



Computed·By

Coding creative projects

We code innovative online projects and mobile apps for designers or communication agencies.

We code smart spaces or program interfaces for architects and scenographers.

We code interactive art works and digital environments for artists and museums.



Computed·By brings together computer scientists and interaction designers. We aim to meet the needs of designers, architects, artists, curators and others working on projects involving code, programming or information technologies.

Our technological expertise combined with our project managers' know-how and a network of art directors enables us to develop complex projects for both public and private institutions, small and large companies.

Based in Switzerland, we manage local and international projects. We develop innovative solutions and set up multi-disciplinary teams which respond to our clients' needs.



For graphic designers, art directors, communication agencies

• Computed·By collaborates with designers and art directors from the communications industry to develop their digital or interactive projects.
In the field of digital communication, Computed·By codes web projects including databases, content management systems (CMS), using open source frameworks or animated environments. In the area of smart phones and tablets, we develop mobile applications for iOS (iPhone, iPad, etc.) or Android devices.

For architects, city planners, scenographers

• Our engineers are used to work with architects, object or environment designers and scenographers to program intelligent, generative or interactive spaces.
Whether it be to develop smart or augmented architectures or to interface data with physical devices, we analyze the needs of each project and come up with tailored solutions to meet specific requirements. We often develop new combinations of technologies to help create original projects.

For artists, curators, galleries, art festivals, museums

• We work in close contact with artists, curators and cultural institutions to program or manage interactive art works, variable or digital environments.
When artists need technology to create their work, we can advise their choices, develop the required code or set up the electronic material. We also have experience in assisting museums and galleries to face both the changing nature of art works and that of an exhibition's environment.

For companies, corporations, public and private institutions

• Computed·By has a large network of cutting edge professionals (designers, architects, art directors, technology providers, etc). This allows us to set up interdisciplinary teams to create complex projects. In such cases, we often coordinate the different phases of development and manage the project from its conception to its delivery.
We also provide expertise and auditing services.



Communication Projects

Christ & Gantenbein



Client:
Christ & Gantenbein,
Basel

Link:
christgantenbein.com

Art direction:
Marie Lusa, Zürich

Development:
Computed-By

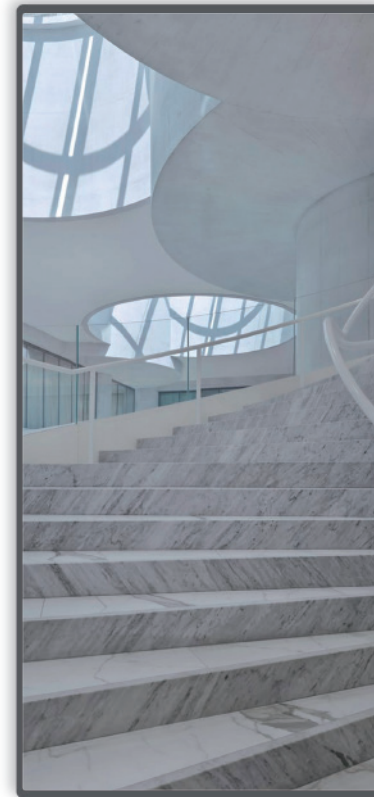
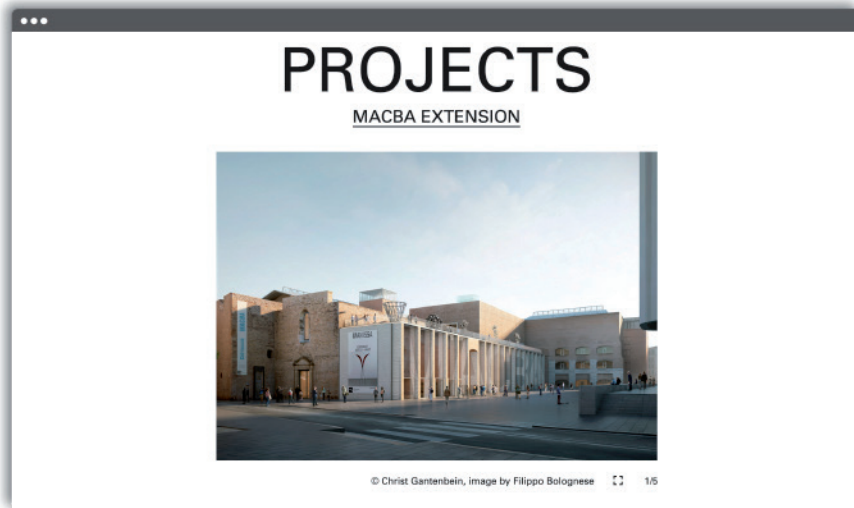
Technology:
HTML/CSS
Node.js
Javascript

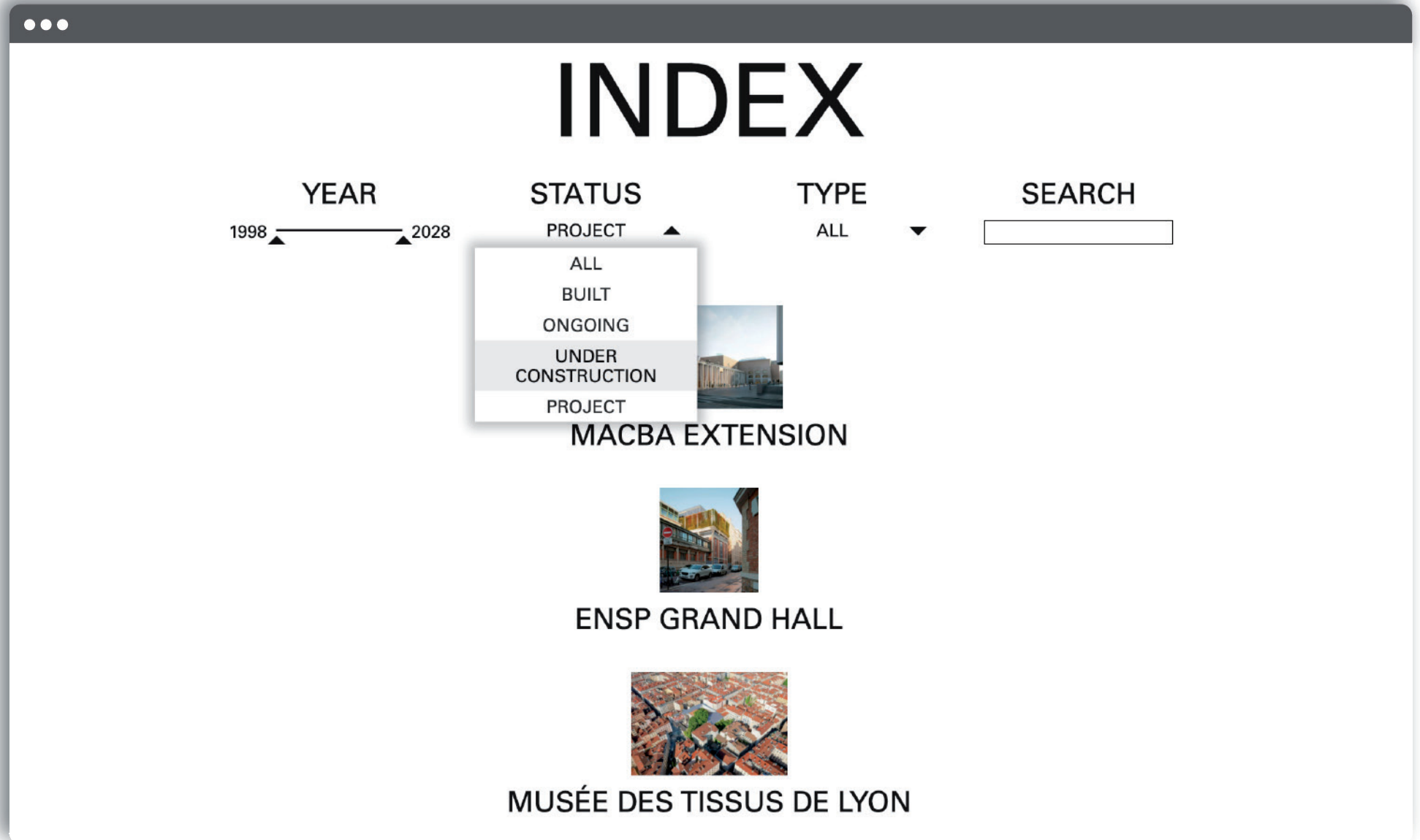
Publication:
2021

Website for the architecture
studio of Basel-based architects
Emanuel Christ & Christoph
Gantenbein.

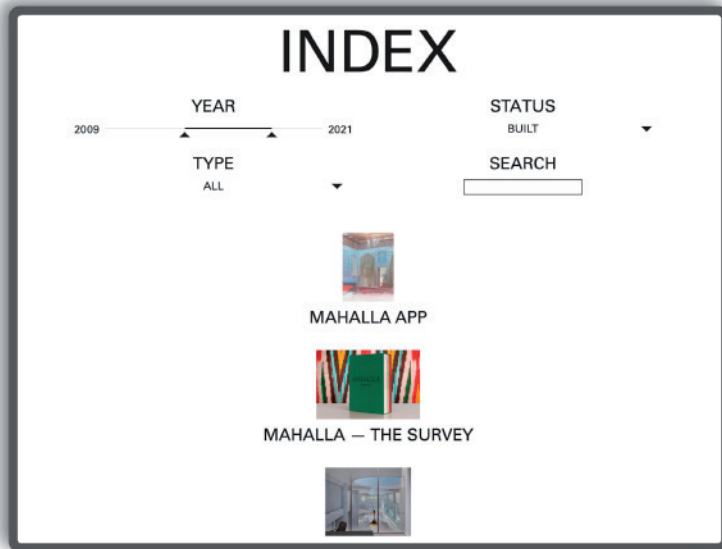
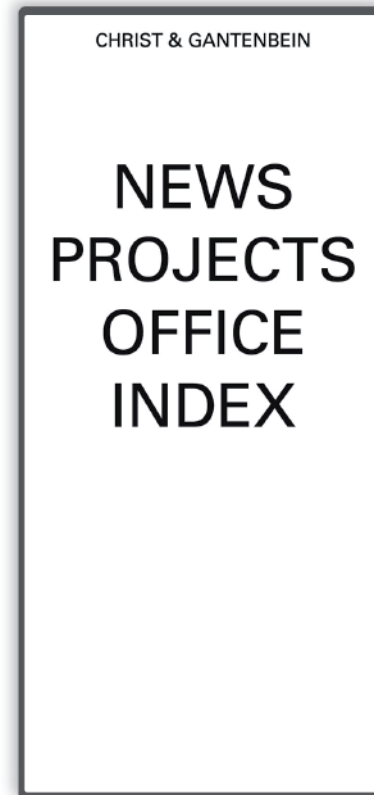


Christ & Gantenbein





Christ & Gantenbein





Client:
MAMCO, Genève

Link:
www.mamco.ch

Art direction:
Gavillet & Cie, Genève

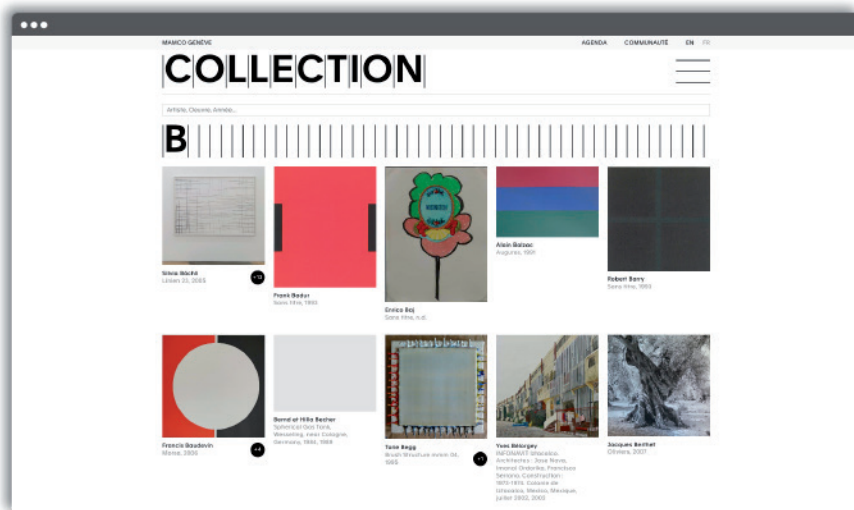
Development:
Computed-By

Technology:
HTML/CSS
Node.js
Javascript

Publication:
2019-2020

Website for the Museum of
modern and contemporary art of
Geneva.





SKOP Architektur & Städtebau



Client:
SKOP Architektur & Städtebau,
Zürich

Link:
skop-arch.ch

Art direction:
Marie Lusa, Zürich

Development:
Computed-By

Technology:
HTML/CSS
Node.js
Javascript

Publication:
2021

Website for SKOP – Office for
architecture and urbanism



SKOP Architektur & Städtebau



EPFL Deepcity

Client:
EPFL, Lausanne

Link:
deepcity.ch

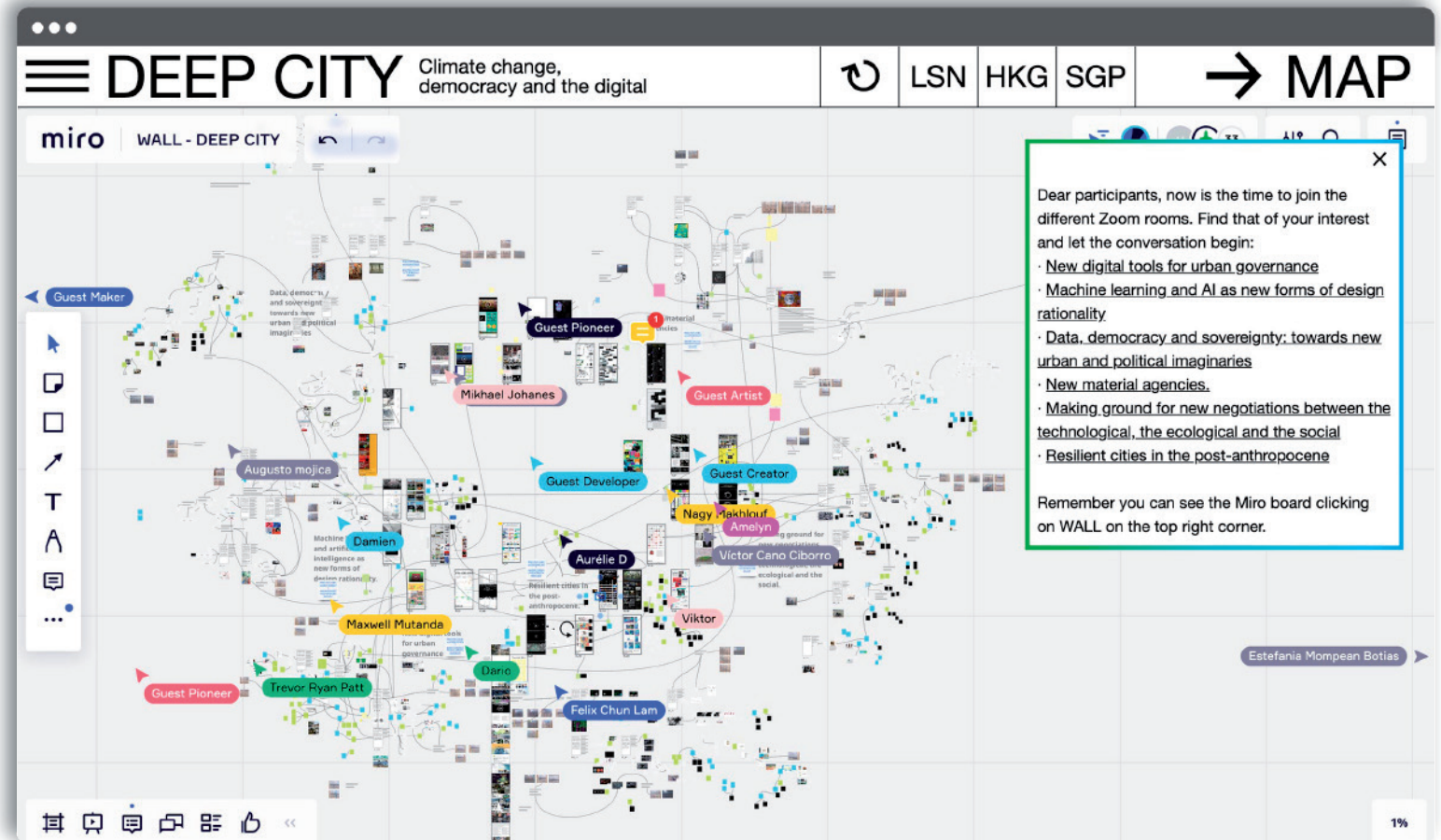
Art direction:
Alice Lab, Lausanne

Development:
Computed-By

Technology:
HTML/CSS
Node.js
Javascript

Publication:
2021

Analog-digital platform for the Deepcity symposium held at Rolex Learning Center in Lausanne. An interactive timeline and map let's users explore the conference programme.



EPFL Deepcity

≡

DEEP CITY

Climate change,
democracy and the digital

↺

LSN

HKG

SGP

→ WALL

WEDNESDAY

THURSDAY

FRIDAY

Live Stream 1

Join the conversation

#deepcity2021 on Twitter

Description

Deep City Launch

With this first dialogue, we will launch the Deep City dialogical field. Dieter Dietz and Jeffrey Huang, scientific directors of the Symposium, will frame the questions that gave rise to the Deep City as well as its actual scope once our guests and contributors have helped us build the event we have before us. The Dean of ENAC (Faculté de l'Environnement Naturel, Architectural et Construit at EPFL), will discuss the event from the point of view of the ENAC's current research strategy as well as its global vocation. Then, our guest Frédéric Josselin, from the Office de l'Urbanisme du Canton de Genève, will share with the DC audience some glimpses on the role of the digital in connection to the social and ecological in the Geneva context.

Live Stream 2

GMT+01:00
CET
Lausanne

WED

08:00

10:00

12:00

14:00

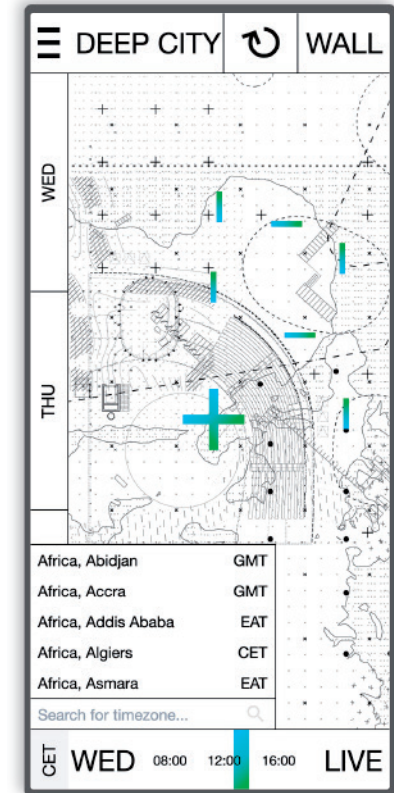
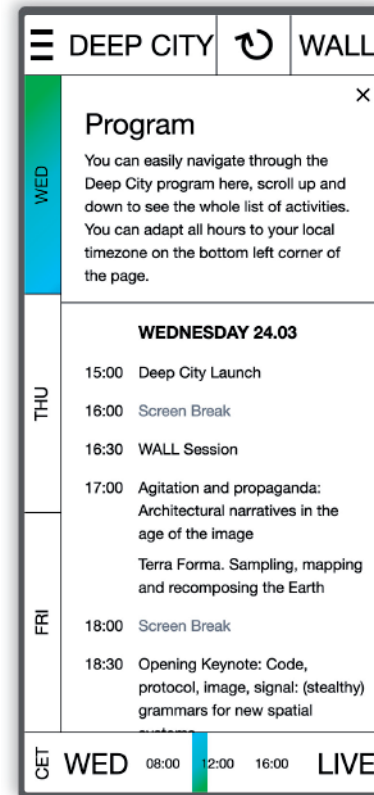
16:00

