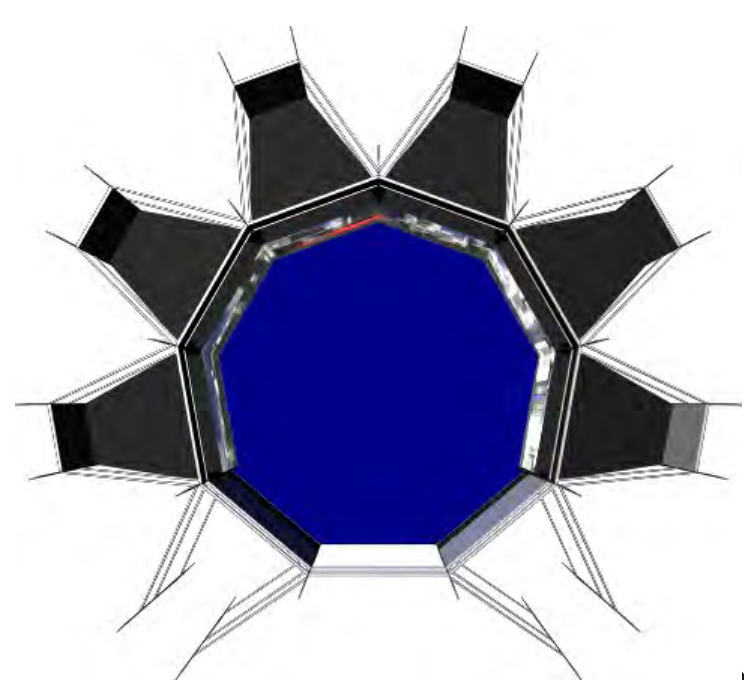


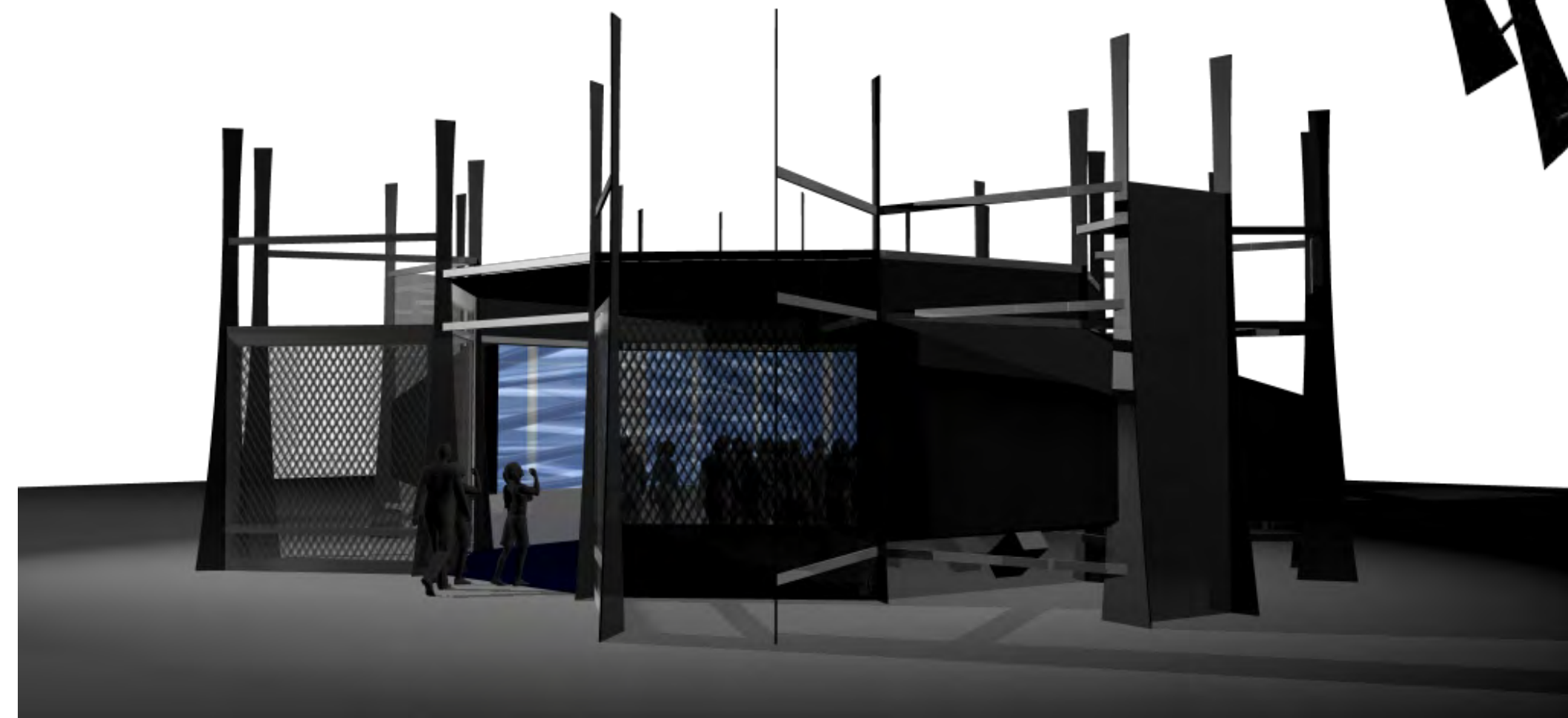
