

LAB(AU) \_ LINKS:

HTTP://WWW.LAB-AU.COM

HTTP://WWW.LAB-AU.COM/FILES/INDEX.5HTML

HTTP://WWW.LAB-AU.COM/BIO2

METADESIGN BY LAB[AU]

MetaDeSIGN

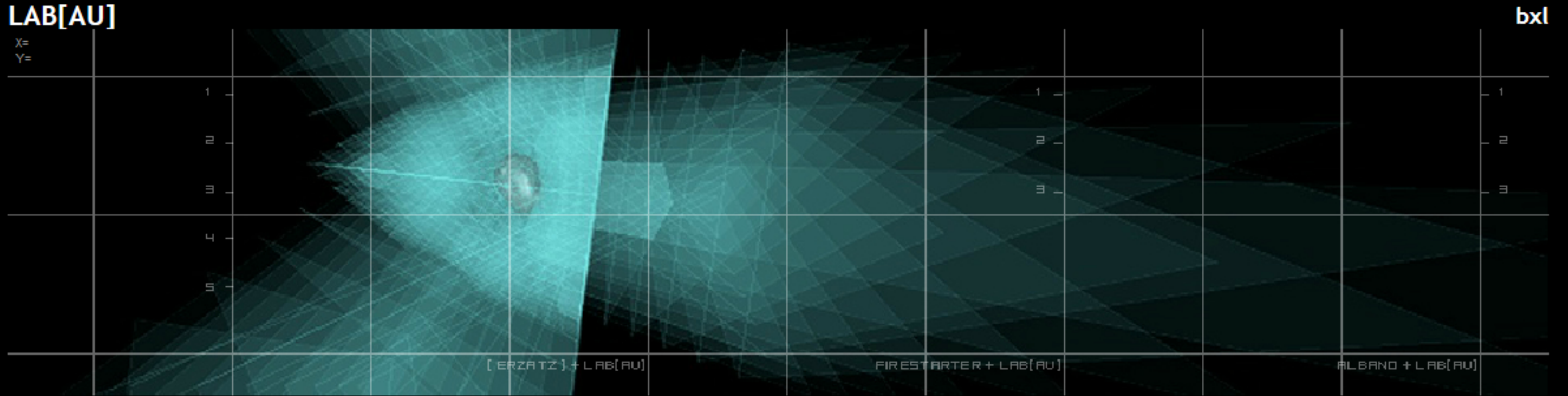
- | 1 | 2 | 3 | awarded
- | 1 | urbanism
- | 1 | media\_architecture
- | 1 | exhibition architecture
- | 1 | 2 | 3 | 4 | net architecture + music
- | 1 | 2 | net architecture
- | 1 | 2 | net art + performative art
- | 1 | writings

lab|au|, laboratory for architecture + urbanism | M.Abendroth, J.Decock, Pieter Heremans, C.De Smet, A.Plennevaux | Bruxelles (Belgium)

Complete list of works: [www.lab-au.com/bio2.htm](http://www.lab-au.com/bio2.htm) | Writings: [www.lab-au.com/files](http://www.lab-au.com/files)

lab[au] pursuits since its foundation in 1995 the objective to link theoretical research **the lab** with the specific conditions in the elaboration and production of inFORMational projects **la.BAU**. As a collaborative agency including different partners from different disciplines, lab|au| sets up a network, a critical space of reflection and experimentation focusing on the specific modalities of IC technologies in their setting of languages as well as their potential in the founding of a discipline, MetaDeSign.

Metadesign as a discipline is about the transposition of inFORMation processes, transmission and computation, in textual, graphical, three-dimensional and biomorphic forms, in order to build up connectivity and effectiveness. In this manner MetaDeSign displays the theme of new space constructs relative to information processes As a collaborative agency ...>, including different partners from different disciplines, lab|au| sets up a network of transdisciplinary work focusing on the specific modalities of IC technologies in their setting of languages as well as their founding of a discipline, Meta.Design ...> according to social, semantic and spatial structures. It is the definition of architecture like codes / language drawn from concepts of communication and information sciences with that of architecture.. 'Metadesign' thus can be understood as a technology determinism that constitutes the main vector/thought in the concern of networked, information-based societies.