18:00

20:00

LIVE

EPFL Deepcity



ECAL Yearbook



Client:
ECAL, Lausanne

Link:
ecal-diplomes.ch

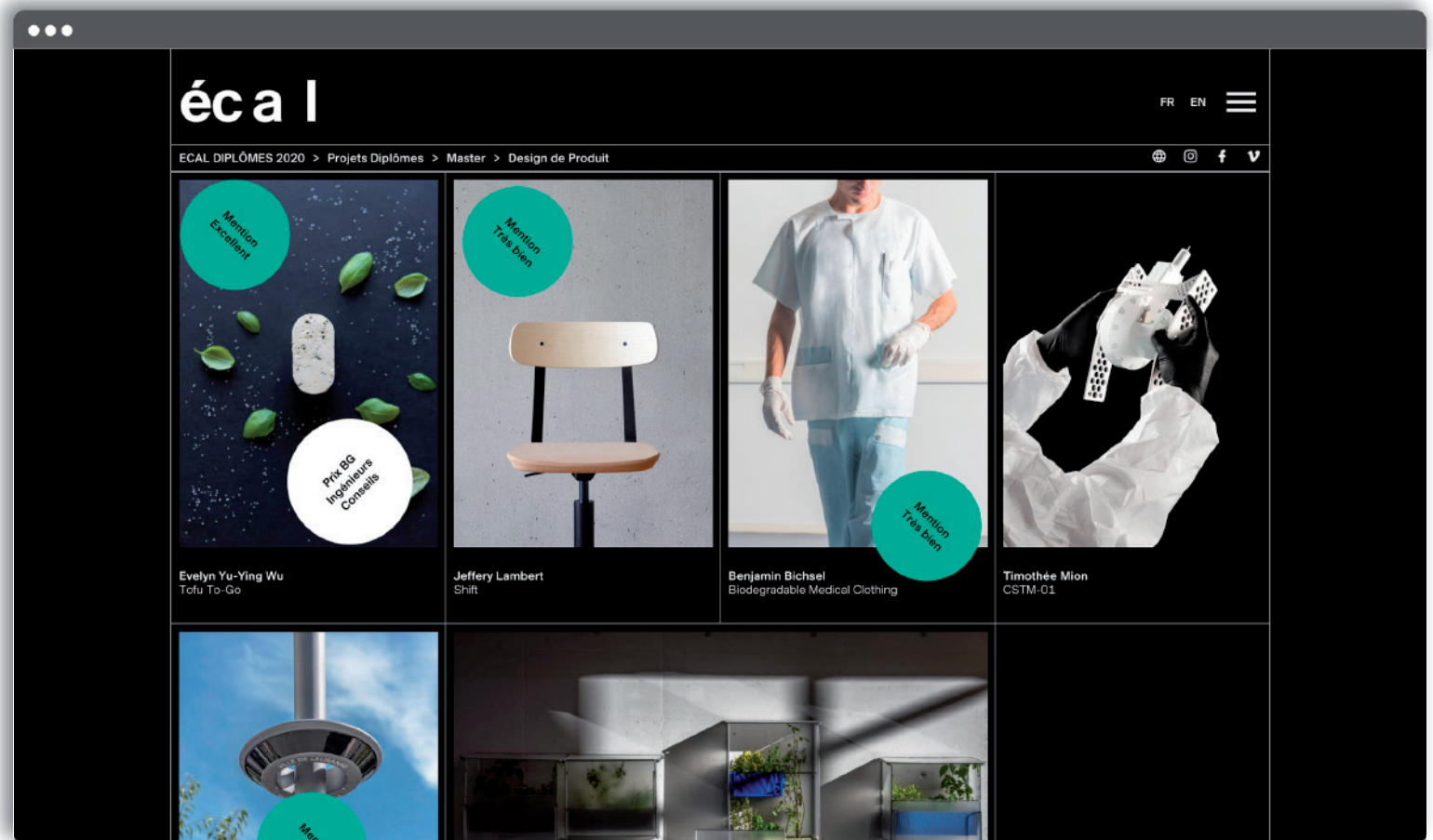
Art direction:
Bilal Sebei, Lausanne

Development:
Computed-By

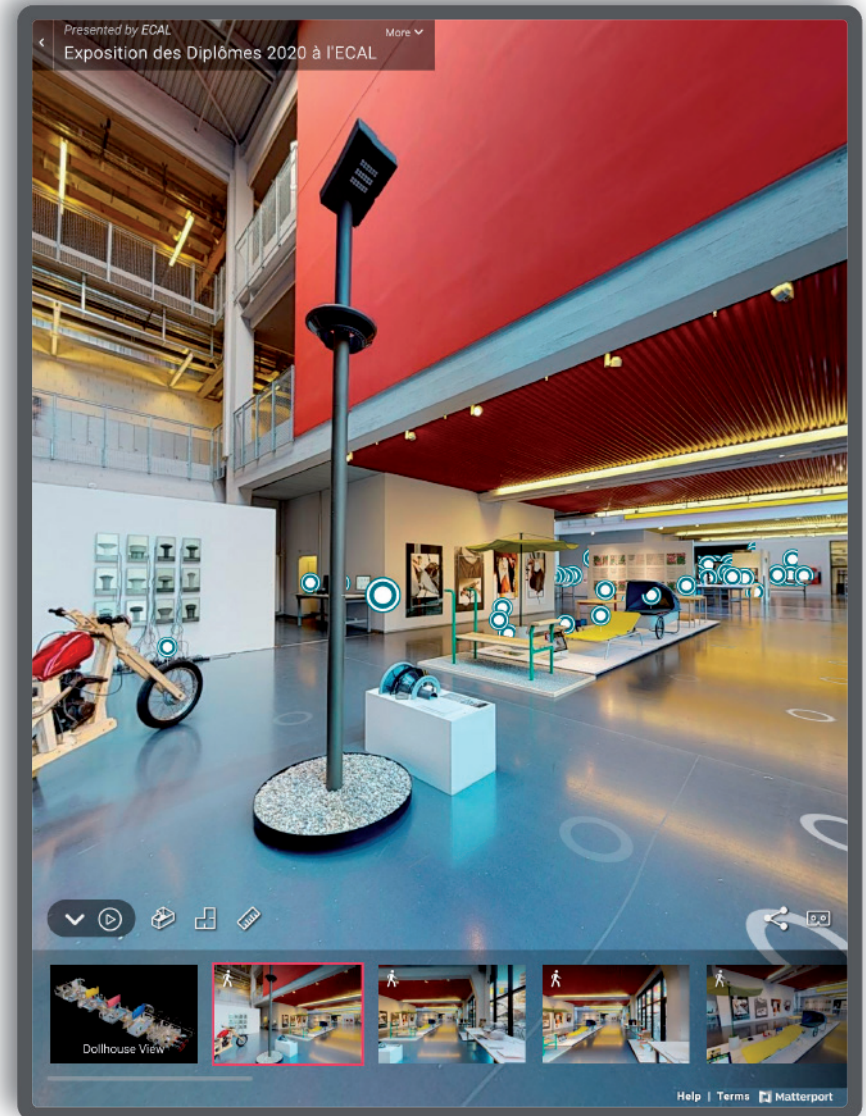
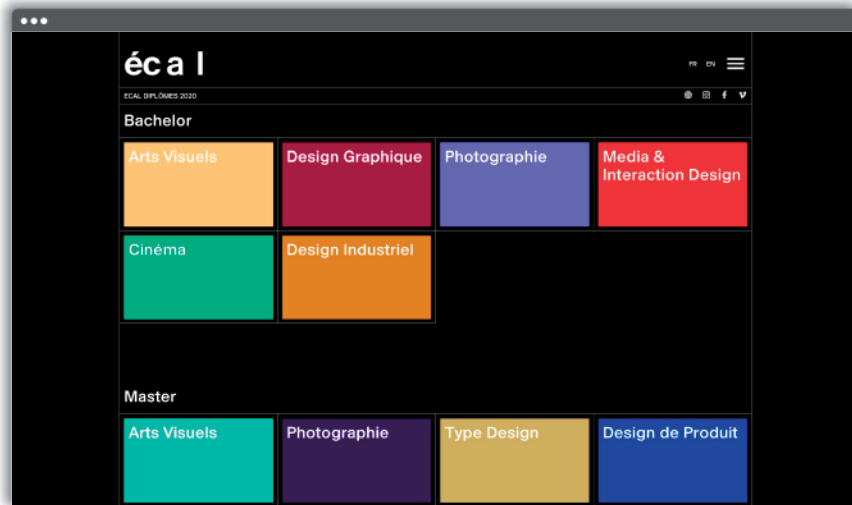
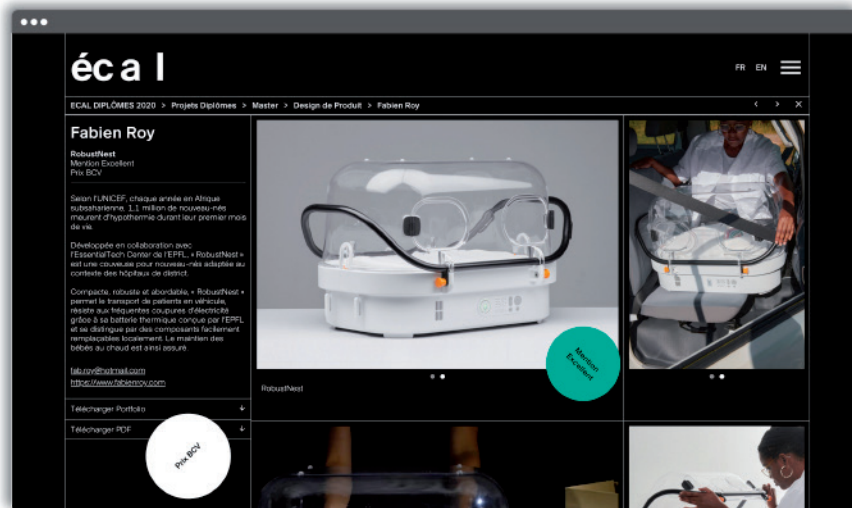
Technology:
HTML/CSS
Node.js
Javascript

Publication:
2020

An exhaustive Yearbook of graduates' projects from ECAL. Visitors can browse through the entire online collection and also enjoy the physical space through a virtual 3d-visit.



ECAL Yearbook



Website for design studio at
ETHZ of Basel-based architects
Emanuel Christ & Christoph
Gantenbein.



ETH Zurich, Christ & Gantenbein



ETH Zurich, Christ & Gantenbein

EMANUEL CHRIST & CHRISTOPH GANTENBEIN

RESEARCH



Polykatoikia Type, Athens, from "Typology – Paris, Delhi, Sao Paulo, Athens"

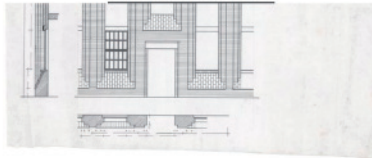
RESEARCH

Research at the chair encompasses different aspects, which all together aim at drawing nearer to the essence of architectural form.

An open lecture series introduces different positions on the relation between architectural form and construction: Alejandro de la Sota's alternative vernacular Modernism, Herzog & De Meuron subversive use of material and Hans Poelzig's elaborate construction themes generated through form. Through case studies of different projects, the development and strengthening of an architectural language is investigated, found and lost, or interpreted.

EMANUEL CHRIST & CHRISTOPH GANTENBEIN

RESEARCH



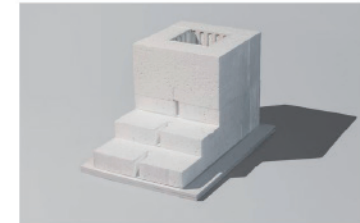
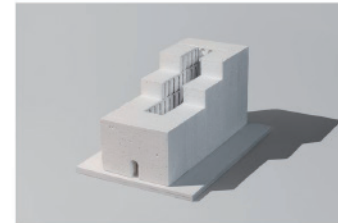
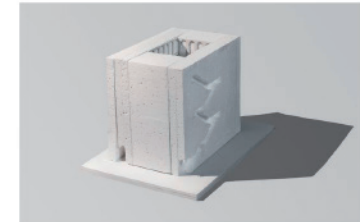
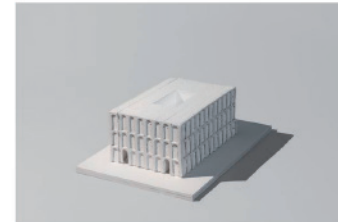
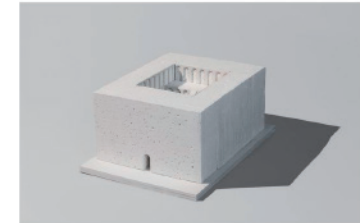
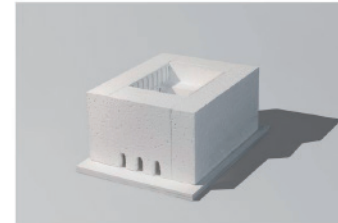
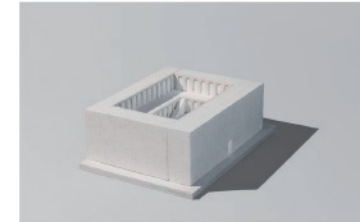
Hans Poelzig, Annagrube, Paderborn (Oberschlesien), 1913-15
Machine building. Elevation and Section 1:100



Pall Mall 34; Piccadilly at Hyde Park Corner; Robert and James Adam

EMANUEL CHRIST & CHRISTOPH GANTENBEIN

NEWS



Fondation Oskar Kokoschka



Client:
Fondation Oskar Kokoschka

Link:
www.oskar-kokoschka.ch

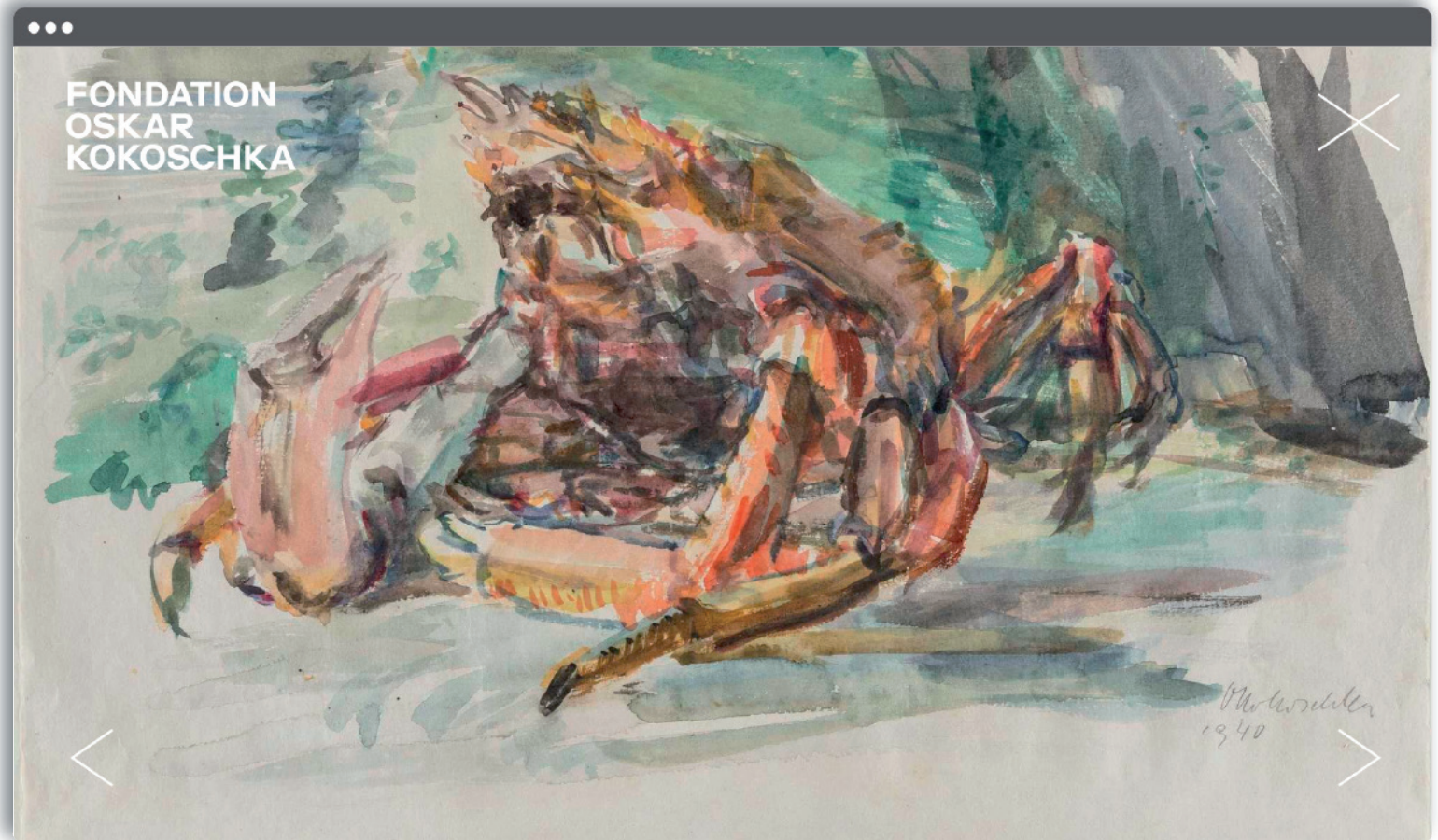
Art direction:
Atelier Poisson, Renens

Development:
Computed-By

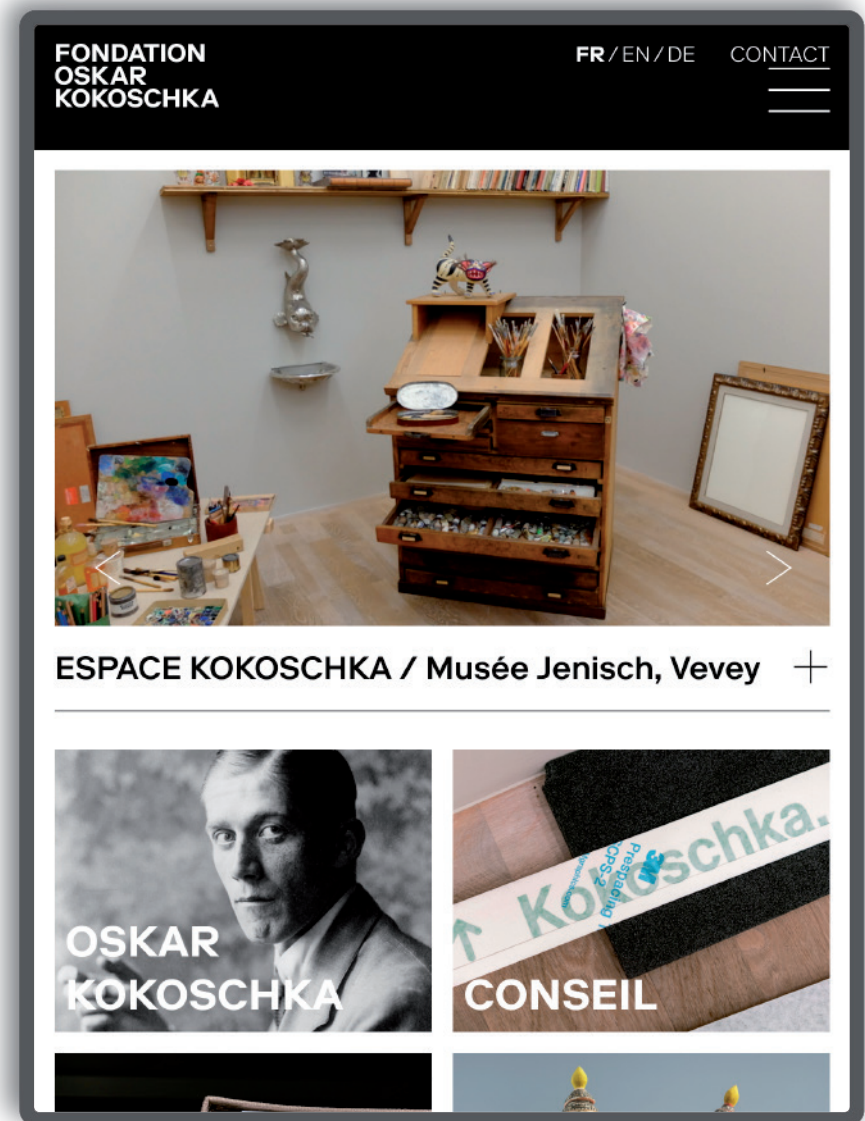
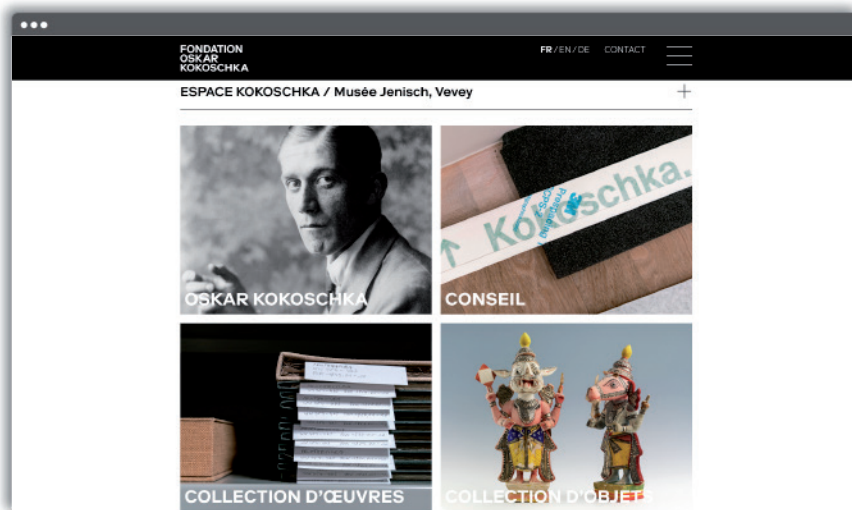
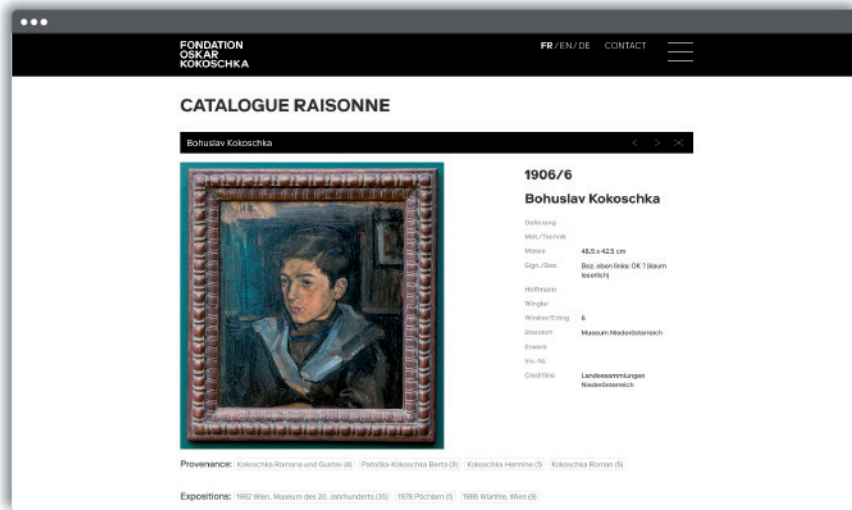
Technology:
HTML/CSS
Node.js
Javascript
Custom CMS