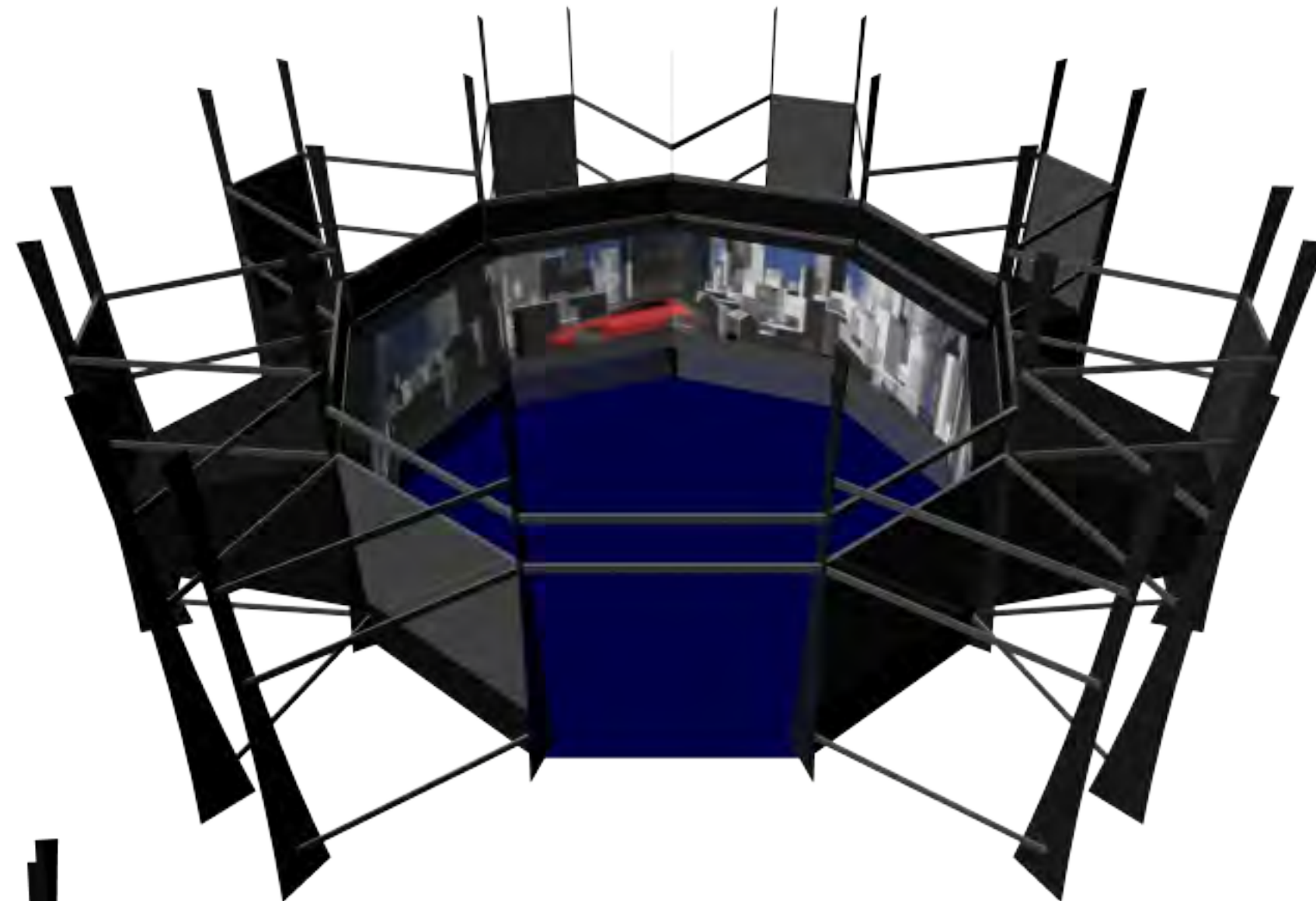
FRANZ FISCHNALLER