Spa[z]e music

2002

Mission

Referenze

Concorsi

Rating

Premio

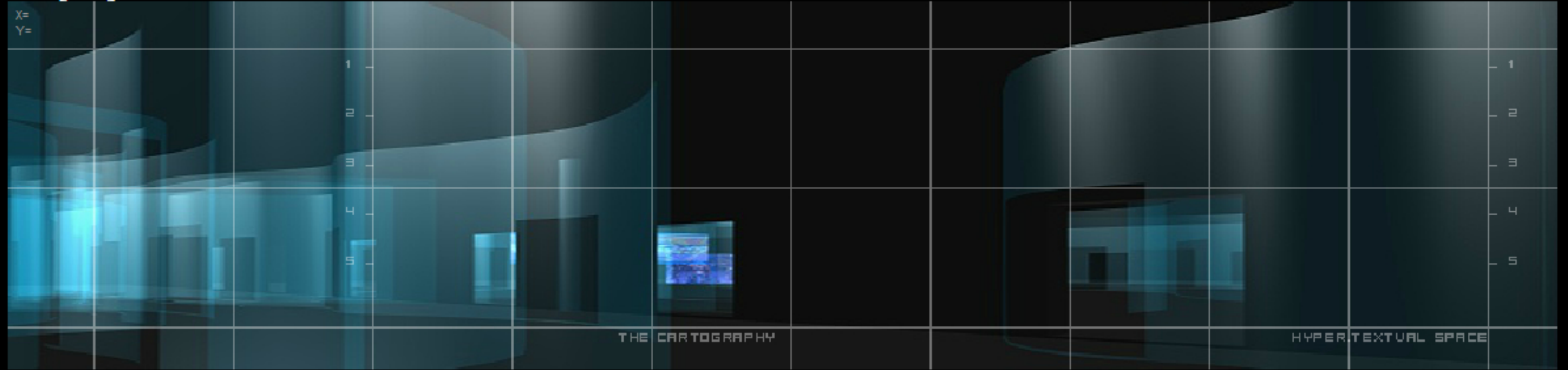
Registrati

Pubblica

Cerca

LAB[AU]

bxl



Game Village

1999

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Mission

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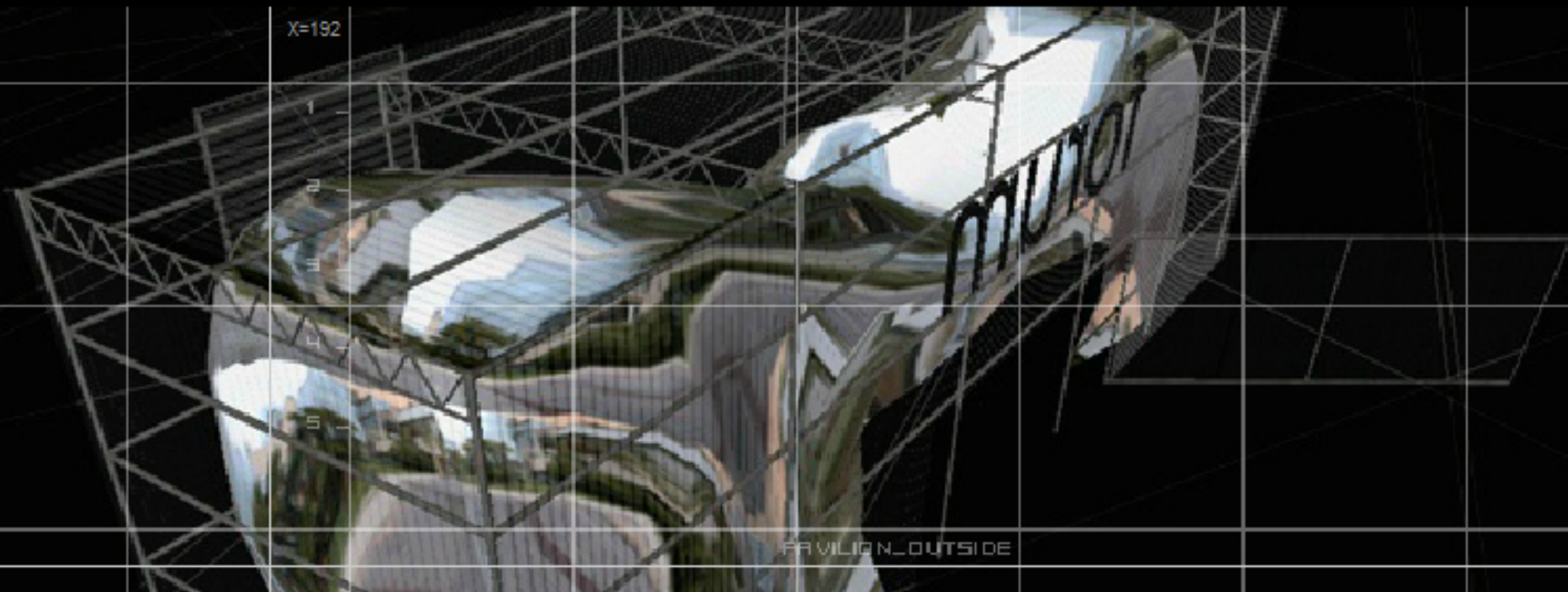
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X=192