Publication:
2020

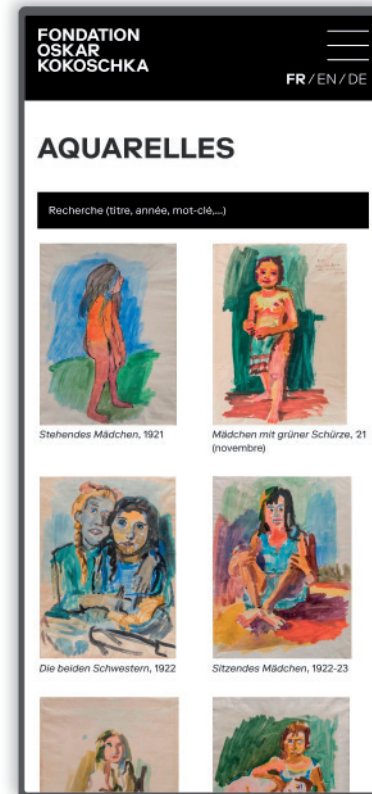
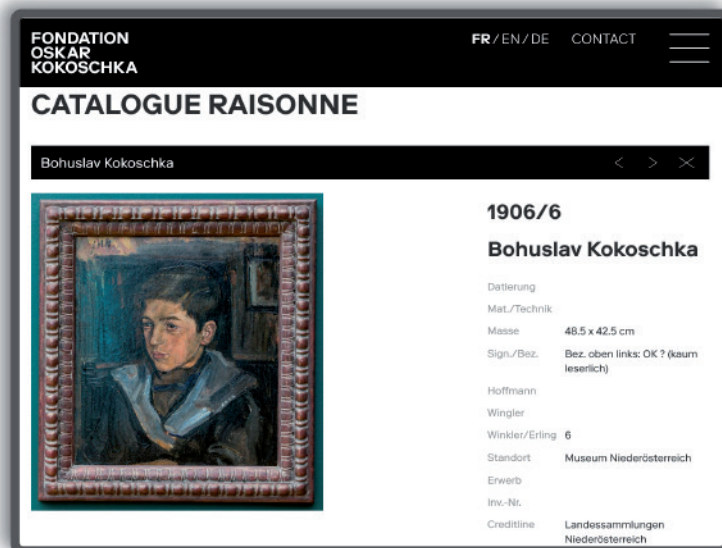
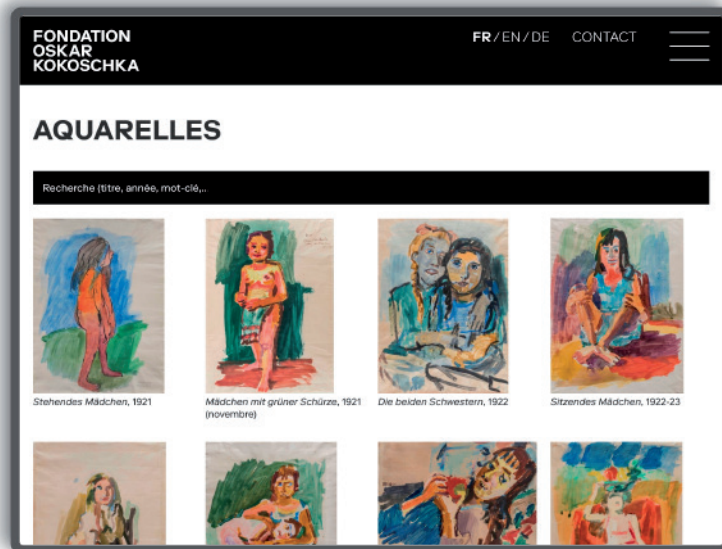
Website and online collection
management with ArtPlus inte-
gration.



Fondation Oskar Kokoschka



Fondation Oskar Kokoschka



Digital visual studies



Client:
University UZH, Zurich

Link:
imagegraph.cc

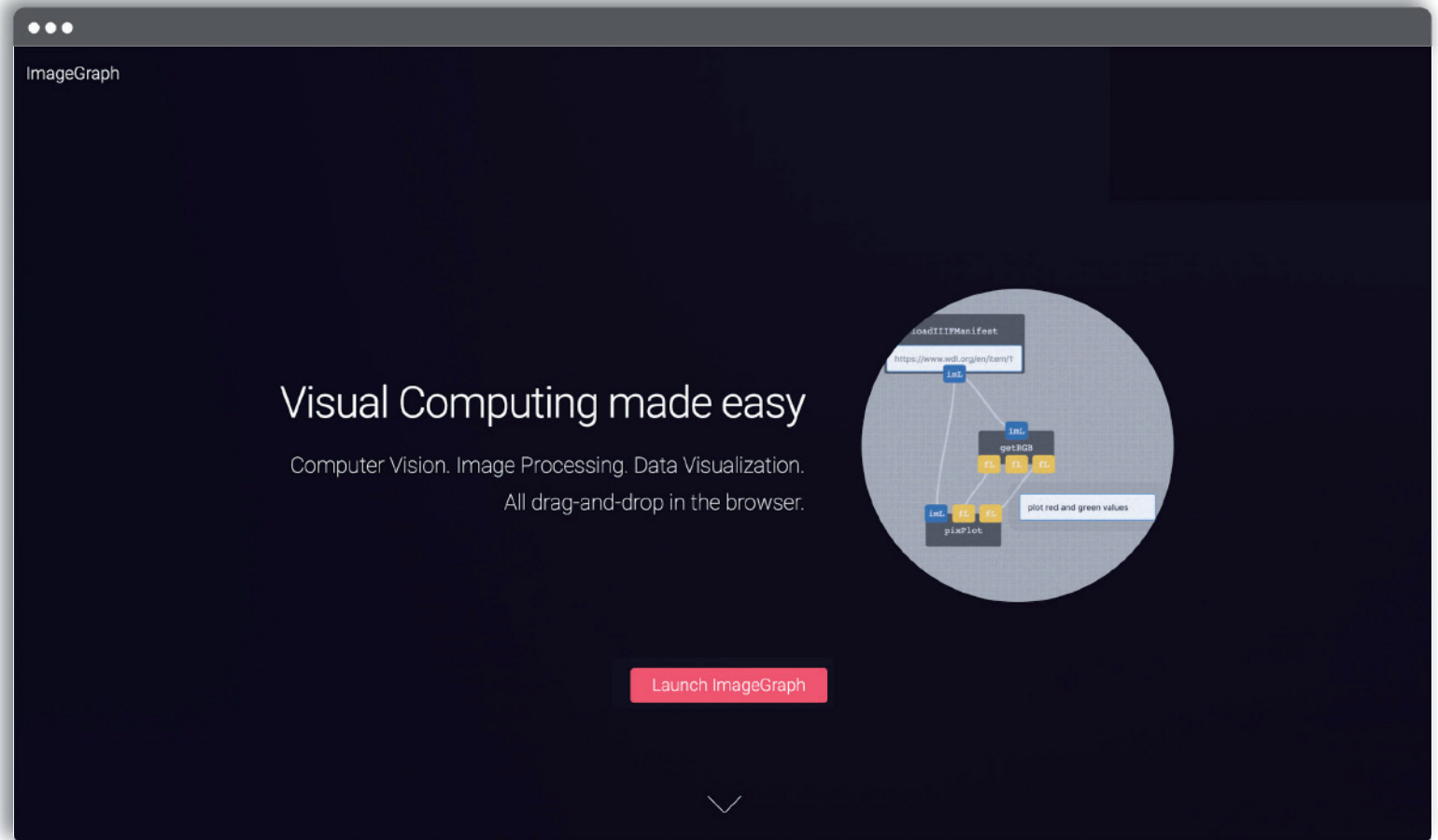
Art direction:
Computed-By

Development:
Computed-By

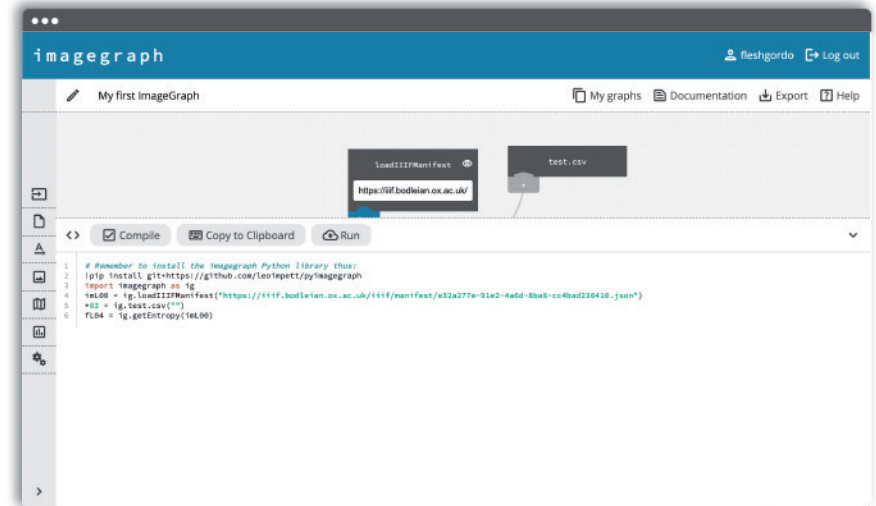
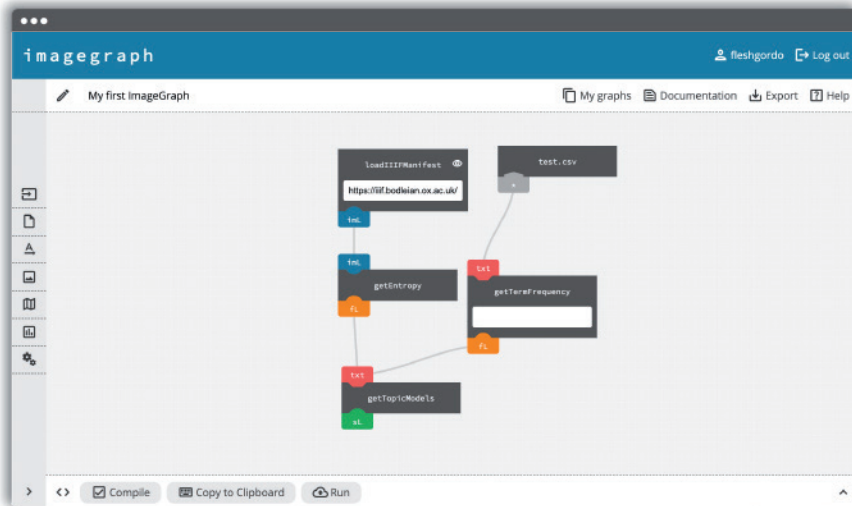
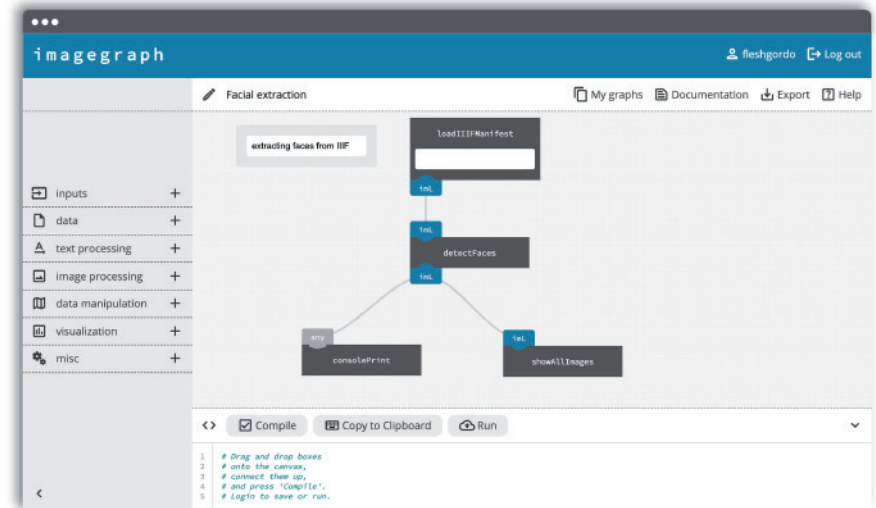
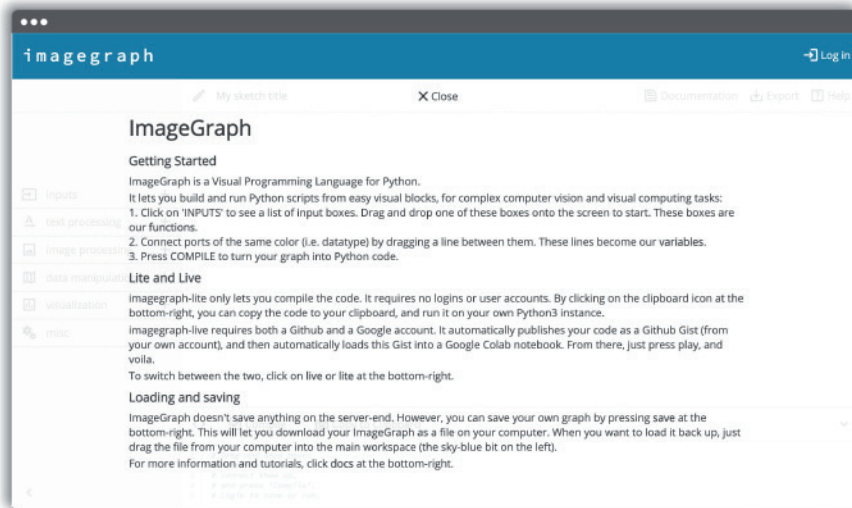
Technology:
HTML/CSS
Customized CMS
Node.js
Javascript

Publication:
2020

Imagegraph is visual programming tool that lets users create and run complex computer vision code through an intuitive web interface.



Digital visual studies



La Manufacture



Client:
La Manufacture, Lausanne

Link:
www.manufacture.ch

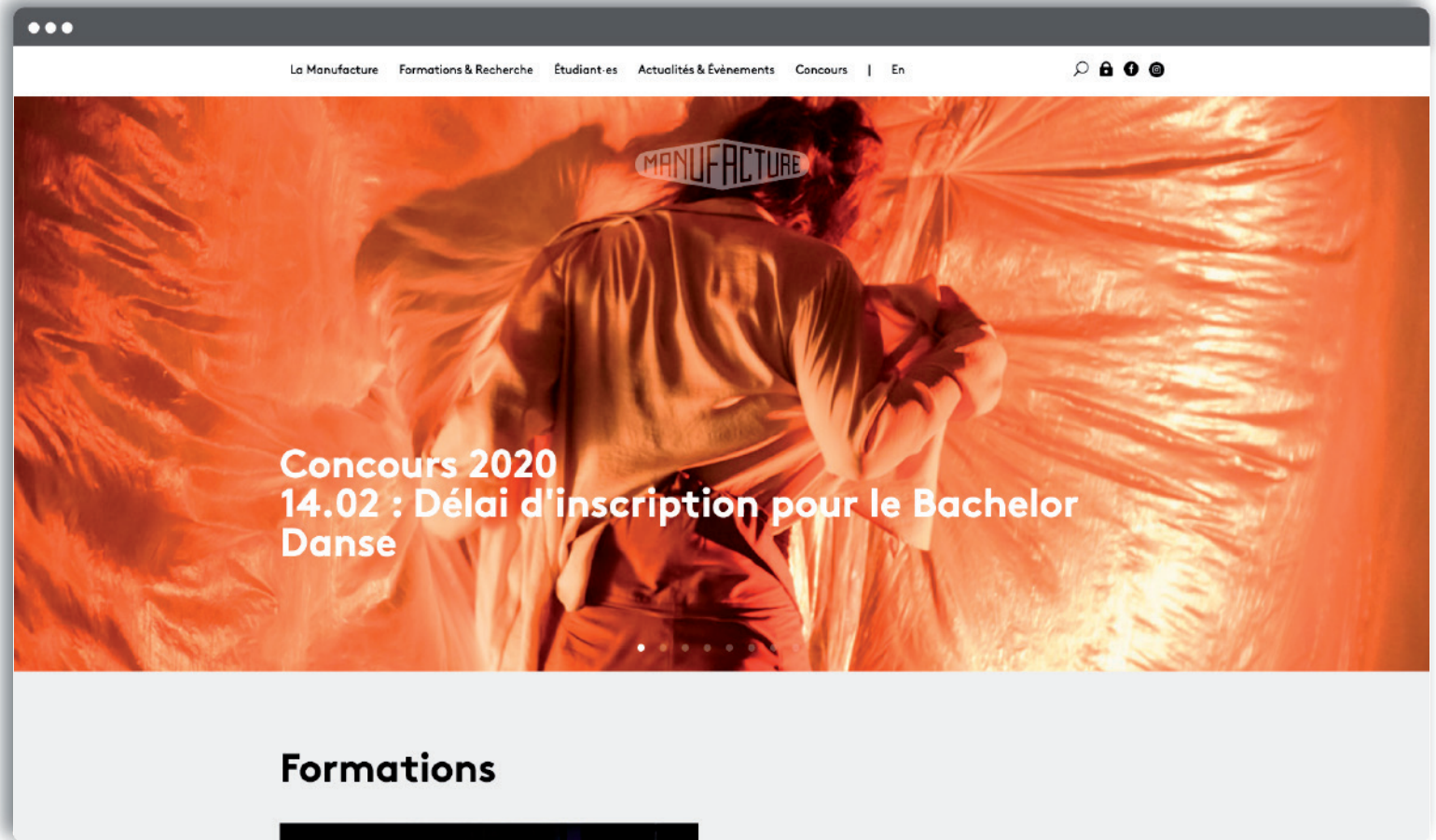
Art direction:
About Blank, Renens

Development:
Computed-By

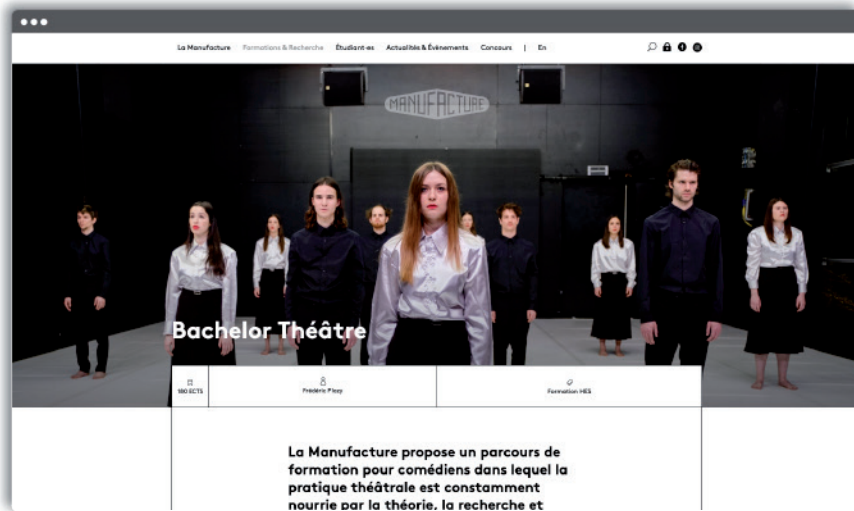
Technology:
HTML/CSS
Customized CMS
Node.js
Javascript

Publication:
2018-2020

Website for La Manufacture
(Haute école des arts de la
scène).