selected WORKS



L'AGORA CIVITAS

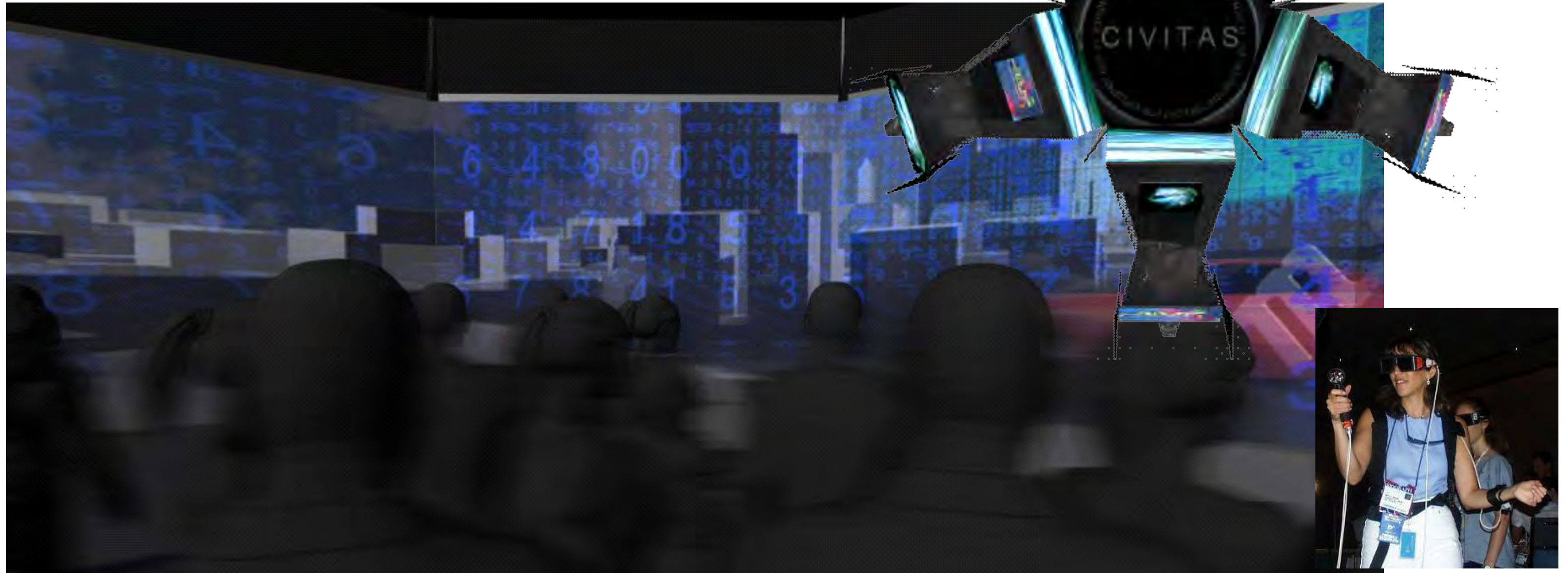
IMMERSIVE interactive virtual reality square
Interactive technologies | Digital Media | Augmented Virtual Reality | Digital
Mobile Intelligence Creative Interface



