), 4mm thin Transparant Polymer GLASS x retroprojection (Size: 70x40cm = 280x40cm)