La Manufacture



Muzeum Susch



Client:
Muzeum Susch

Link:
www.muzeumsusch.ch

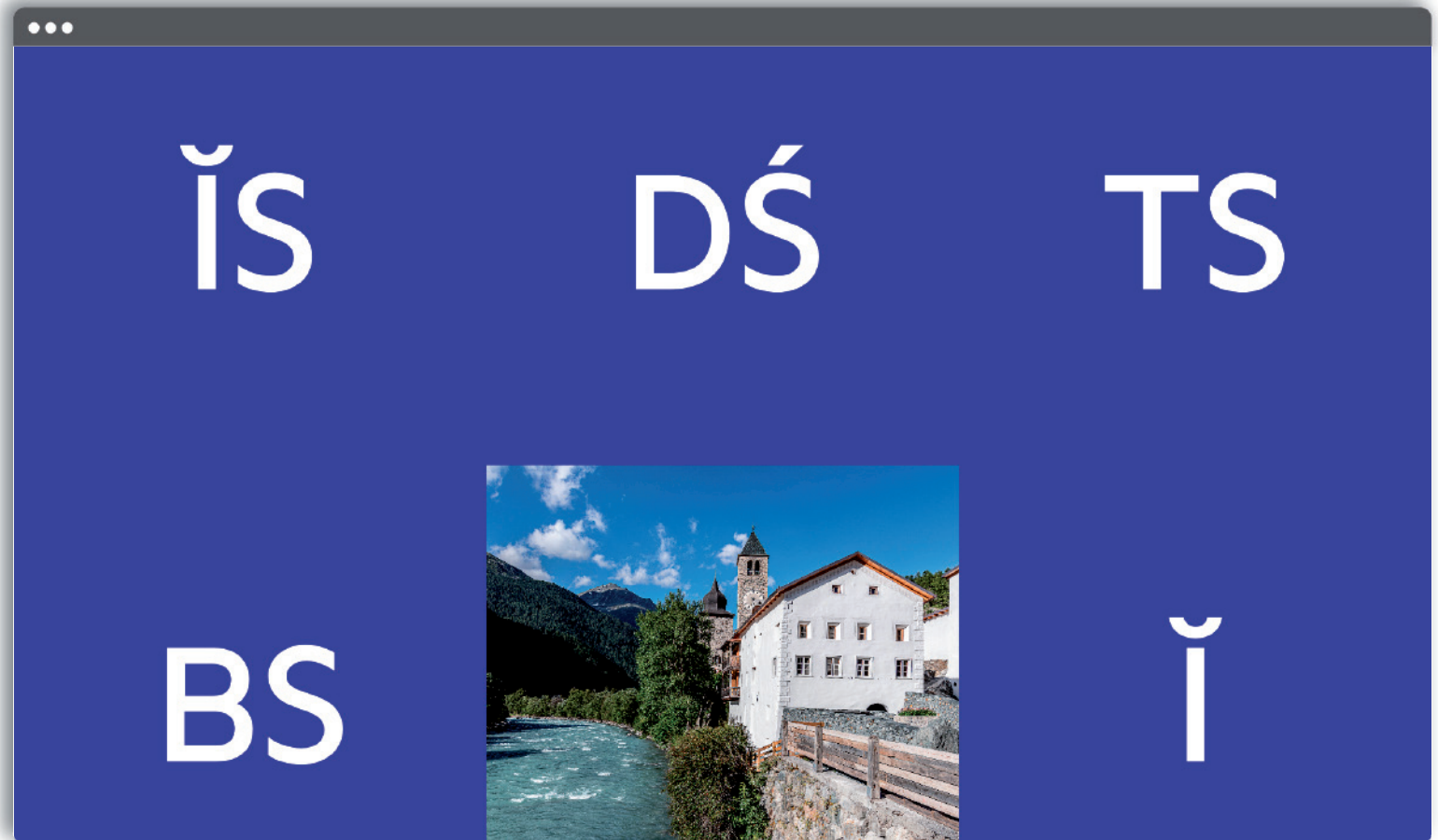
Art direction:
Marie Lusa, Zürich

Development:
Computed-By

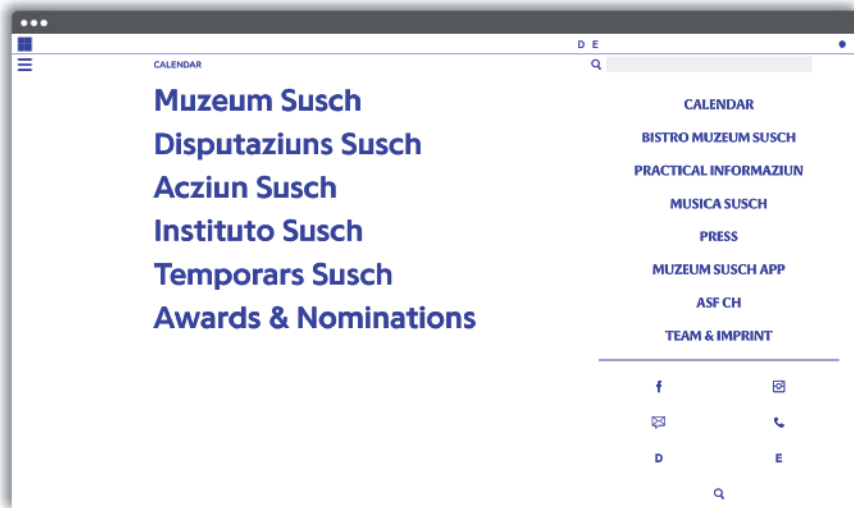
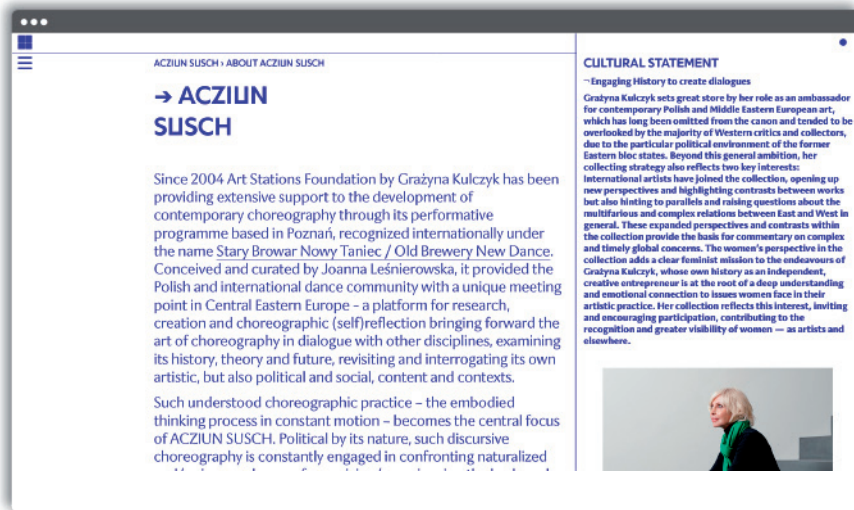
Technology:
HTML/CSS
Node.js

Publication:
2018

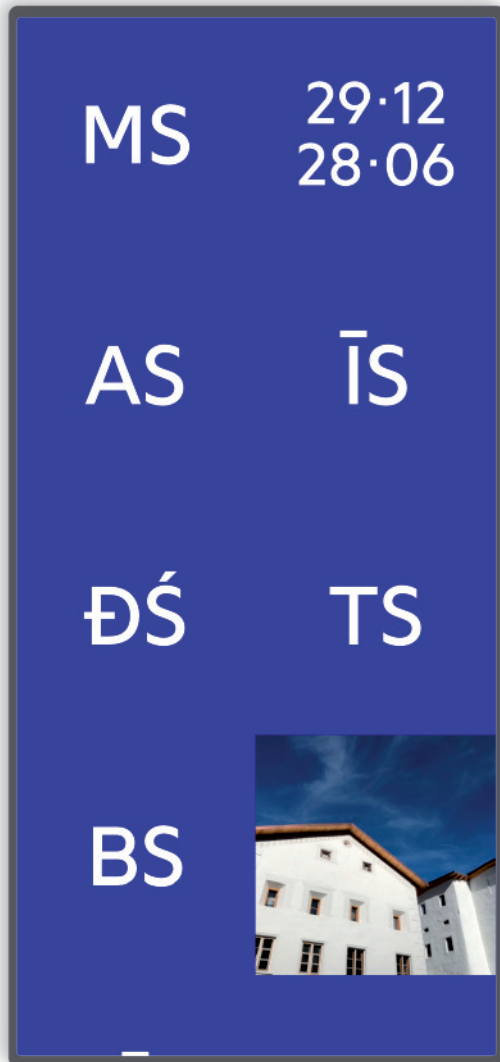
Website for Muzeum Susch in
Engadine (Switzerland).



Muzeum Susch



Muzeum Susch



→ MUZEUM

≡ SLUSCH

Up to and Including Limits: After Carolee Schneemann

Curated by Sabine Breitwieser

**29 December 2019 – 28
June 2020**

Taking the influential work of the late American artist Carolee Schneemann (1939–2019) as a point of departure, this exhibition will illuminate how Schneemann's artistic legacy resonates in the work of generations of artists succeeding her. Featuring over 60 works by 13 artists and collectives, spanning from the 1980s to the present-day, in dialogue with ten seminal works by Schneemann, the exhibition examines the shifting boundaries of disciplines, medium and content in art over time and how these media and thematic boundaries remain under discussion in contemporary art.



Client:
ECAL, Lausanne

Link:
www.ecal-cinema.ch

Art direction:
Bilal Sebei, Lausanne

Development:
Computed:By

Technology:
HTML/CSS
Customized CMS
Node.js
Javascript

Publication:
2018-2020

Website and video platform for
cinema department at ECAL.

ECAL Cinéma 2019

Le Cinéma à l'ECAL

Année Propédeutique

1^{re} année Bachelor

2^e année Bachelor

3^e année Bachelor – Diplômes

Master Cinéma

Memento

ECAL Cinema



ECAL Cinéma 2019

3^e année Bachelor — Diplômes

Adèle Beaulieu, *Les Enfers*, 14'30"



Agnese Lăposi, *Alma nel Branco*, 25'

Léonard Sinclair, Maxime Beaud, *Belle Dune - See You Later Alligator*, 25'

Léonard Vuilleumier, *Dans ces rues*, 24'

ECAL Cinéma 2019

3^e année Bachelor — Diplômes

Julietta Korbel, *Still Working*, 17'

Adèle Beaulieu, *Les Enfers*, 14'30"

Agnese Lăposi, *Alma nel Branco*, 25'

Léonard Sinclair, Maxime Beaud, *Belle Dune - See You Later Alligator*, 25'

Léonard Vuilleumier, *Dans ces rues*, 24'

Master Cinéma

Memento

ECAL Cinéma 2019

Master Cinéma

Vuk Vukmanovic, *J'ai rêvé de El Zahir*, 6'

Diplômes Master Cinéma ECAL/HEAD

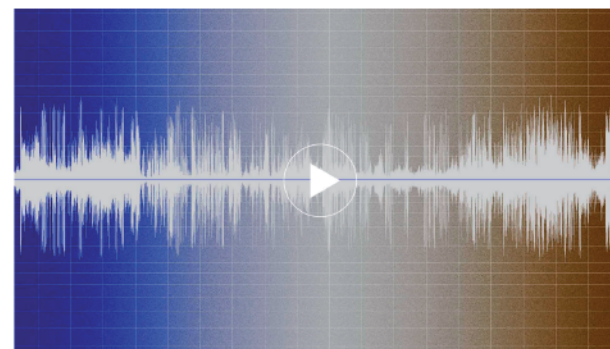
Dakar, Sénégal

Grand voyage Master

Notre troupe court de trottoir en trottoir dans la nuit dakaroise. Six micros sur pattes pour documenter dans la rue le travail d'un photographe. S'incruster sans être intrusif. Eviter les pièges de l'exotisme quand on enregistre pour la première fois les sons d'une ville africaine. Résultat: une création sonore de 14 minutes, Goudi Ndakarou, de Khadyja Mahfou Aidara, Alarba Bousso, Malou Briand, Raphaël Meyer, Oumy Sarr Ndoeye et Mamadou Sané.

Ensuite, *J'ai rêvé de El Zahir*, un travail en solo de Vuk Vukmanovic, pugnace preneur de son face aux gardes, pour donner voix à la lumière tournante d'un phare bien surveillé. Suggérer l'analogie avec les prières répétitives soufies, une nouvelle de Borges en tête. Transmettre aux auditeurs l'intensité du moment mystique vécu sur place.

Jonas Pool, animateur et journaliste radio



Alarba Bousso, Khadyja Mahfou Aidara, Malou Briand,
Oumy Sarr Ndoeye, Raphaël Meyer, Mamadou Sané, *Arena*,
13'



ECAL Cinéma 2019

ECAL Cinéma 2018

Le Cinéma à l'ECAL

Année Propédeutique

1^{re} année Bachelor

2^e année Bachelor

3^e année Bachelor — Diplômes

Master Cinéma

Memento

ECAL Cinéma 2019

2^e année Bachelor

Keerthigan Sivakumar, Aurel Ganz, *Jegan*, 16'

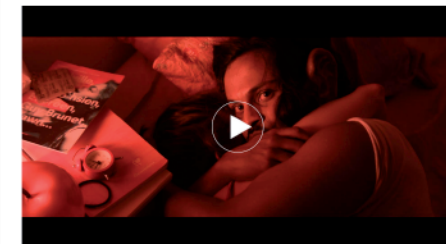
Atelier fiction

Jegan est sujet à des troubles de l'audition qui le font non seulement souffrir, mais occasionnent aussi un dédoublement de personnalité, physique et mental. Avec ce scénario, Keerthigan visait à la fois le récit d'une expérience personnelle et l'invention d'un film de « prestidigitation ». Plutôt que d'envisager des trucages numériques, Keerthigan et Aurel ont choisi l'option... Méliès. Leur travail à quatre mains a essentiellement fouillé cette voie. Keerthi décrivait, Aurel traduisait.

Aurel a procédé avec beaucoup de rigueur et de finesse. Découpage en amont, story-board photos effectué par ses soins, analyse d'effet de montage... la préparation a été fructueuse en idées simples, audacieuses de trucages in situ à la manière des illusionnistes. La mise en œuvre a été jubilatoire à observer durant toute la journée de tournage passée avec eux à la bibliothèque. Chacun était investi à sa tâche, entraînant les acteurs dans leur sillon.

Il y a de beaux moments d'équilibre entre registre dramatique et illusionnisme, et si le temps était compté, Keerthigan et Aurel n'ont jamais renoncé ni à leur ambition ni à celle du film. Un bel hommage à la collaboration et au cinématographe.

Agnès Godard, cheffe opératrice



Coline Confort, *Des Joies et des peines*, 19'40"

Brillantmont



Client:
Brillantmont International School
Lausanne

Link:
www.brillantmont.ch

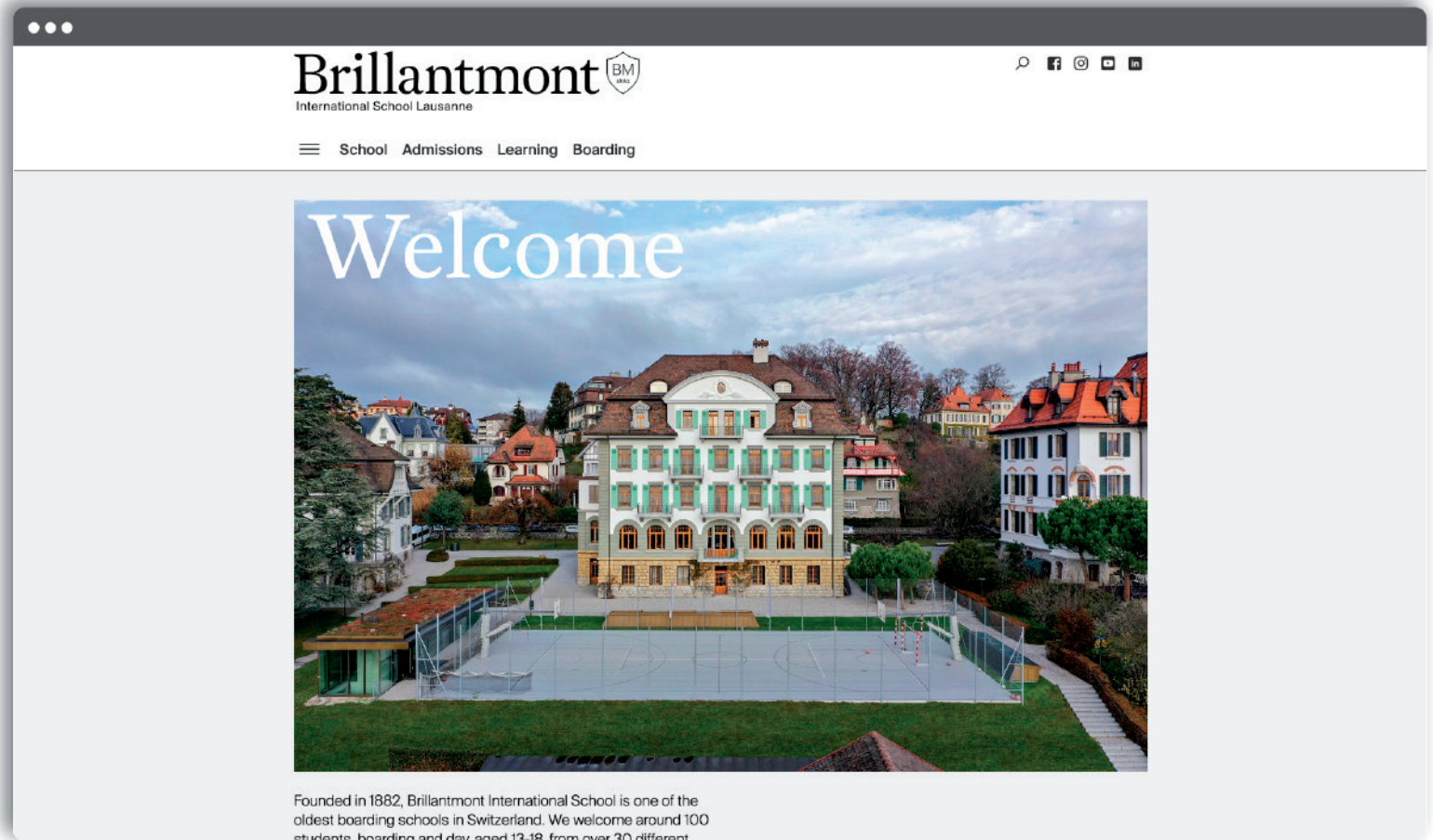
Art direction:
Atelier Poisson, Renens

Development:
Computed-By

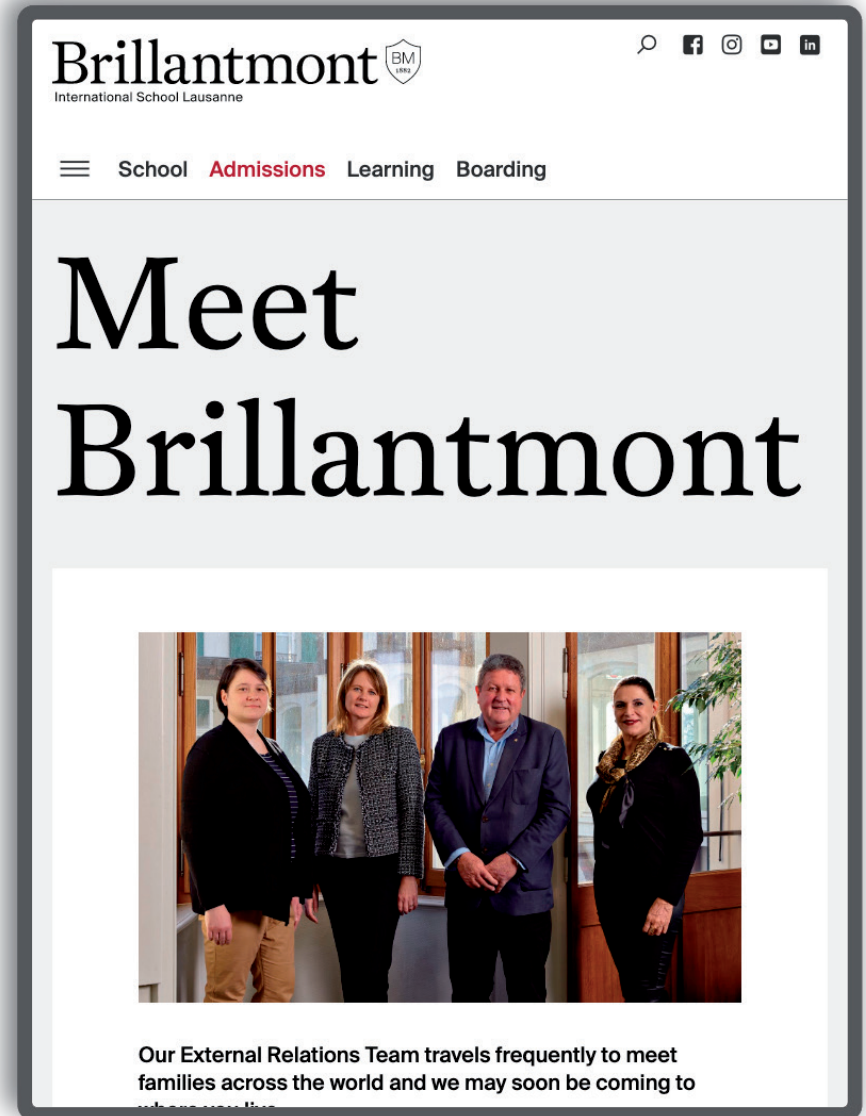
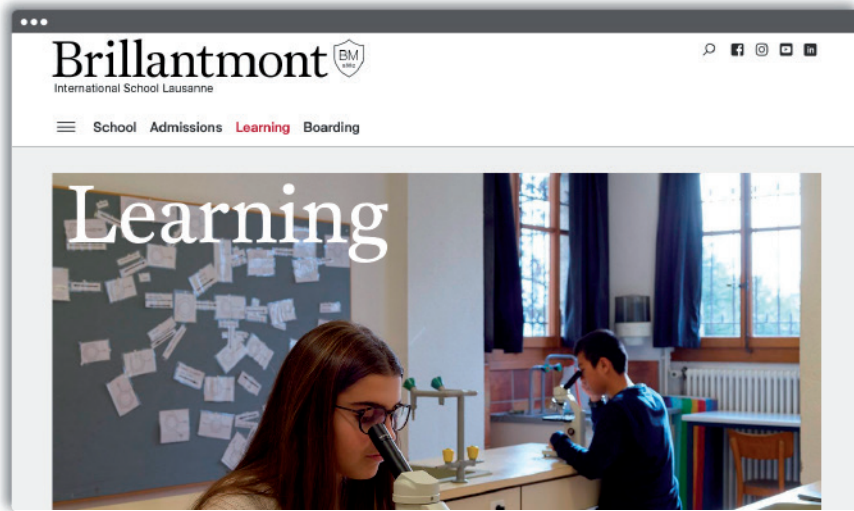
Technology:
HTML/CSS
Node.js
MongoDB
Javascript

Publication:
2018-2020

Public website for Brillantmont
International School.