L'AGORA CIVITAS

Immersive interactive virtual reality square

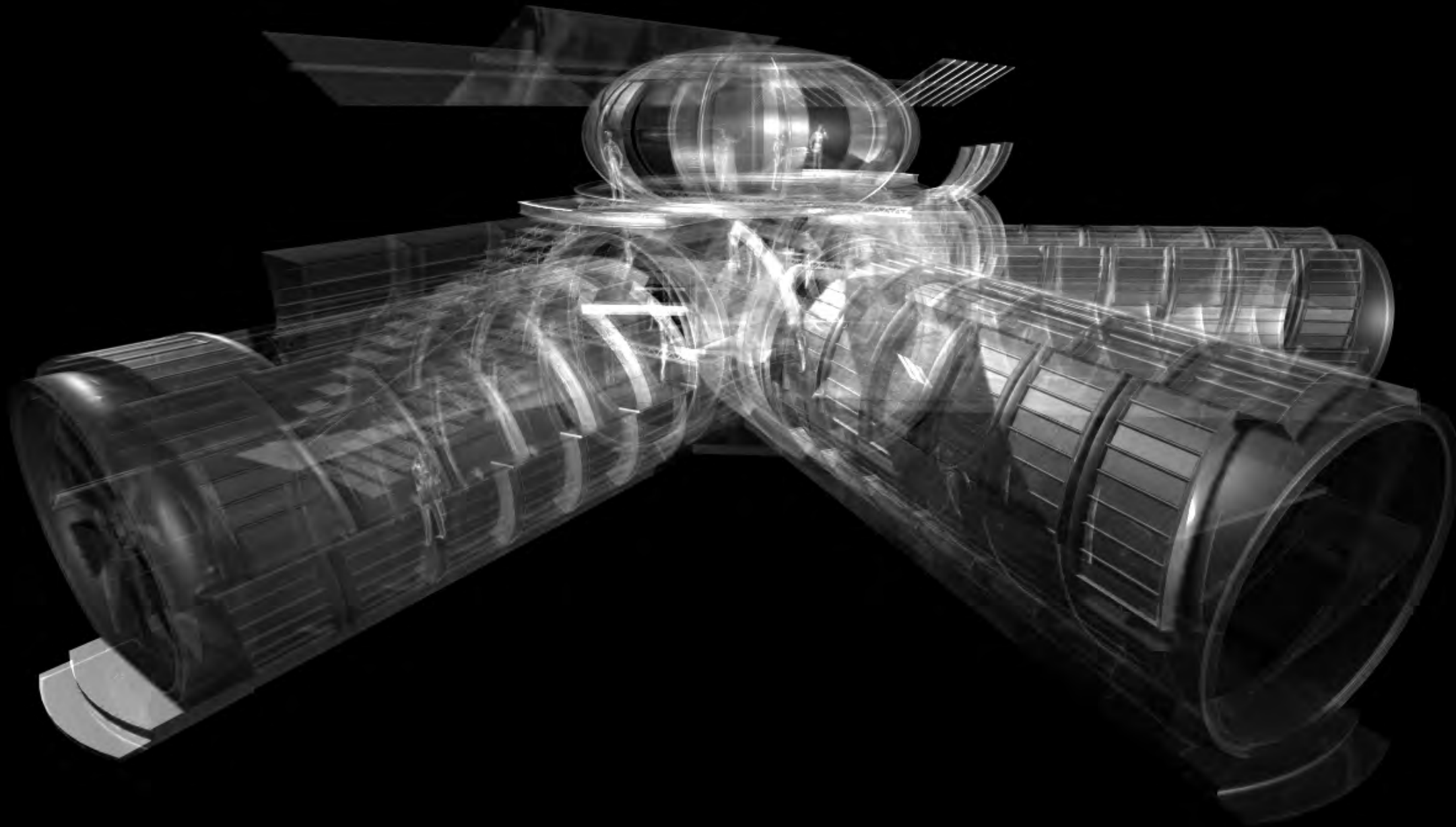
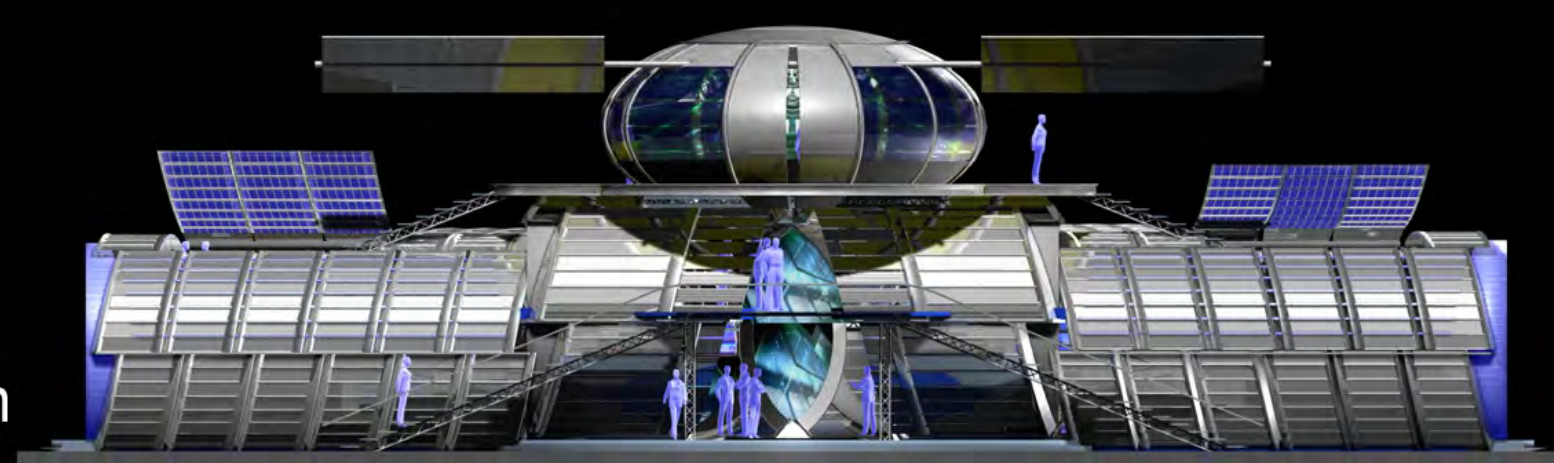
