Abstract
As building projects become increasingly more complex, the number of project participants increases as does their spatial distribution. An effective decentralised work process and co-operation is of increasing importance. The global computer network, the internet, has great potential and recent times have seen the development of a variety of techniques in this field. The project proposal described here is based upon this approach and also takes it a step further. A specific analysis of the subject and the subsequent identification of potential approaches formed the basis for an architectural application that brings the architect in contact with other project participants using the internet as a powerful yet simple and easy to use medium.

Resumen
Así como los proyectos de construcción se vuelven crecientemente más complejos, así también crece el número de participantes y su distribución espacial. Un efectivo proceso de trabajo y cooperación descentralizados es de creciente importancia. La red global computacional internet, tiene gran potencial y tiempos recientes han observado el desarrollo de una variedad de técnicas en este campo. La propuesta de proyecto descrita aquí está basada en este criterio y además lo lleva un paso más allá. Un análisis específico del tema y la subsecuente identificación de criterios potenciales, formaron la base para una aplicación de arquitectura que pone al arquitecto en contacto con otros participantes en el proyecto, usando la internet como un poderoso medio, todavía simple y fácil de usar.

Motivation and Context
As building projects become increasingly more complex, the number of project participants increases as does their spatial distribution. An effective decentralised work process and co-operation is of increasing importance. The global computer network, the internet, has great potential for improving information provision, communication, cooperation and coordination between project participants.

Current Situation
General approaches to the problematic are manifold and have in recent times spawned a large number of internet-based applications based on a variety of widely differing techniques and scientific approaches.

For the architect, the current situation appears nevertheless ambivalent:
On the one hand there are systems based upon ‘Internet Based Project Management’ (IBPM) which offer easily comprehensible benefits and performance improvement measurable in cost and time savings.
On the other hand, risk and uncertainty hamper this, in particular with regard to the slow consolidation of the branch and the resulting difficulties in the readjustment of roles.

It is clear to see that the potential offered by the medium of the internet remains not only unused by training professions but also unrecognised.
At present the most common use of the internet is for personal presentation in the form of a homepage. Beyond this, architects are yet to make use of networked methods which support the planning activities of the architect in practice.

Internet Based Project Management - IBPM
Currently available internet based project management systems are characterised by two central aspects: The provision of a central database for all project participants that can be viewed and edited by all participants according to their respective rights of access. Principal aims are cost and time savings in comparison to traditional dispatchment methods and a more efficient project development through reduced redundancy and data which is continually up-to-date. The second central aspect is the integration of workflow and process modelling systems. The aim here is to simplify complex notification and communication processes through automation.

IBPM systems enable primarily an efficient exchange of information and documents, whereby the format the data takes plays a secondary role – the administrative handling of data is identical whether the data in question is text, a spreadsheet or a geometric drawing.

This fact also demonstrates a shortcoming of current IBPM systems with regard to their use in the building branch: the central information database for all those participating in a design and planning process is of geometric nature and is at present poorly supported with regard to its presentation and manipulation in the internet.

Plan-representation and editing at the internet
The idea to show and to edit geometrical planning data directly via an internet-browser is new. To manifold are the eventual potentials through collaboration and interaction to enhance the efficiency that the big CAD – producer would not attempt to find
own methods of resolution. Important criteria for real fit- for-internet representation of geometrical planning data (and therewith for the selection of the right technics) are:

- possibility must be given to lookup geometrical planning data directly via an internet browser
- exchanged data-volume must be small
- linking to other documents (hyperlinks) must be feasible
- ideally the option to edit the data interactively should be given

**Open standards**

In face of the dissatisfying situation that most well-known CAD – producer try to develop their own formats with market power to establish them as a quasi-standard there exist efforts to define and to prevail open independent formats as spanned standards. In the end data-exchange is the central idea of the internet and can best be work out best by employment of open neutral standards. The occupation with a relatively young format constitute one of the focal points of this research project.

The favourite format of the W3C SVG (Scalable Vector Graphics) differs in various points from other common formats:

- The format as from the W3C developed and specified is free of particular interests of producers
- SVG has broad support by the industry
- In contrast to other formats the possibility to display SVG directly in the browser will be given in new generations of internet – browser. Thereby the display of vector graphics becomes so self-evident as today the display of images. The mechanism of plug-ins would be needless.
- Beside vector informations SVG may contain images and text. Text stays editable, able to be referenced and searchable.
- SVG is at the outset designed for interactivity. Entire user-interfaces can be configured in SVG. For the representation of geometrical planning data at the internet this means that they can be as a matter of principle edited interactively.