Brillantmont



Brillantmont





Client:
ECAL, Lausanne

Link:
www.ecal.ch

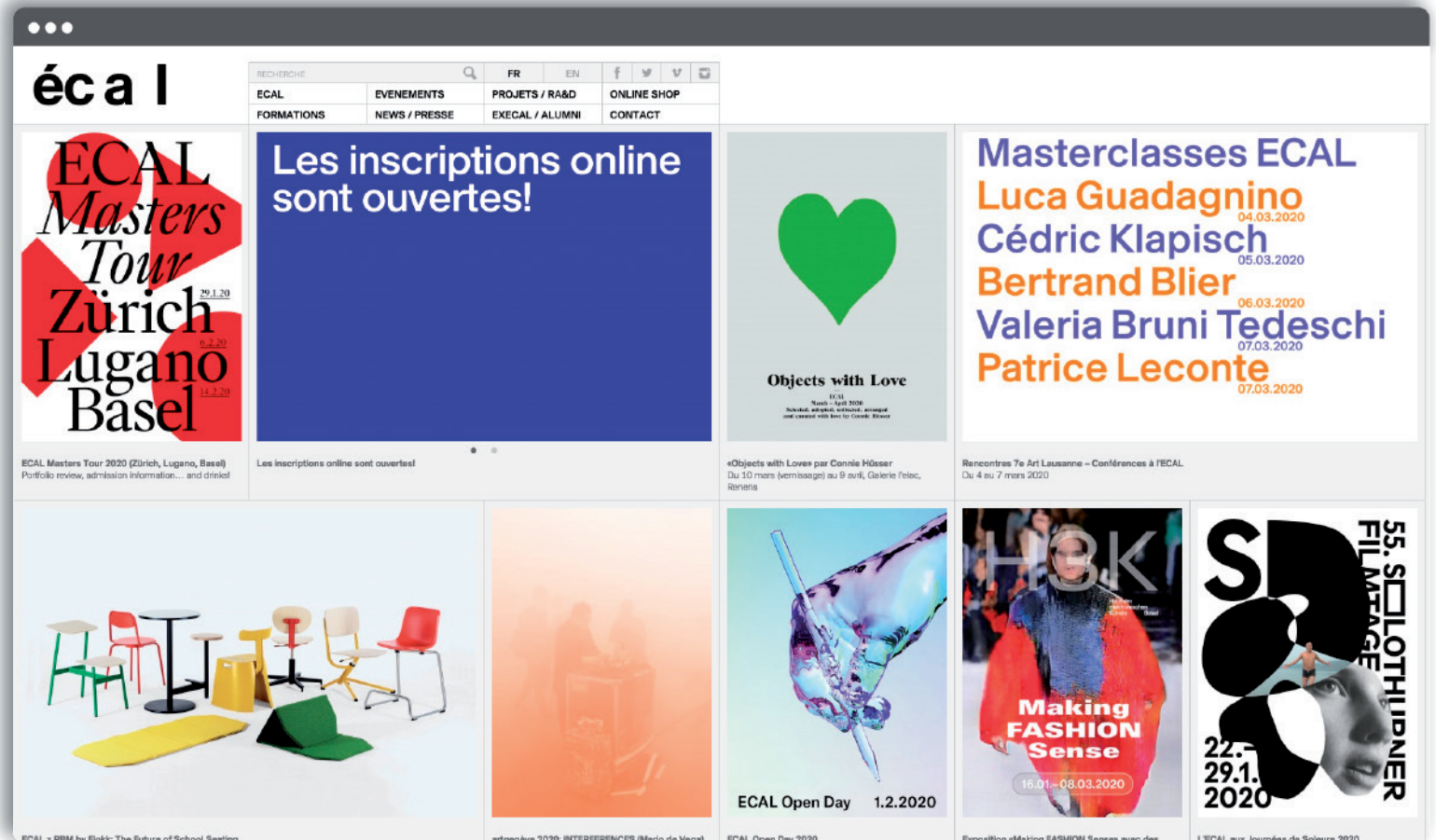
Art direction:
Gaël Hugo, Paris

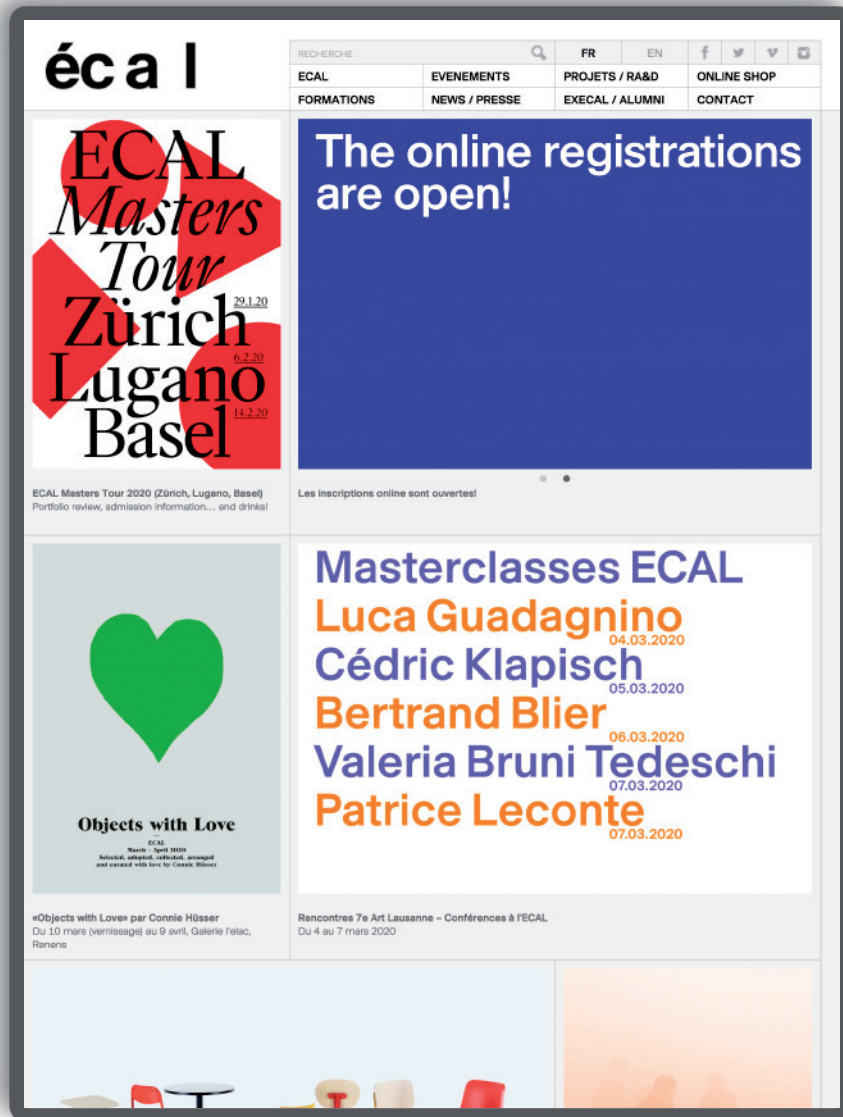
Development:
Computed-By

Technology:
HTML/CSS
PHP/MYSQL
Javascript

Publication:
2013-2020

Official website for ECAL,
University of Art & Design
Lausanne.





Le Monde d'Hermès

Client:
Hermès, Paris

Art direction:
Gaël Hugo, Paris

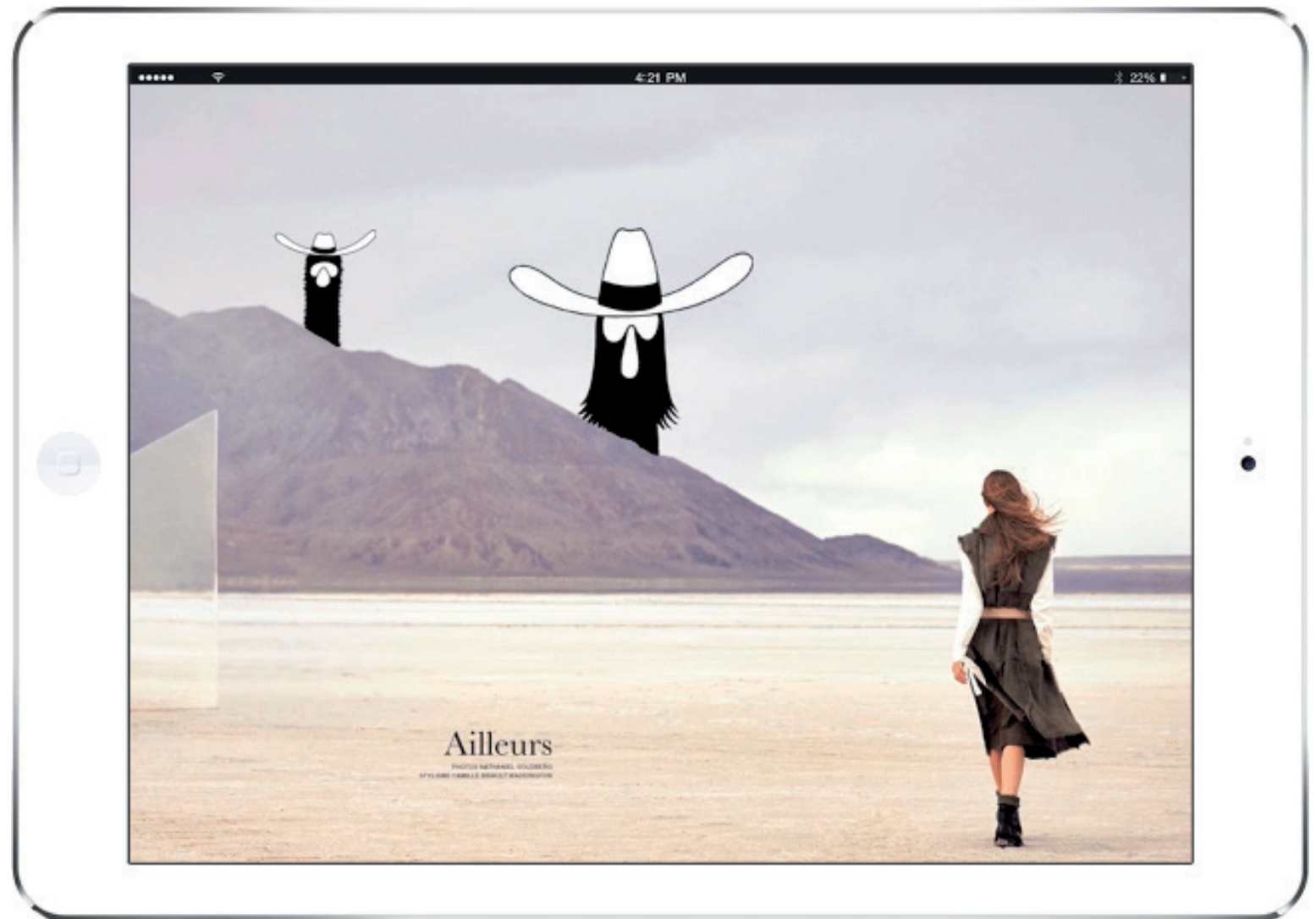
Illustration:
Mrzyk & Moriceau, Paris

Development:
Computed-By

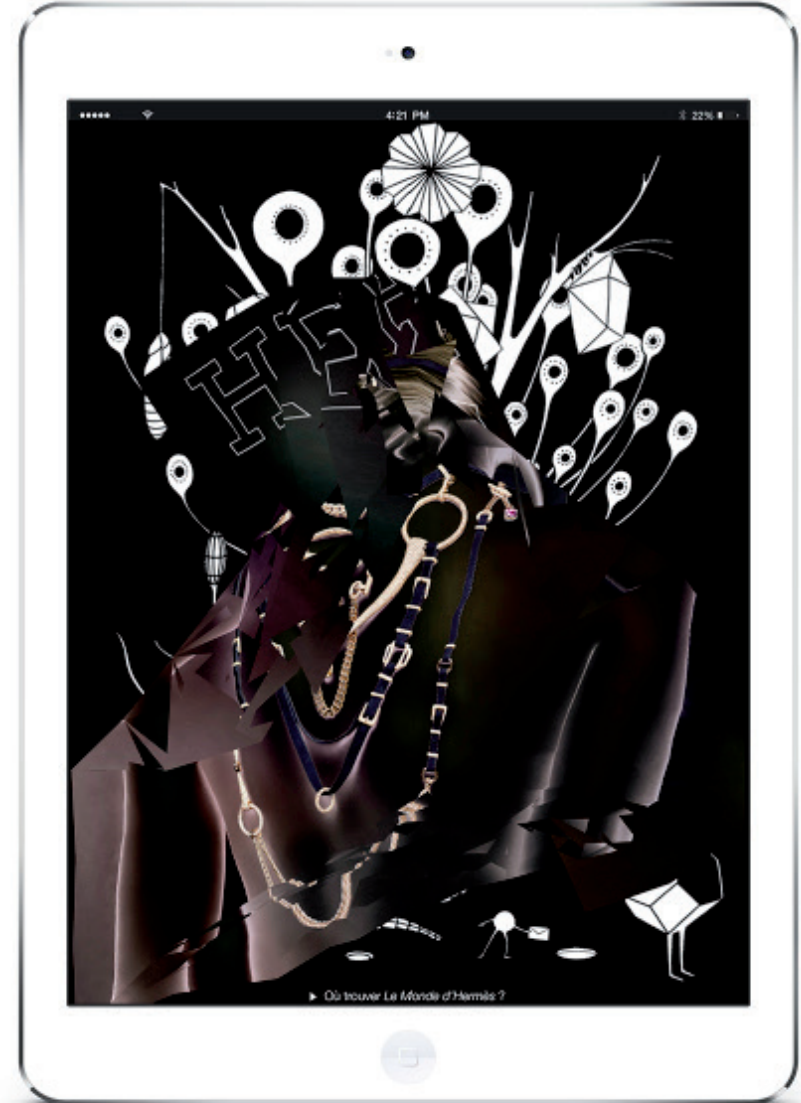
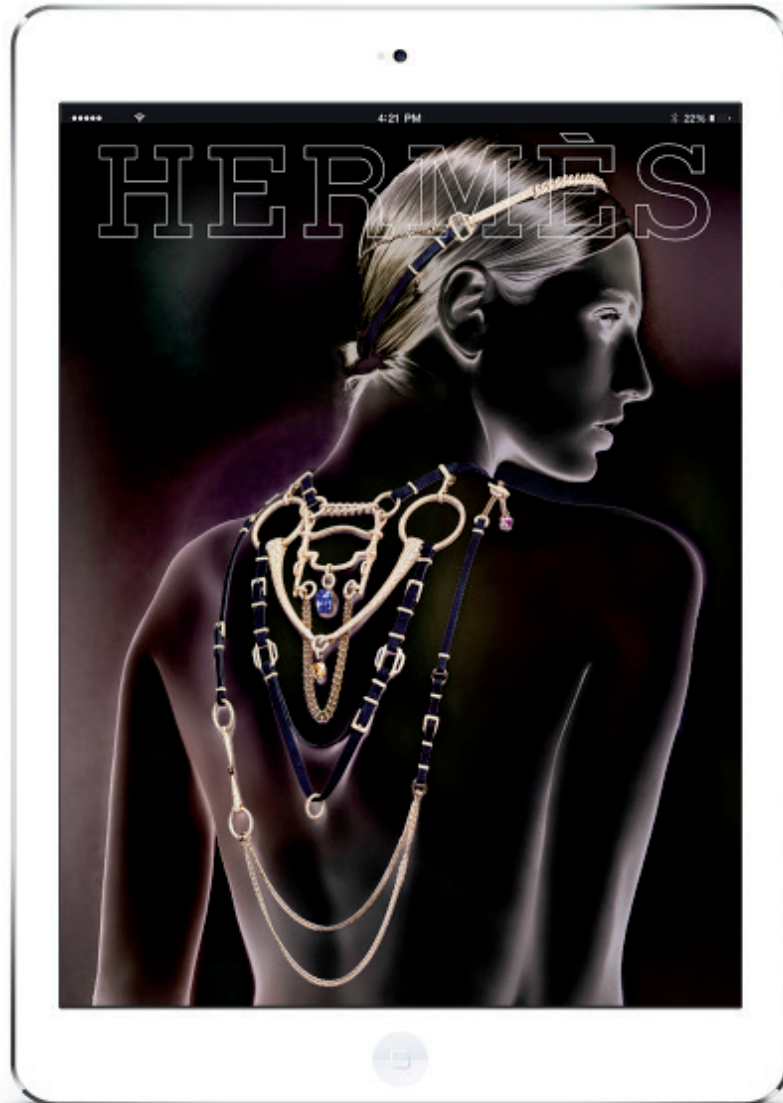
Technology:
OpenFrameworks

Publication:
2014

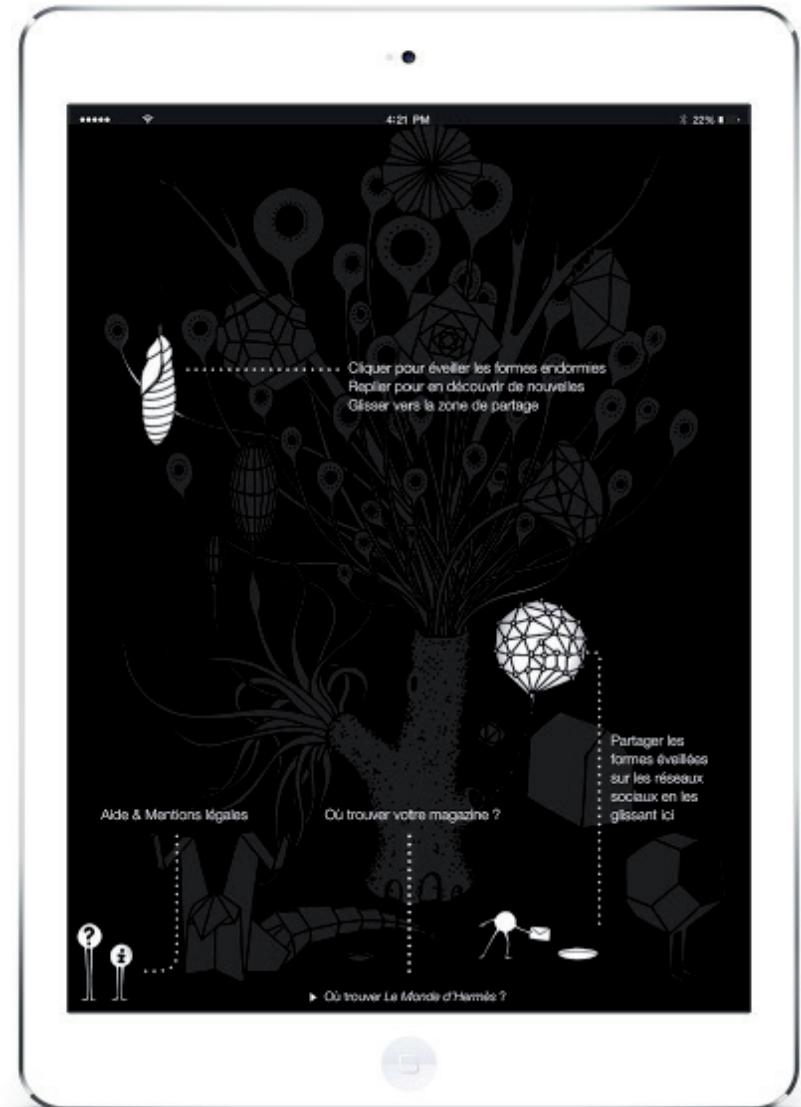
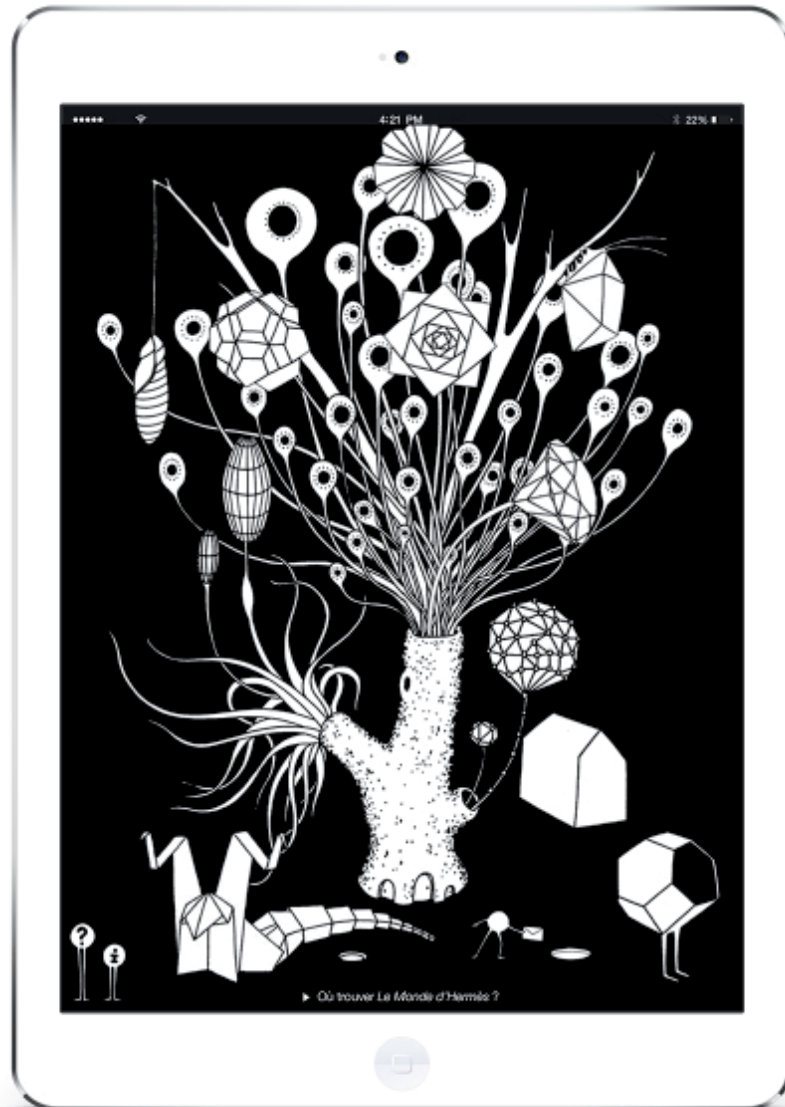
Mobile app for Hermès'
magazine: Le Monde d'Hermès.