Interactive technologies | Digital Media | Augmented Virtual Reality | Digital
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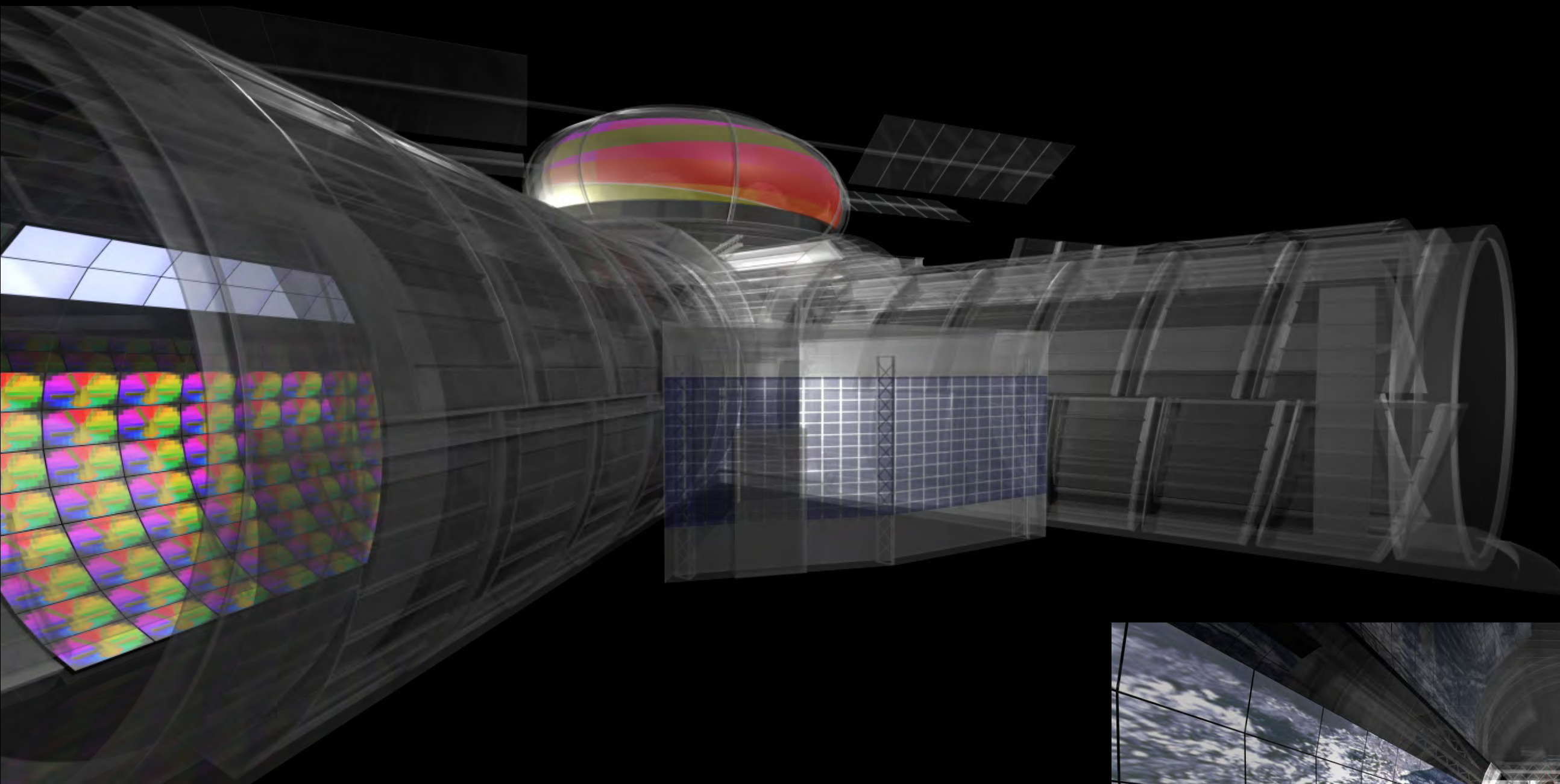