1

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3

4

5

PAVILION\_OUTSIDE

PAVILION\_FICTIONAL SPACE

RGB \_ pavilion

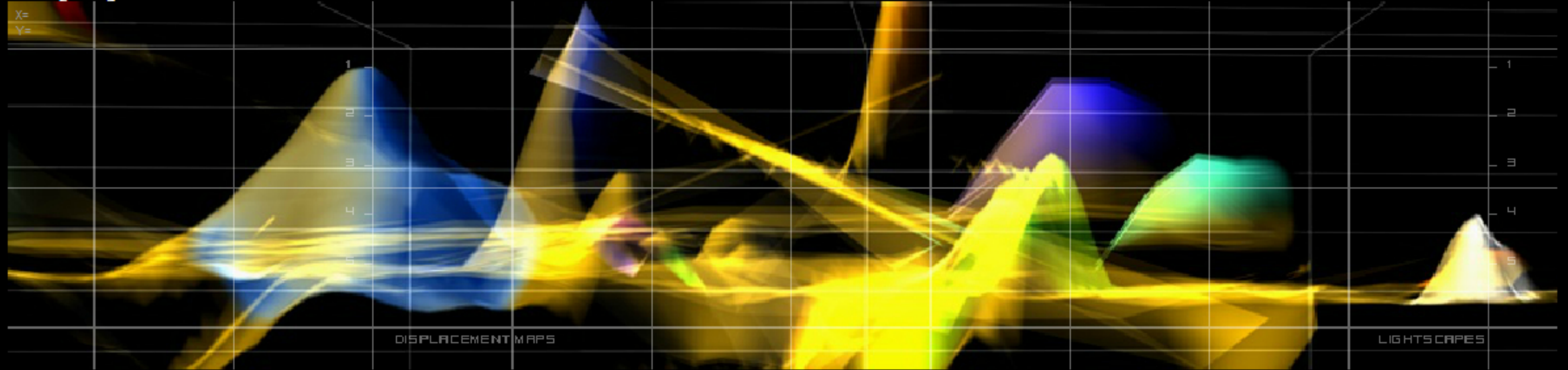
1999

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Lightscapes, displacement maps