Le Monde d'Hermès



Le Monde d'Hermès



Musée de la main



Client:
Musée de la main, Lausanne

Link:
www.museedelamain.ch

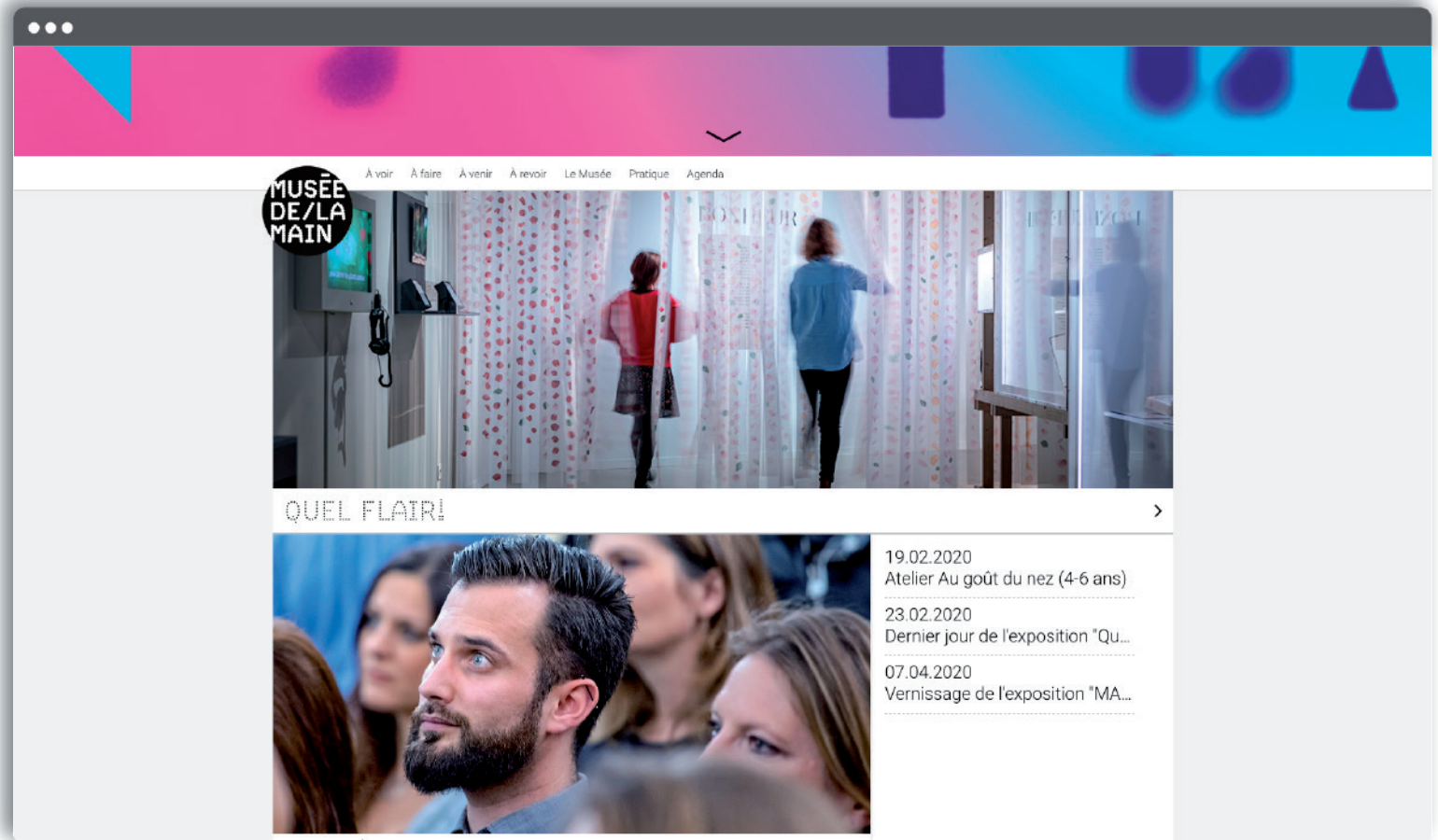
Art direction:
Atelier Poisson, Renens

Development:
Computed·By

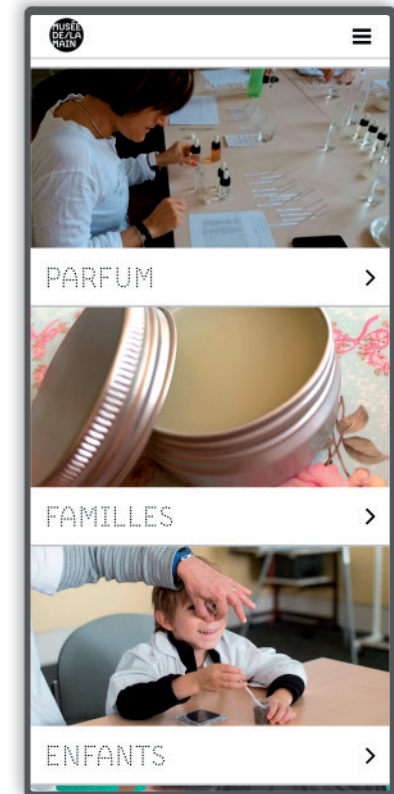
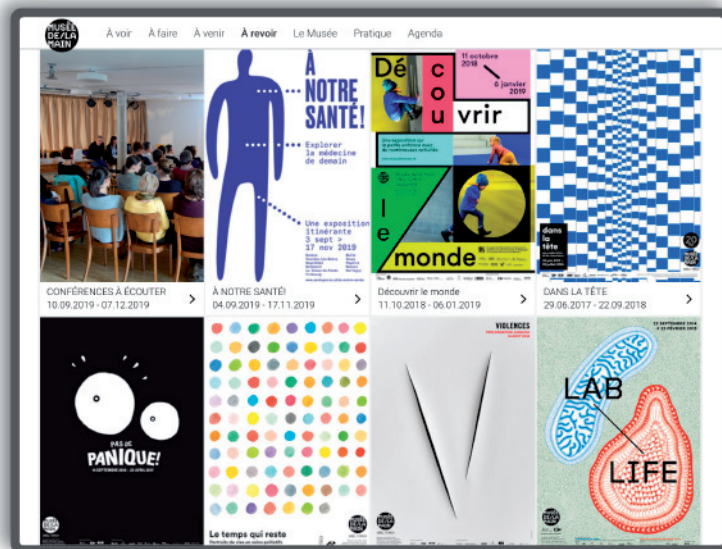
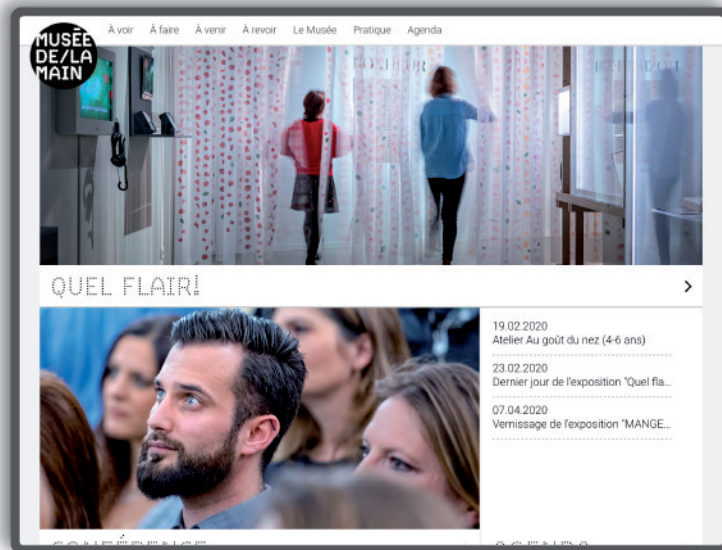
Technology:
HTML/CSS
Node.js
Javascript

Publication:
2014-2020

Responsive website for the
Musée de la main.



Musée de la main





Client:
Artligue, Paris

Link:
www.artligue.fr

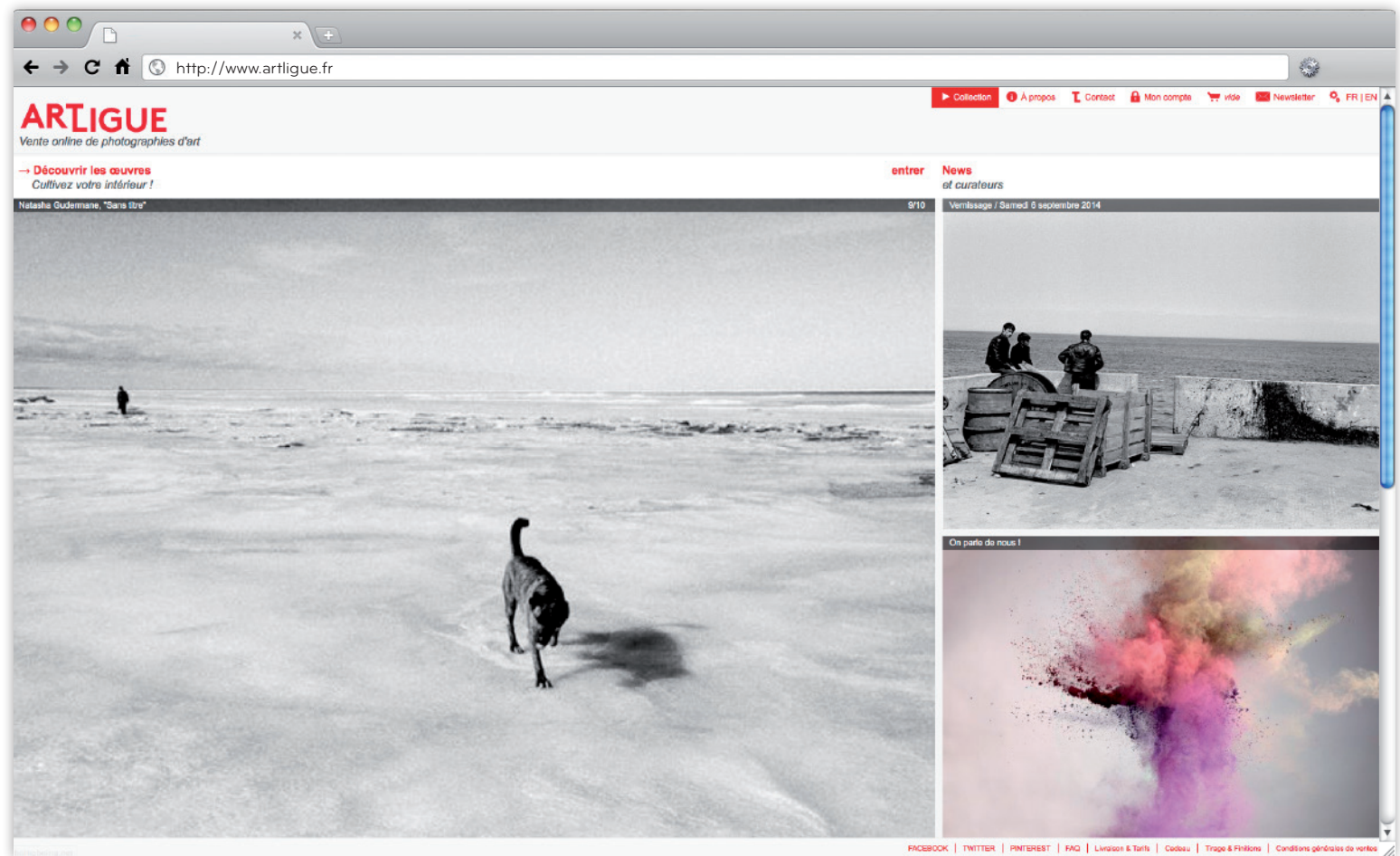
Art direction:
Gaël Hugo, Paris

Development:
Computed-By

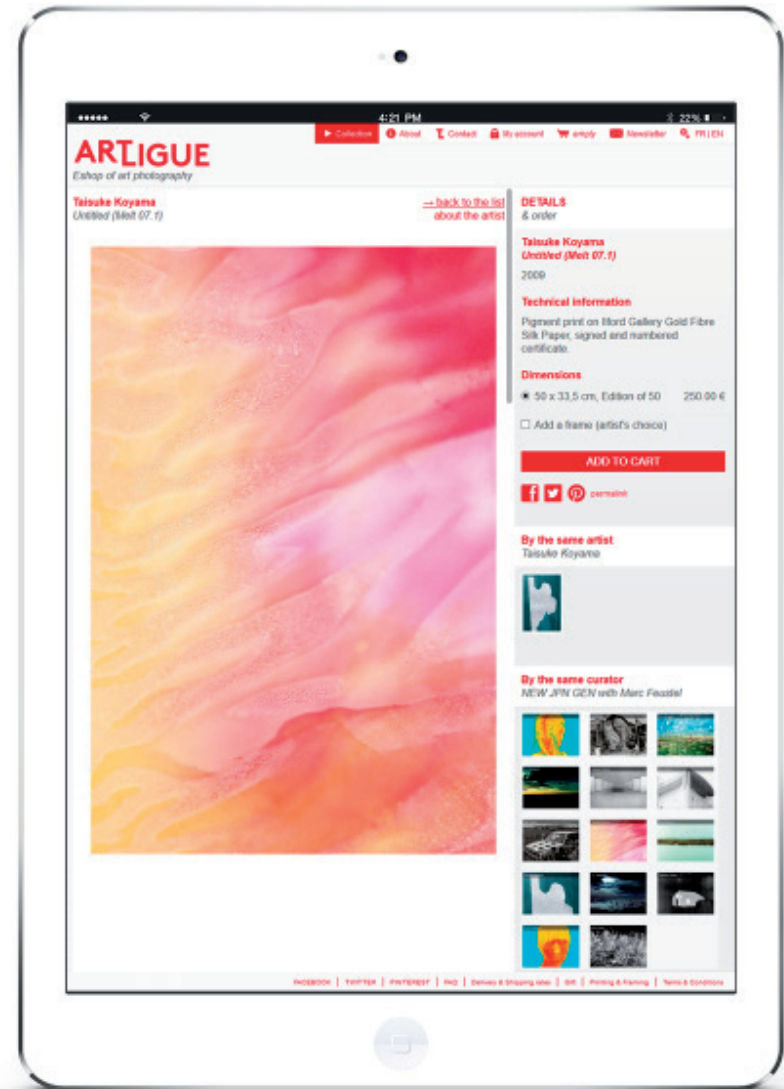
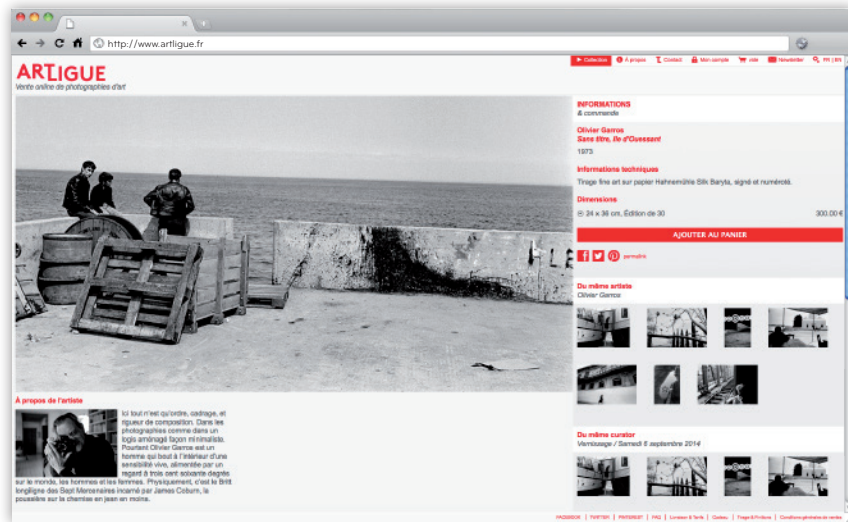
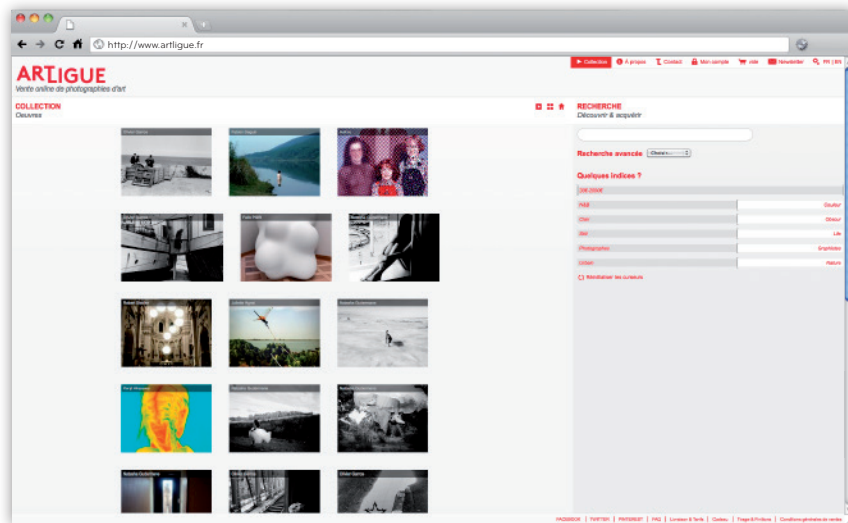
Technology:
HTML/CSS
PHP/MYSQL
Javascript

Publication:
2012

Website for Artligue,
a photography gallery
based in Paris.