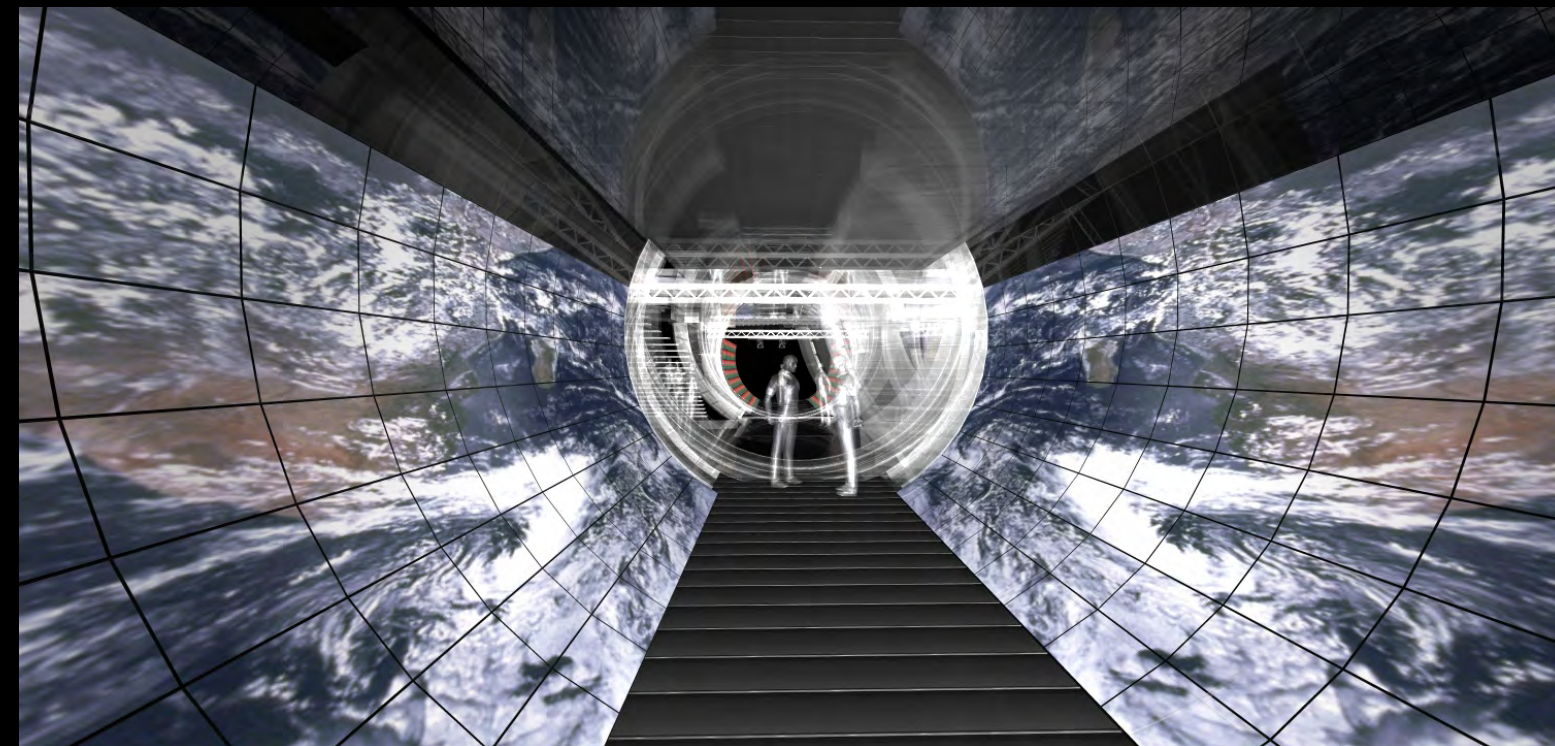
QUANTUM | ARTOSPHERE PROJECT

Nomadic Augmented Reality Interactive multipurpose Art installation



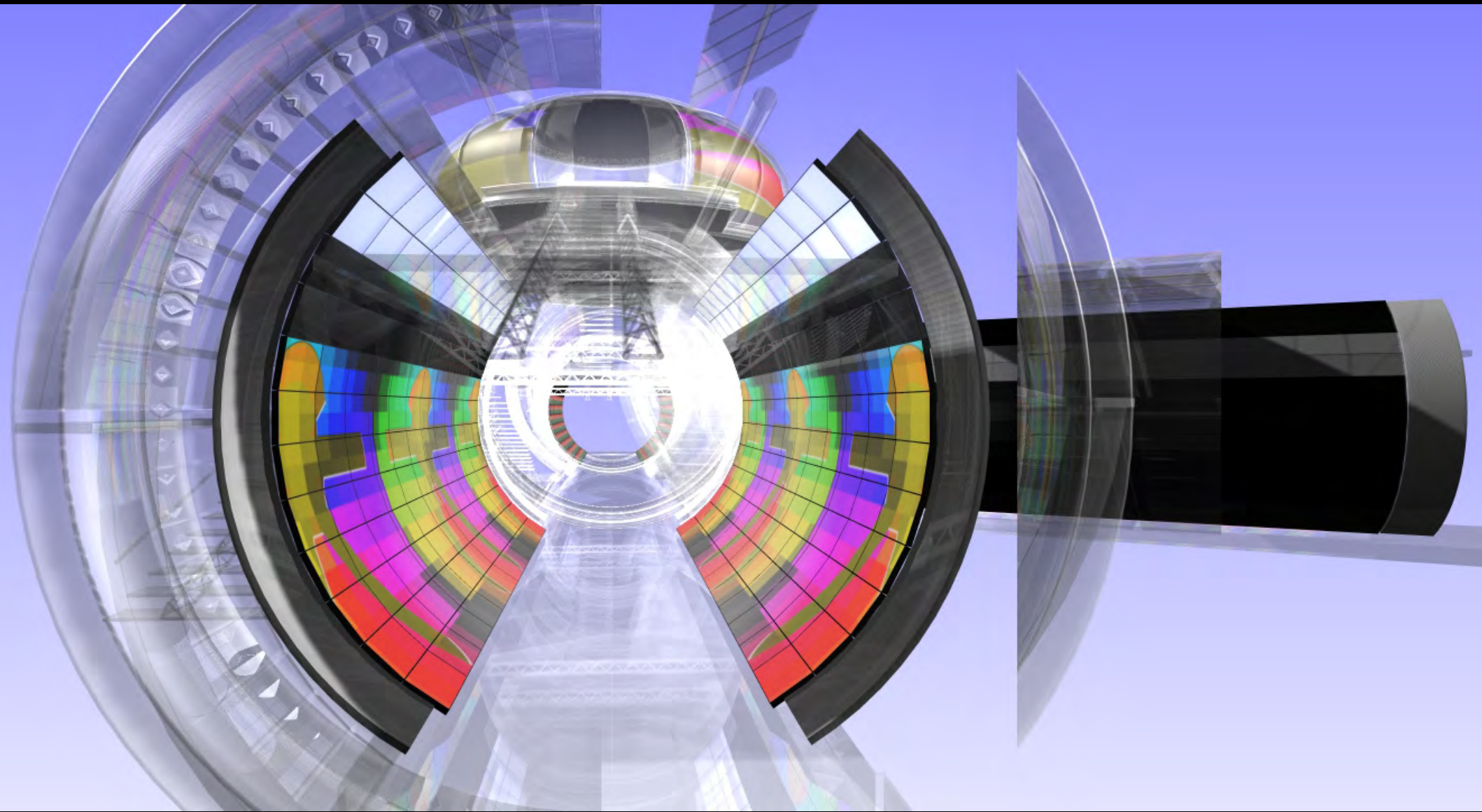


Inside View of Visualization Display on 1 Level [Groundfloor]
Screens: 8rowsx12columns left and right = 96RX+96LX screens
(65x33cm) = total Screens x Tube = 192
Total Image display = 20.6m² Image on LX + 20.6 m² Image on RX =
Total 41.2 m² - 368.640.000 pixel x 4