1999 - special prize

Mission

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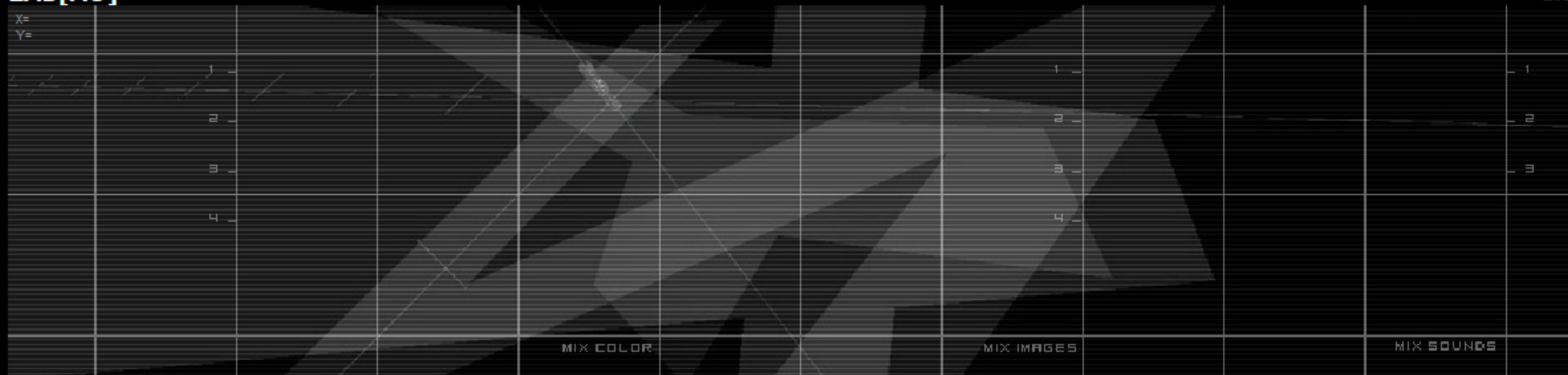
HisTHORy

2002 - special prize

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## LAB[AU]

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**sPACE, navigable music****2001/2002 - special prize**

'sPACE, navigable music' is an online project investigating the impact of IC technologies and particularly, 3D Real Time modeling languages (such as VRML) in the construct of space. According to the objectives of lab|au| the project constitutes as much a space for theoretical research as a space of experimentation on the forms of spatial, visual and sonic interactions in networked environments. The project thus explores the setting of hypermedia environments and electronic space combining architecture, music and cinema through users interactions - navigation within the digital matrix in order to build up connectivity.

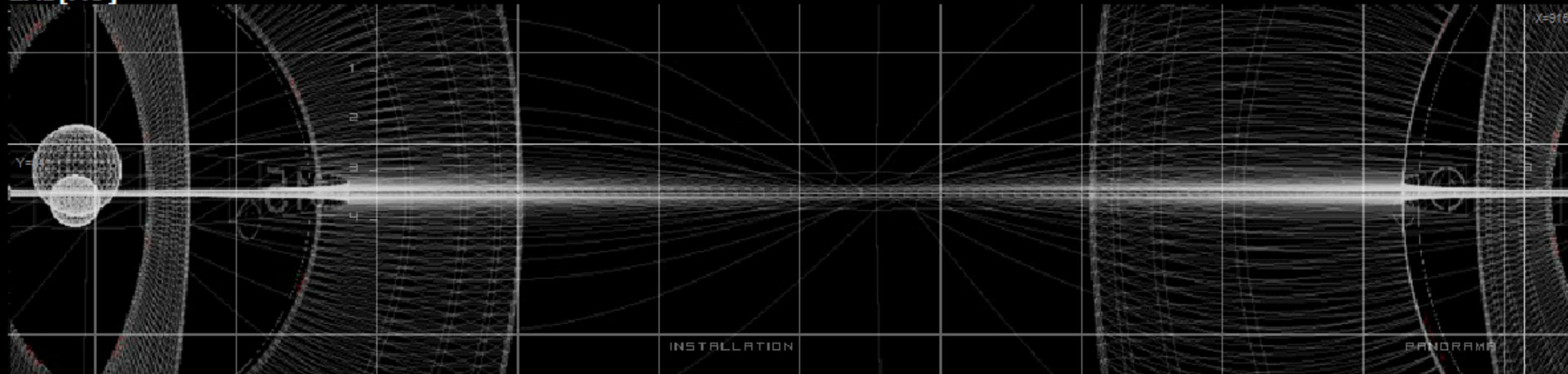
sPACE //: Space \_ (XYZ) + PACE \_ (rhythm - beat)