Artligue



Daniela & Tonatiuh



Client:

Daniela Droz & Tonatiuh
Ambosetti, photography

Link:

www.daniela-tonatiuh.ch

Art direction:

Ludovic Balland, Basel
Daniela Droz, Lausanne

Development:

Computed-By

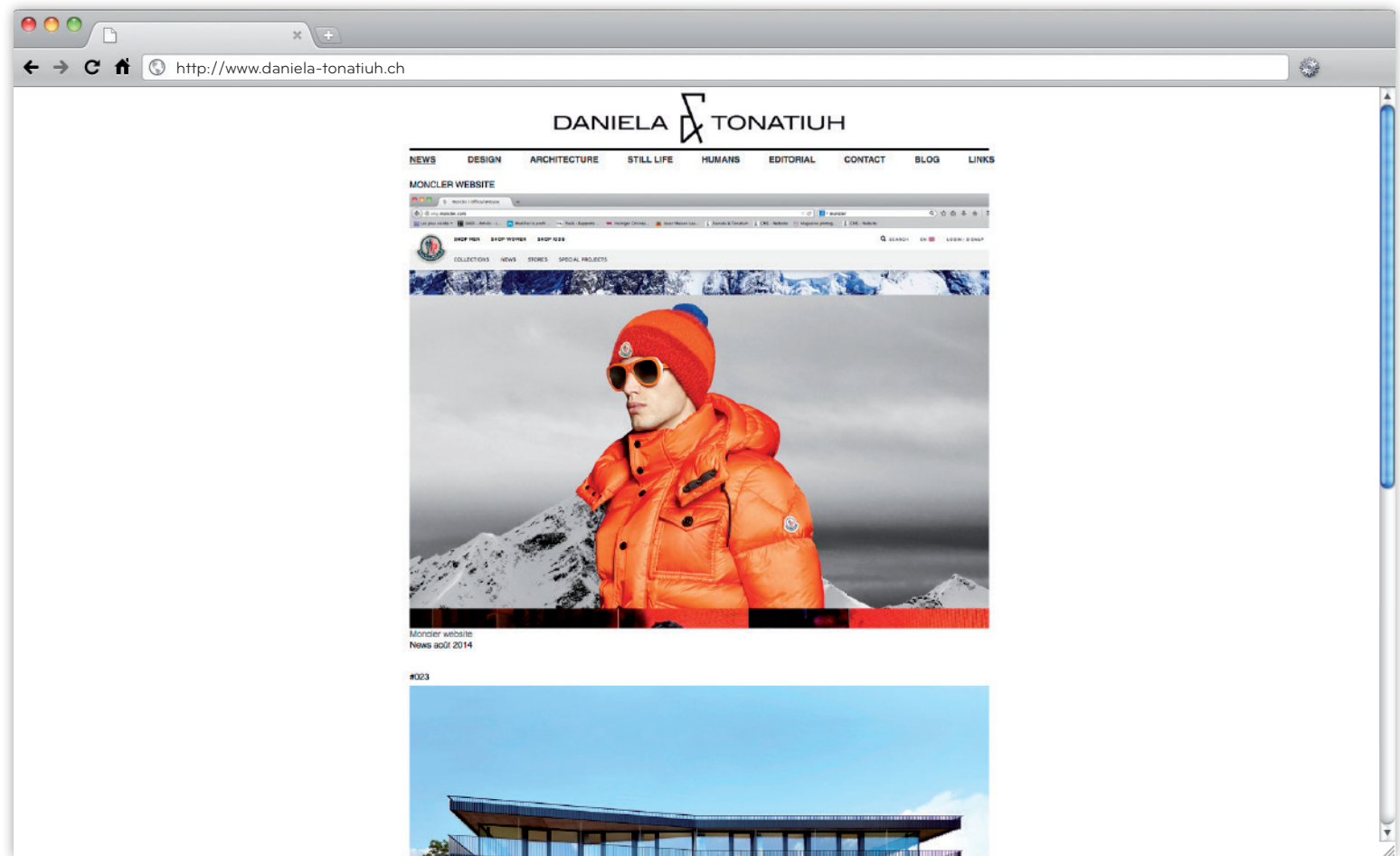
Technology:

HTML/CSS
PHP/MYSQL
Javascript

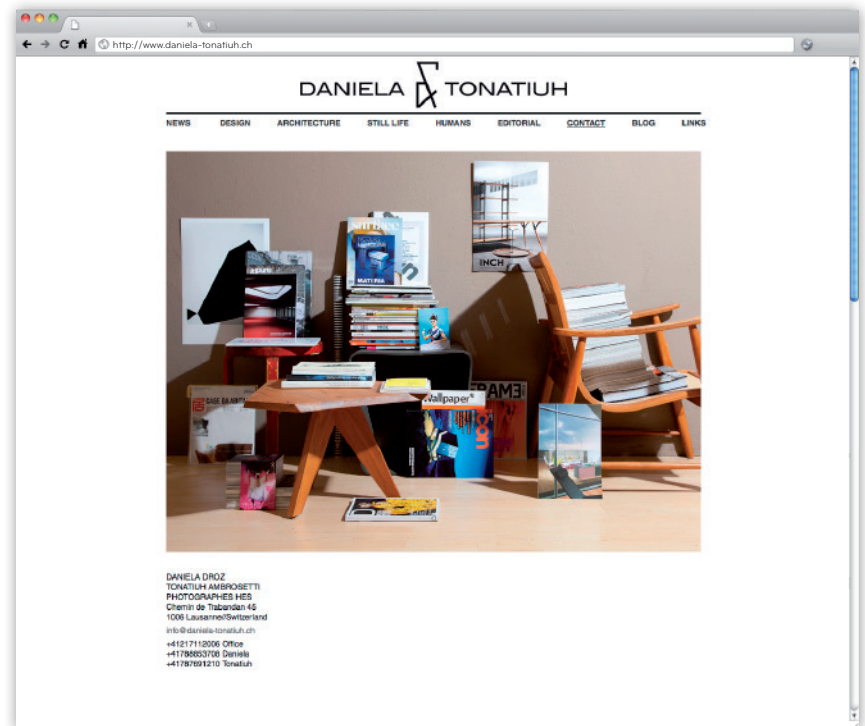
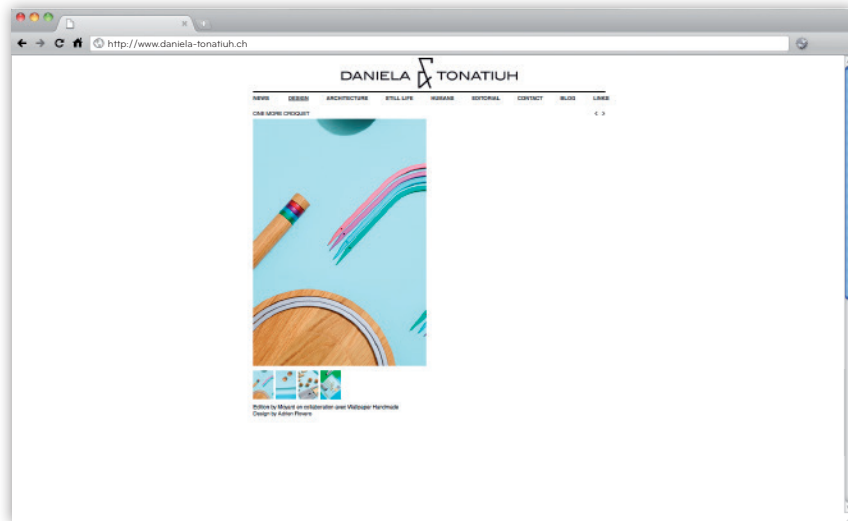
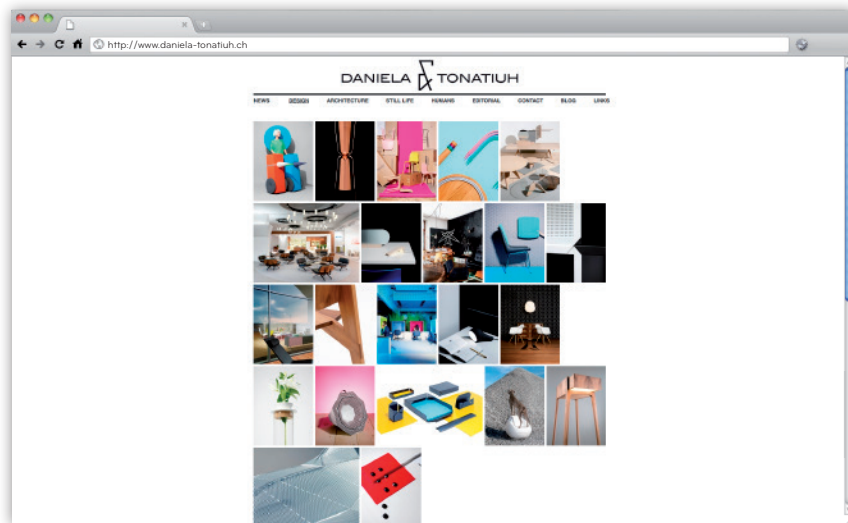
Publication:

2012

Simple website for the
photography agency
Daniela & Tonatiuh.
Intuitive CMS.



Daniela & Tonatiuh



Happypets



Client:
Happypets, Lausanne

Link:
www.happypets.ch

Design:
Happypets, Lausanne

Development:
Computed-By

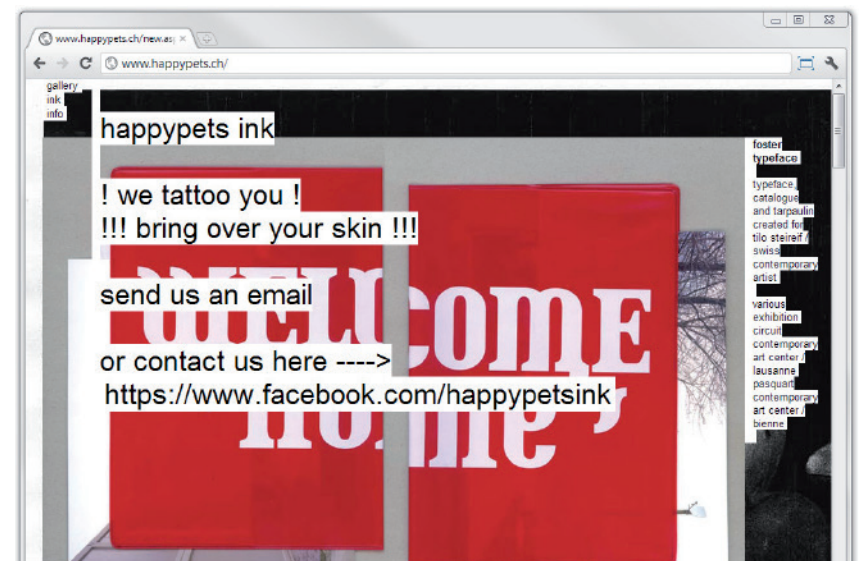
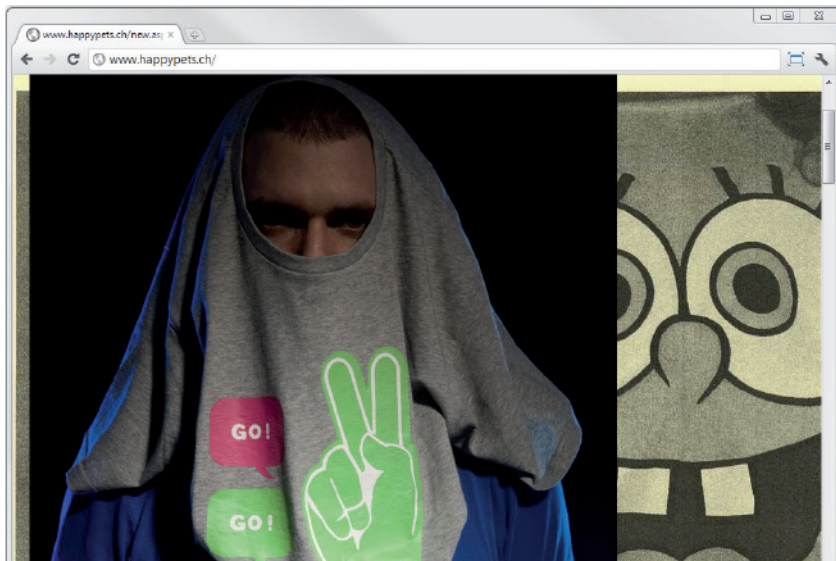
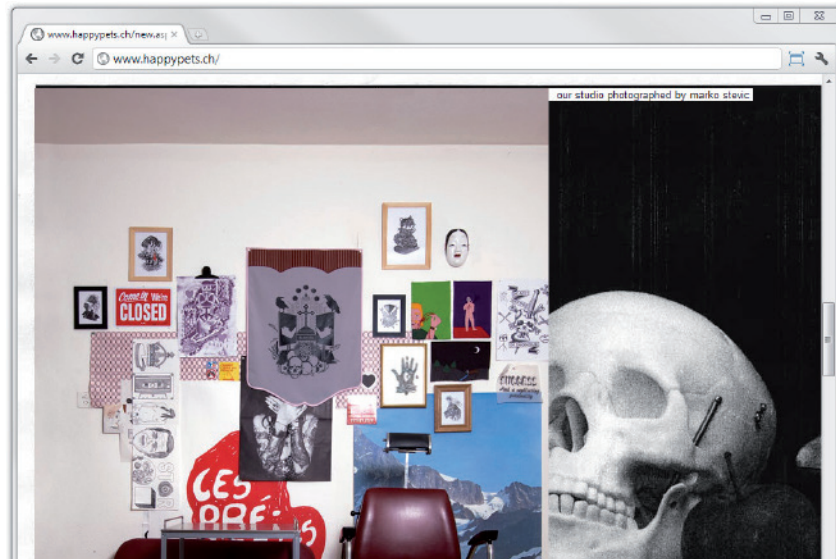
Technology:
HTML/CSS
Javascript

Publication:
2009

Website for the creative agency
and tattoo studio Happypets.



Happypets





Art & Architecture Projects

Atomized (curatorial) Functioning



Client:
fabric | ch, Lausanne

Concept & Architecture:
fabric | ch, Lausanne

Development:
Computed-By

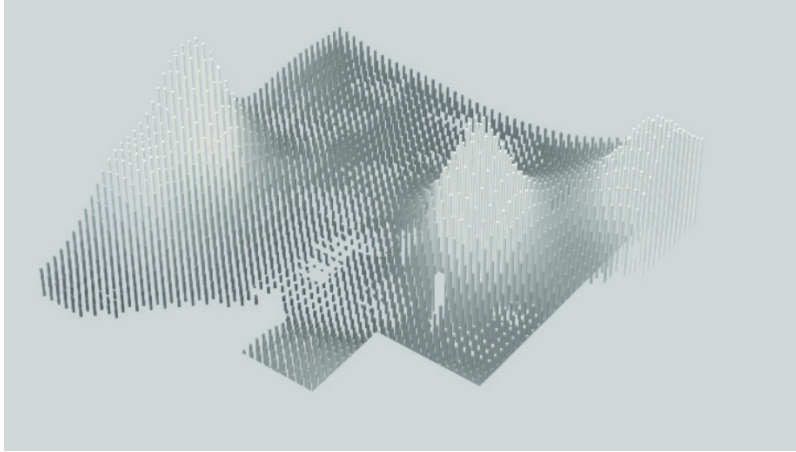
Technology:
Machine Learning

Publication:
2019-2020

Automated scenography and curating using an AI layer for autonomous spatial and functional exploration, in addition to base algorithmic software piece.



Atomized (curatorial) Functioning



IICloud(s)

Client:
ECAL, Lausanne

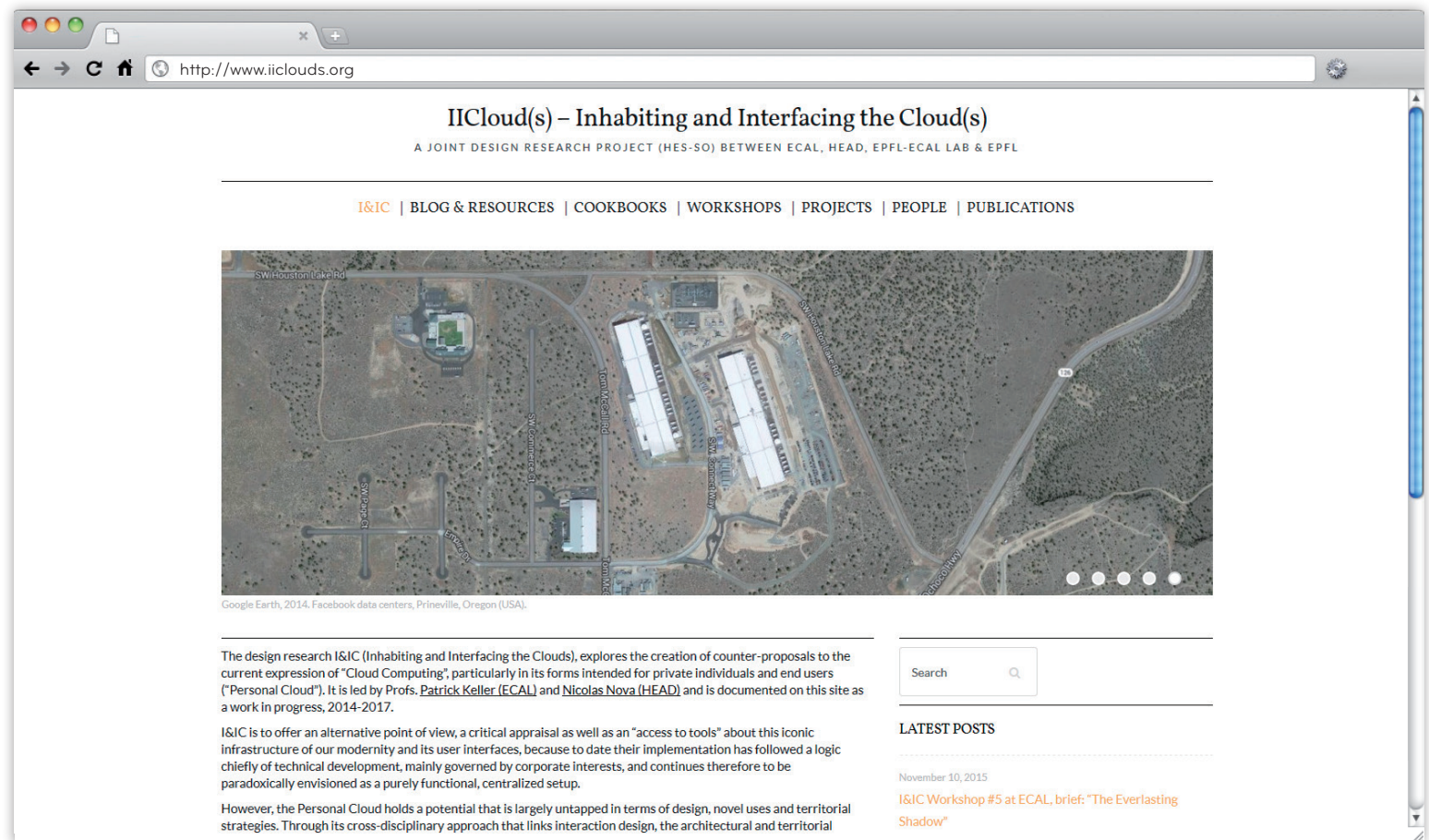
Layout:
ECAL, Lausanne

Development:
Computed-By

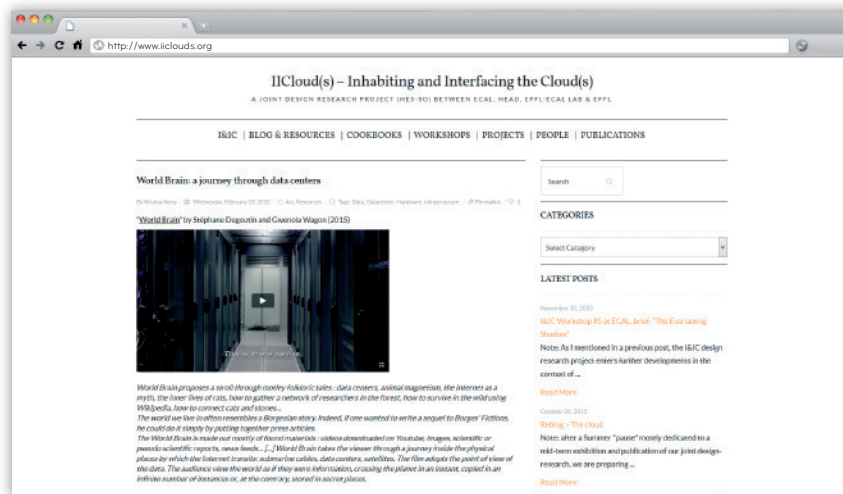
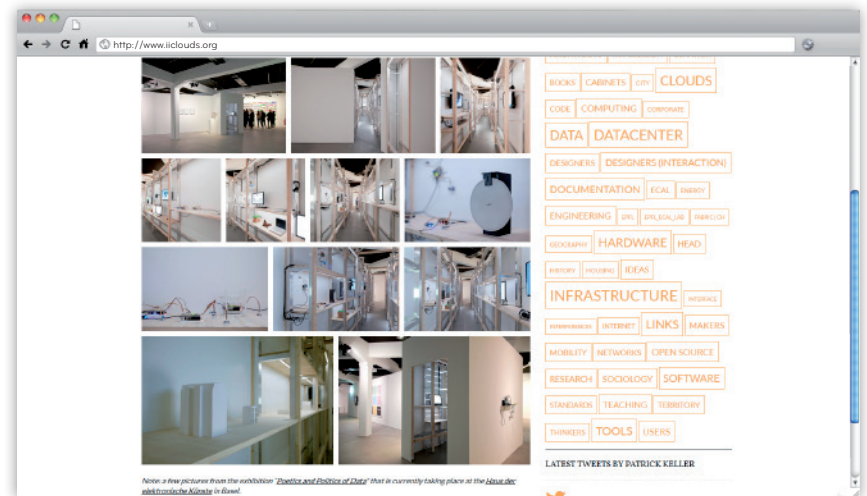
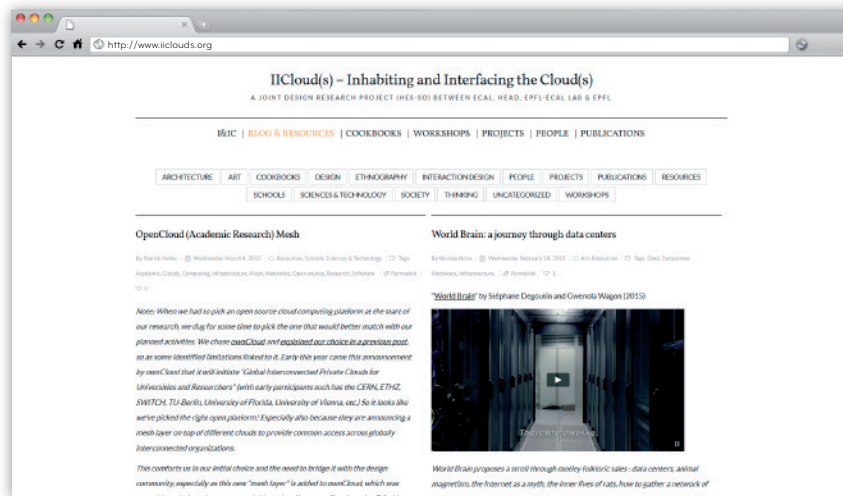
Technology:
HTML/CSS
Javascript
WordPress

Publication:
2015-2017

Simple website/blog for the research project IICloud(s) - Inhabiting & Interfacing the Cloud(s) involving ECAL, HEAD, EPFL and EPFL-ECAL Lab.