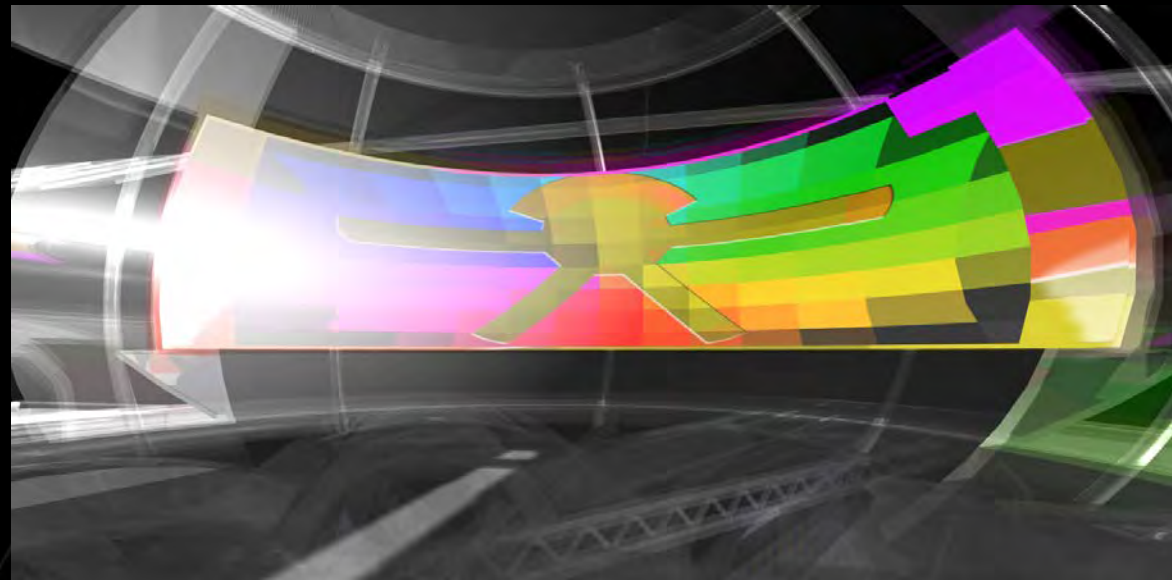
QUANTUM | ARTOSPHERE PROJECT

Nomadic Augmented Reality Interactive multipurpose Art installation



The entire Installation of Quantum: Nomadic Augmented Reality Interactive Multi Purpose Art Installation offers 620 m² Ground floor divided on 3 Levels. This space is dedicated for exhibit-space and is divided in 4 tunnels that have a High-Resolution Screen of 368.640.000 pixel for each tunnel. On the top level, 3rd floor, there is a domelike Installation that offers additional screening on 360 degree on a 8 Mt. Diameter space.

The system features 70 high-resolution Dell 30" displays, arranged in fourteen columns of five displays each. Each 'tile' has a resolution of 2,560 by 1,600 pixels – bringing the combined, visible resolution to 35,640 by 8,000 pixels, or more than 286.7 million pixels in all.



LambdaVision: The world's first 100 Megapixel tiled LCD display

LambdaVision consists of an 11x5 array of LCD panels, each with a Resolution of 1600x1200 pixels, driven by a 30-node dual processor 64-bit cluster with 4GB RAM. Every cluster node relies on a NVIDIA Quadro FX by PNY graphics board to drive two LCD panels.

EVL's Scalable Adaptive Graphics Environment (SAGE) Software, a graphics streaming architecture for supporting collaborative scientific visualization environments from the desktop to Ultra-high resolution tiled displays.

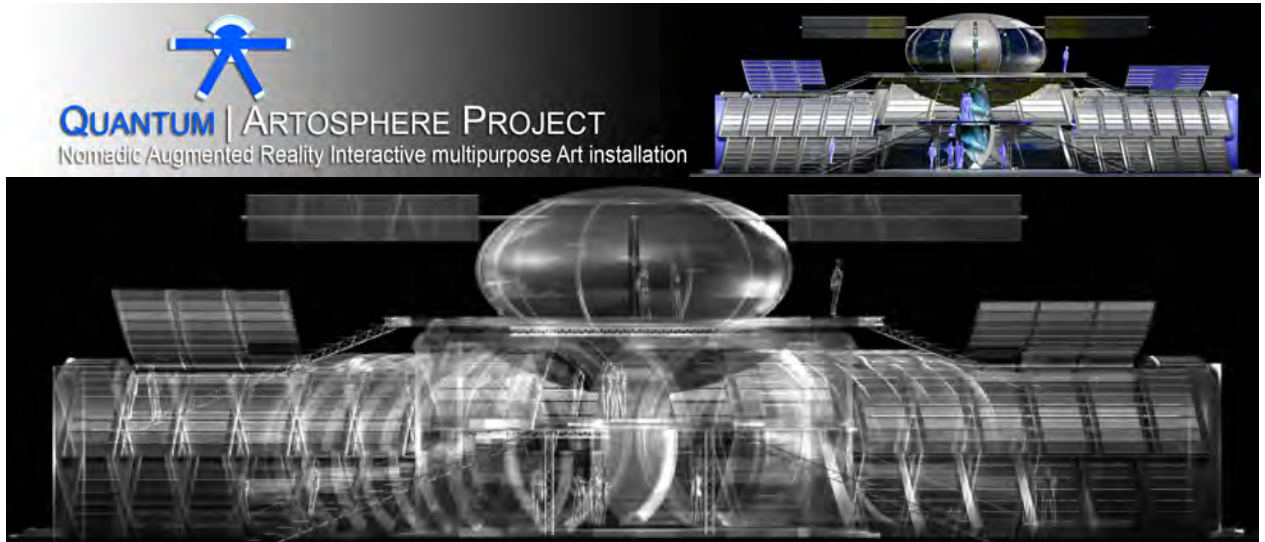
The Electronic Visualization Laboratory, University of Illinois at Chicago (EVL) is an interdisciplinary graduate research Laboratory that combines art and computer science, specializing in advanced Visualization and networking technologies



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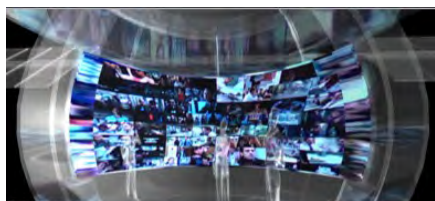


QUANTUM



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Date research	2008 -2009 startup ongoing
Project Name	QUANTUM: NOMADIC AUGMENTED REALITY DESIGN
Topic/Key Words	Nomadic augmented reality structure, mobil networked design, public art, digital urban living, Digital design imbedded in physical structures
Project Stages	Conceived as an 10 -phase project (aprox)
Achievements/Accomplishments	See Bellow
Project Current Stage	3 phases are completed
Role/Responsibilities (FF)	Researcher, Project Designer
Credits/Collaboration/Partners	F.A.B.R.I.CATORS, Milan, Italy
Awards/Artist in Residence	
Funding/Grants/Support	
Acknowledgments	
Bibliography	
Exhibit/Exposure	
Conference/Lecture	
Web / Links	
Images	
Video	
Notes	This project is in part under non disclosure (the info is not complete)
Description	See Bellow