Navigation //: Users movement in e.space according to specific modalities of perception + cognition

next &gt;&gt;

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spa[z]e 360°

INSTALLATION

2002

PANORAMA

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polygon den[c]ity

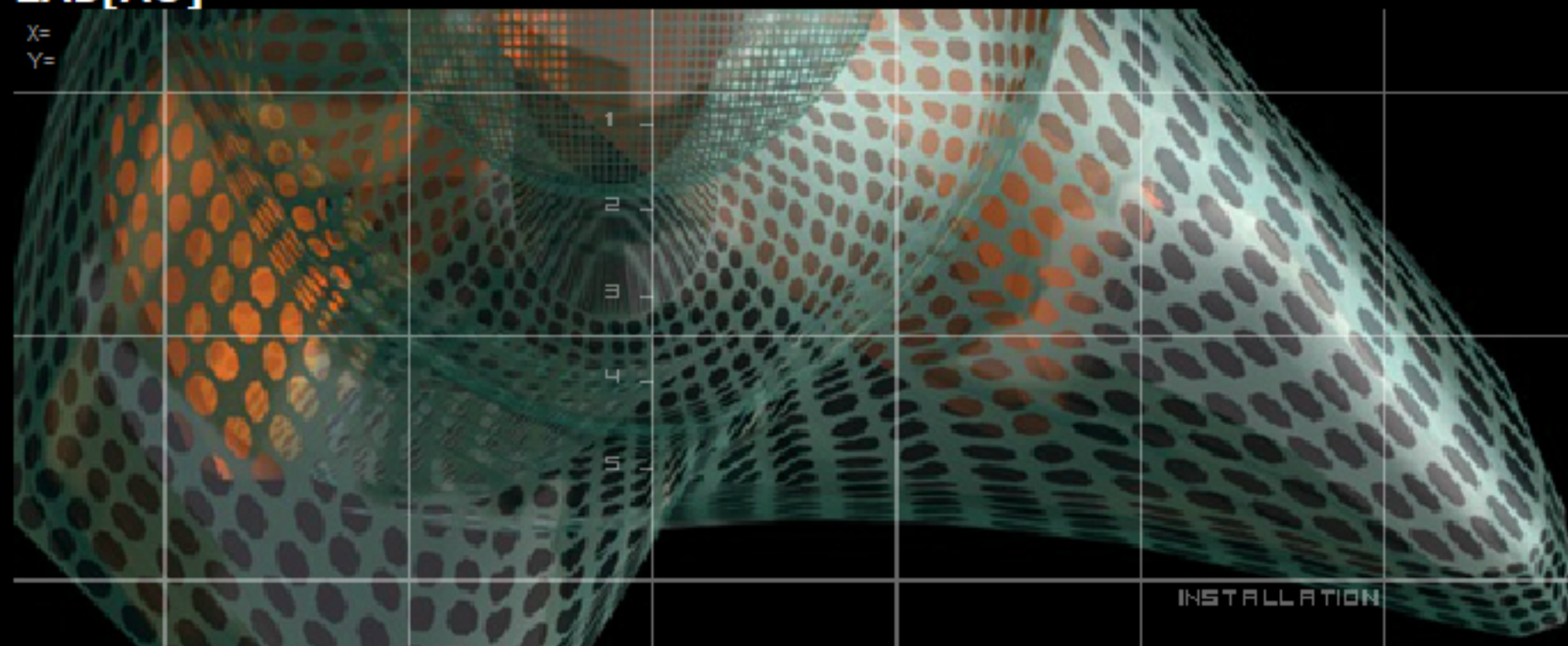
2003

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LAB[AU]

X=  
Y=



i.skin, electronic bodyness

2000

INSTALLATION

bxl

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I-SKINS

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X=  
Y=

UPCOMING 2003

NET.LAG

net.lag

2003

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Mission

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En3+4 jeu x4 \_ interactive scenic device

2002

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