**Architectural Content System - ACS**

A new project at the InfAR Chair for Computer Science in Architecture at the Bauhaus-Universität Weimar (Hansen, 2002) is oriented towards new requirements placed on planning tools as the spatial distribution (decentralisation) of planning participants increases. A specific analysis of the planning process, an investigation of development possibilities of currently available systems and the subsequent identification of potential approaches formed the basis for an architectural application that brings the architect in contact with other project participants using the internet as a powerful yet simple and easy to use medium.

The system provides a client-server application whose user front-end can be used with any normal internet browser. The core of the application is centred around the communication and administration of planning decisions through a central digital database in SVG format. The application currently supports the two-dimensional abstracted representation in plan-form as the central information database (central model) as this still plays the central role in the planning process.

The application is naturally centred around this central database and the projection/presentation of its content is dependent upon the respective user’s requirements:

**The role and view principle**

The system employs, much like most other IBPM systems, an authentication procedure with password to determine the individual users’ viewing rights. Through the assignment of roles (e.g. administrator, architect, third-party specialists, guests…) a series of user groups are defined by the project administrator. In simpler projects this role is assumed by the architect. A user can have different roles in different projects.
Layer structuring and versioning
The principle means of information cooperation is through the concept of versioning based upon a structural layering of the information. Plan structuring in CAD-systems is well-known. In ACS the layers are used to organise the plan in terms of content. Viewing is then defined through combinations of layers: The system uses layers which can be combined into plan representations.

Fig 4 - View-definition through combinations of layers

A pre-requisite of such a system is the consistent definition and use of layers.
Different versions (e.g. alternates) of individual layers within a plan can also exist and users with the appropriate rights can decide to make a particular layer version the display version for that layer. Decisions are logged by the system and can be displayed for each plan. (Figure 5)

ACS and IBPM
Well-known IBPM functions such as messaging, scheduling, workflow support etc. have not been programmed or implemented in ACS at present.
ACS concentrates on handling visual planning information augmented with the annotations in text form etc. as it is this aspect that is the main shortcoming of existing systems. Its incorporation within larger IBPM systems is conceivable.

Fig 5 – Predefinition of the solution for special layers (e.g.: Interior)

Technical realisation
The aim was to develop a generic and modular expandable application system for architects. Main aspects of the system include:
Absence of scripting languages,
Implementation using server-side Java (J2EE-Standard),
XML-based data exchange and editing,
Clear separation of data content, logistic and representation,
No hard-coded HTML, instead the use of XSLT,
Infrastructure on the server employs only Open-Source project resources.
The basis format used for the geometric information, SVG, can also store images and text in addition to vector information. Text can be edited referenced and searched.

Future perspectives – further development
The application employs technologies which enable its extendibility at any time. As such the following functions could be realised within a short period of time: “geometry-based interactivity”, such as a redline-feature or a history channel. Manipulation of geometries is in principle not a problem and is dependent only upon better import/export filters in current CAAD-systems. The localisation in individual language versions is in principle only a matter of translation of the relevant user interfaces.
The project is installed on a freely-accessible server.

Conclusion – Traversing system boundaries
The initial investigations have shown that the problem of plan representation and manipulation in the internet is omnipresent: CAD-systems have as yet insufficient internet-connectivity. Naturally standard formats have been developed for necessary data interchange between systems, however, these are based upon a lowest common denominator and the conversion from the original format to a common format often involves loss of specific information.
The selection of the SVG format as the central data storage format for this project is founded on the one hand upon its explicit internet compatibility and on the other in its potential to become an important data exchange format for CAD-applications. SVG is currently not one of the standard export formats for CAD-systems. This limitation would be resolved by the use of a conversion program as part of the system. In the context of today’s current technology, this would represent a major step towards the system’s practical implementation and towards the vision of a continuous and integrative computer-assisted support of planning practice.

References
- Hansen, S. (2002). Internet als Architekturschnittstelle, Diplomarbeit, Bauhaus-Universität Weimar, Fakultät Architektur,