Quantum Project, an artistic mobile Eco-sustainable augmented reality interactive container “*deeply rooted in a cohesive and sustainable outer-space-Eco-environmental design, “Quantum” Vision is based on the premise that sustainable environments require not only sustainable design, and human-social sustainability but also a new paradigm for sustainable concept of art*”. Franz Fischnaller

Nomadic Augmented Reality Container

Mobile eco-sustainable augmented reality interactive networked container deply rooted in a cohesive and sustainable outer-space-eco-environmental design. Quantum serves as a physically-augmented, high-performance model with technological customized framework designed with to user-specific solutions for multi-purpose use. Quantum is mobile Eco-sustainable interactive and networked installation, a mobile container which gives the facility to display on high resolution display systems all kind of digital artworks and research. **The design** of the architectonic structure was conceived to accommodate a suitable framework for

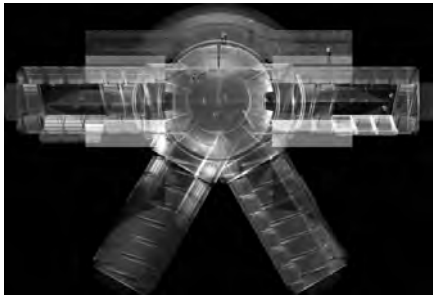
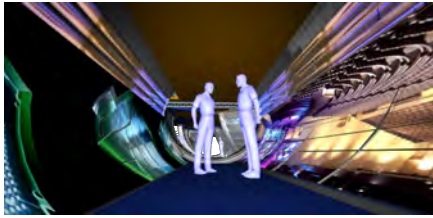


exhibit display as a nomadic high-tech multi-functional installation suitable as Exhibit and Public Art event, venue and shows. The mobile structure is mobile and can be transported and reconfigured upon its requirement.

Mission

A primary mission of the Quantum is:

- to create an engaging artistic Eco-sustainable collective and interactive place where visitors, regardless of their cultural or professional backgrounds can enjoy, explore, learn, share, discover, and be inspired by cutting edge forms of art at the convergence of culture / science & technology and where they can express, interact and intervene with the space with their own creativity and communicative skills.
- to use digital art technology in a more sensible communication tool and to explore the opportunities offered by advanced information technology in order to support natural interaction between human beings and digital systems in an artistic environment.
- to enable creative and interdisciplinary physical/local and or networked/ remote collaboration, highlighting the various relationships shared among artistic cultures, involving people at multiple locations in a single matrix container; contributing to the mutual understanding across cultures, artists and innovators, authors, researcher, artist.
- to provide a creative space for authors, artists, producers, institutions, researchers, companies and groups who are creating, solving, proposing, developing, and actively participating in the evolution and development of art and cultural innovation.

Concept

Quantum concept derives from the power of the paradigm shift in both art and science and the opportunities emerging from their intersection with design, mobile architecture, sustainable technology, interactive media, networking, mobile locative media, human-networking interfaces and creative-social environments.

Serving as both an iconic-artistic structure and a networked Eco-techno-environmental-container, Quantum was designed as a standalone digital-immersible and communicative artwork as well a multipurpose nomad art container and showcase facility to display artworks by cutting edge artists and new generational authors, researchers, designers and producers works of whom focused on the convergence of art & culture / science & technology.

Quantum installation was conceived according to specific technical requirements that optimize a multipurpose use and modular configuration for Nano-Bio-Info-Cognitive (NBIC) Arts installations display: an innovative flexible design in a mobile architectural framework.

Goal

Quantum aims to become an innovative container and transmitter of knowledge, knowhow and entertainment a platform for continual innovation, exploration and dynamic juxtaposition of edu-entertainment, recreation, learning opportunities, information, know how, transferred and shared cognition, giving space to new concepts and tendencies, a cultural incubator and an international hub for cooperation and exchange. Diverse areas are designed as multi-user- learning, recreational centers to enhance learning and comprehension of the new generation and dynamic advancement of artistic scientific and technological development.

Quantum installation is conceived to maintain high quality programs and artistic activities with a finger on the pulse of trends throughout the year. The program will be continually updated in the different fields of interest providing visitors with new science-art experiences. It will allow for a wide range of thematic possibilities which in time and through programming can be adapted, recomposed and morphed into the most interesting and innovative presentations and exhibits. In this way, Quantum will continue to capture the attention and interests of visitors.

Innovation

Innovation is fundamental for any nation that aims to secure a competitive present and future progress on the planet. People skills, knowledge and attitudes that lead to innovation and progress must be developed at all ages and professions. A sustainable culture of innovation will depend on more people becoming interested in and stimulated about Art, science, technology and innovations.

Quantum creative design and installation framework were conceived to consolidate the task of showcases the possibility of innovative applications and further developments: promoting information exchange, intercultural dialogue and communication among creative communities, engaging students, general public, scientists and intellectuals and the diverse Geo-cultural regions around cities that Quantum is touring and or networked. By stimulating a new awareness, and inter-connecting visitors and society through art and culture, Quantum hopes to increase the environmental, cultural, creative and artistic knowledge, enhance comprehension of the natural world and generate understanding of the impact that man, art and creativity have on global processes.



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