IICloud(s)



Ecole des Morettes



Client:
Commune de Prangins

Art Direction & concept:
ECAL, Lausanne

Concept:
«Musicarium» by Clément Chavanne and Matthieu Huegi, ECAL

Music:
Lullatone, Japan

Development:
Computed:By

Technology:
Web app

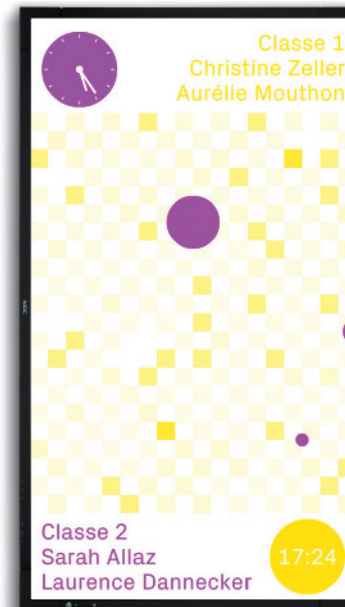
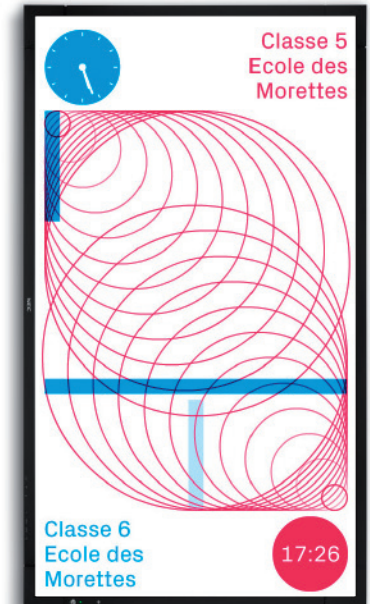
Publication:
2015

Web app with animations based on sound tracks. Coordination of four different sound tracks to compose a music. CMS.

Pictures ECAL/Younès Klouche



Ecole des Morettes



Poetics & Politics of Data



Client:
HEK Basel

Architect:
fabric | ch, Lausanne

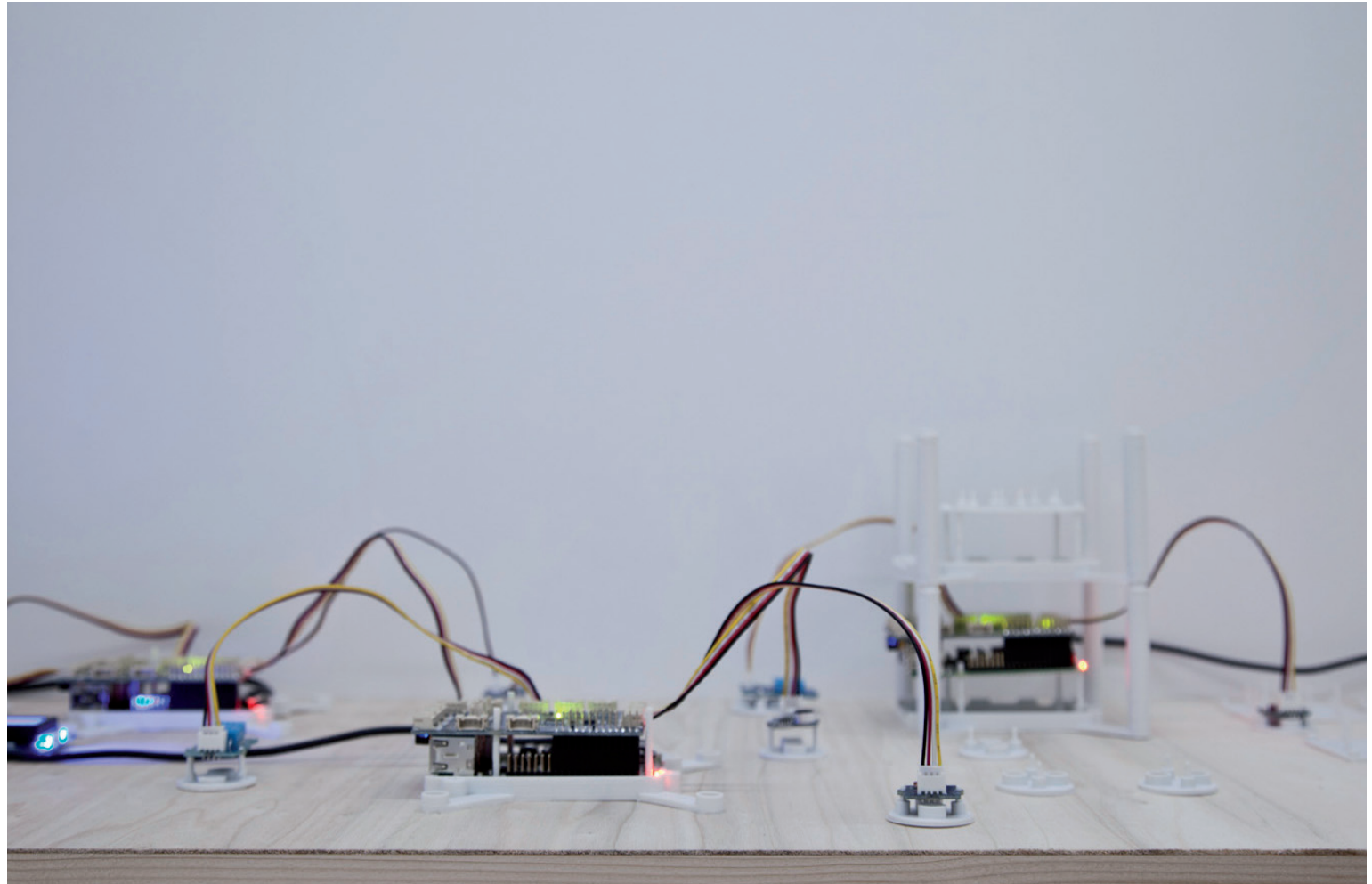
Development:
Computed·By

Technology:
Sensors
Raspberry Pi

Publication:
2015

Software and hardware set up for
the exhibition of IICloud(s) at
HEK Basel during the exhibition
"Poetics and Politics of Data".

Pictures David Colombini



The screenshot displays a web browser window with two line graphs from the website datadroppers.org. The browser's address bar shows the URL <http://www.datadroppers.org>.

The first graph, titled "Raspberry Pi 1", plots a value on the y-axis (ranging from 15 to 22.5) against time on the x-axis (from May to January). The data shows a steady decline from approximately 22.5 in May to about 17.5 in January.

The second graph, titled "Raspberry Pi 2", plots a value on the y-axis (ranging from 0 to 5) against time on the x-axis (from June to August). The data is highly volatile, with a sharp peak near 4 in early June, a drop to 1, a rise to 2, and another peak near 2 in late August before ending around 1.

Both graphs include a URL bar at the top and a footer with the text "Raspberry Pi 1 - Raspberry Pi 2 & IMC Museum H&K GPS Touch - imgen - rbaush - 47522603,7,8195".



DataDroppers



Client:
fabric | ch, Lausanne

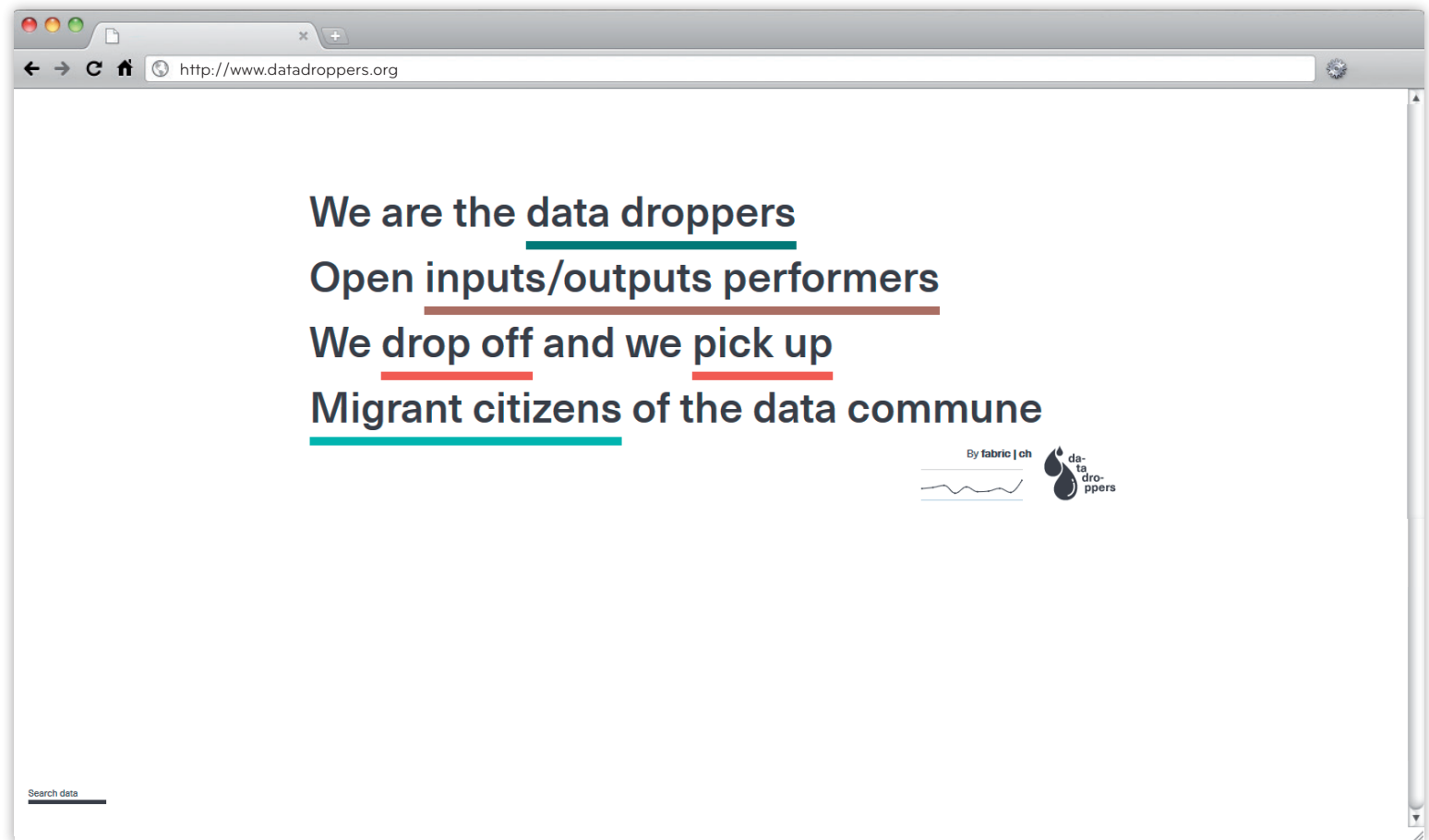
Concept:
fabric | ch, Lausanne

Development:
Computed-By

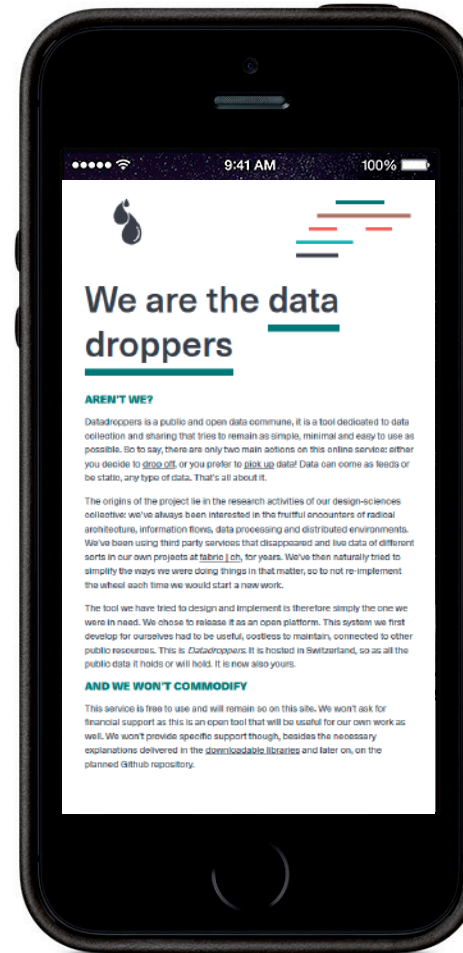
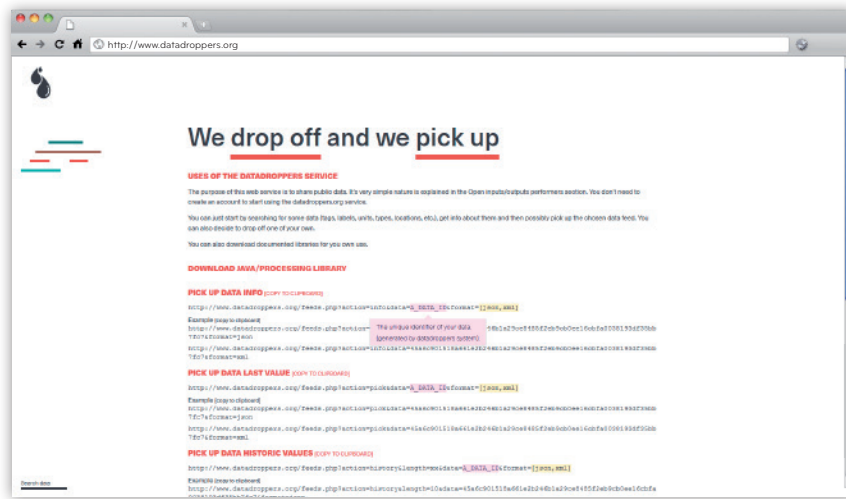
Technology:
HTML/CSS
Json
Javascript

Publication:
2015

Website and data management
for the project DataDroppers by
fabric | ch.



DataDroppers



Globale Surveillance



Client:
ESAM, Caen

Director:
Eric Sadin, Paris

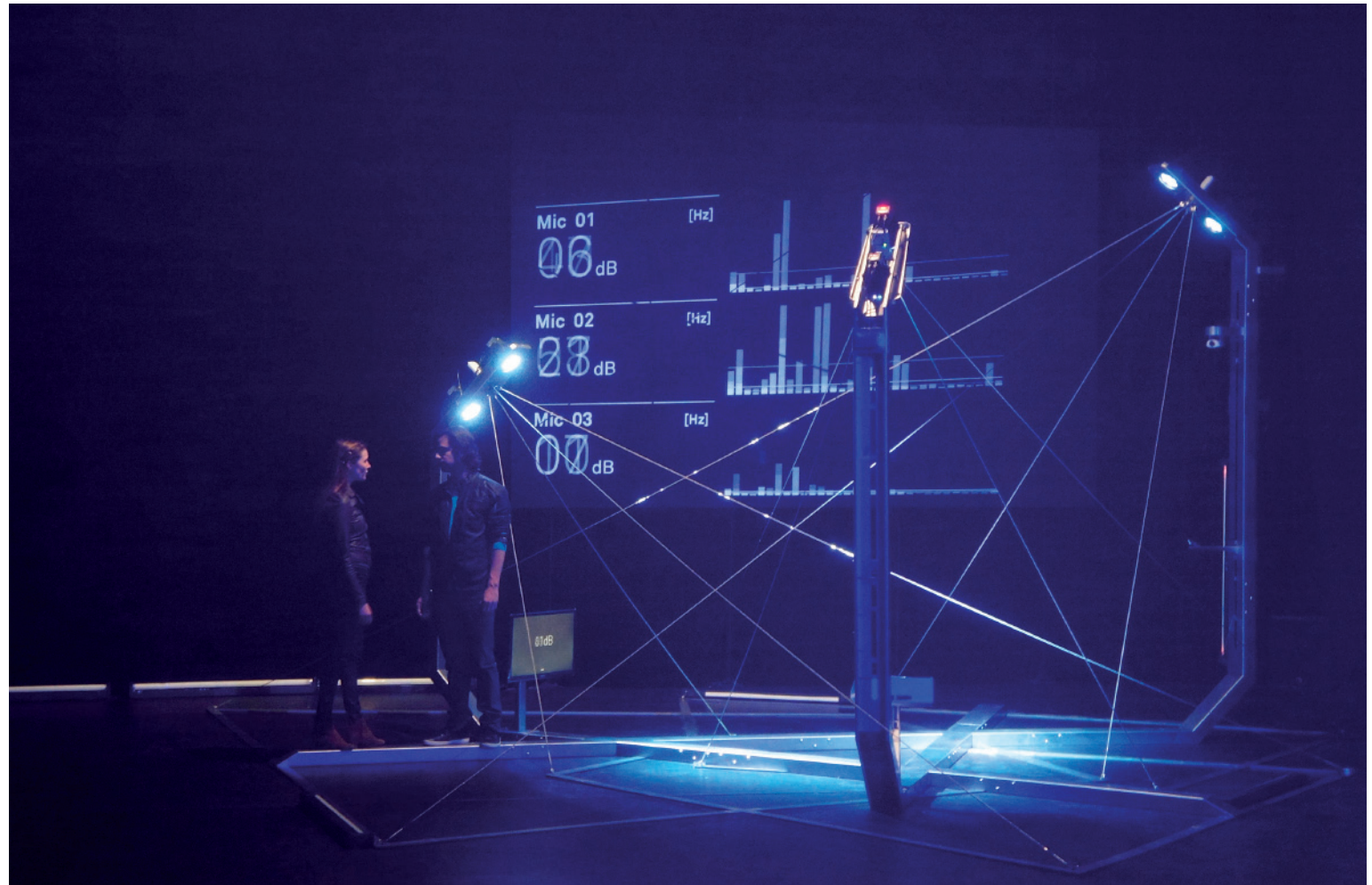
Architecture:
fabric | ch, Lausanne

Development:
Computed-By

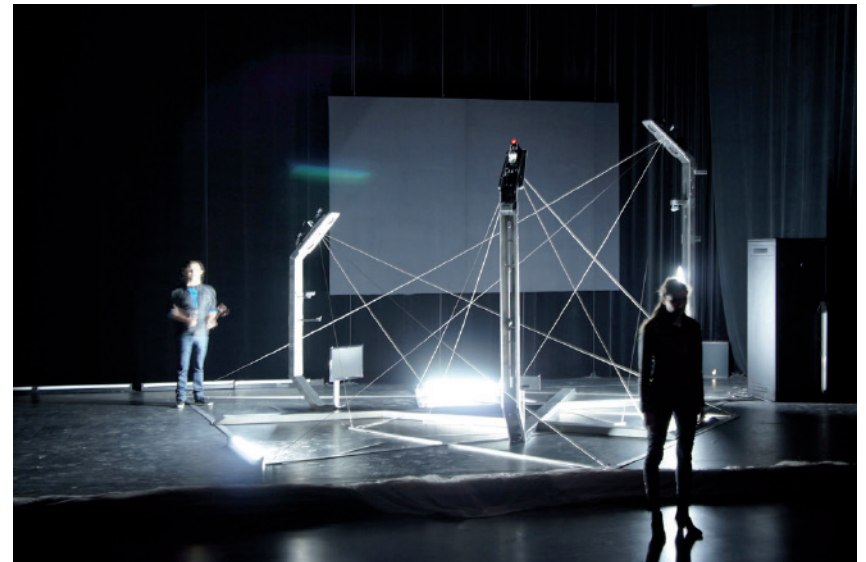
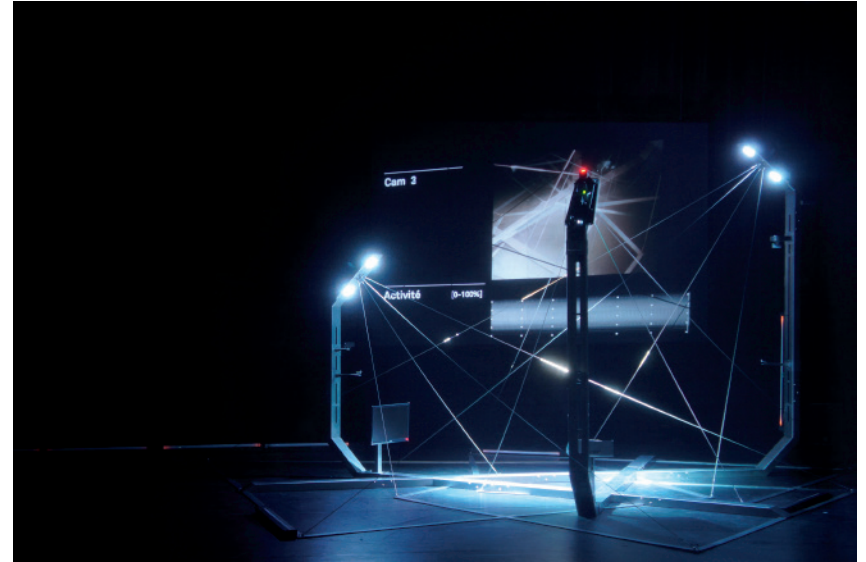
Technology:
Sensors
Linux server
Adobe Flash

Publication:
2012

Interactive installation created
for the theatrical play Globale
Surveillance by the French writer
Eric Sadin, in collaboration with
fabric | ch.



Globale Surveillance



Arctic Opening

Client:
MIMI Festival, Marseilles

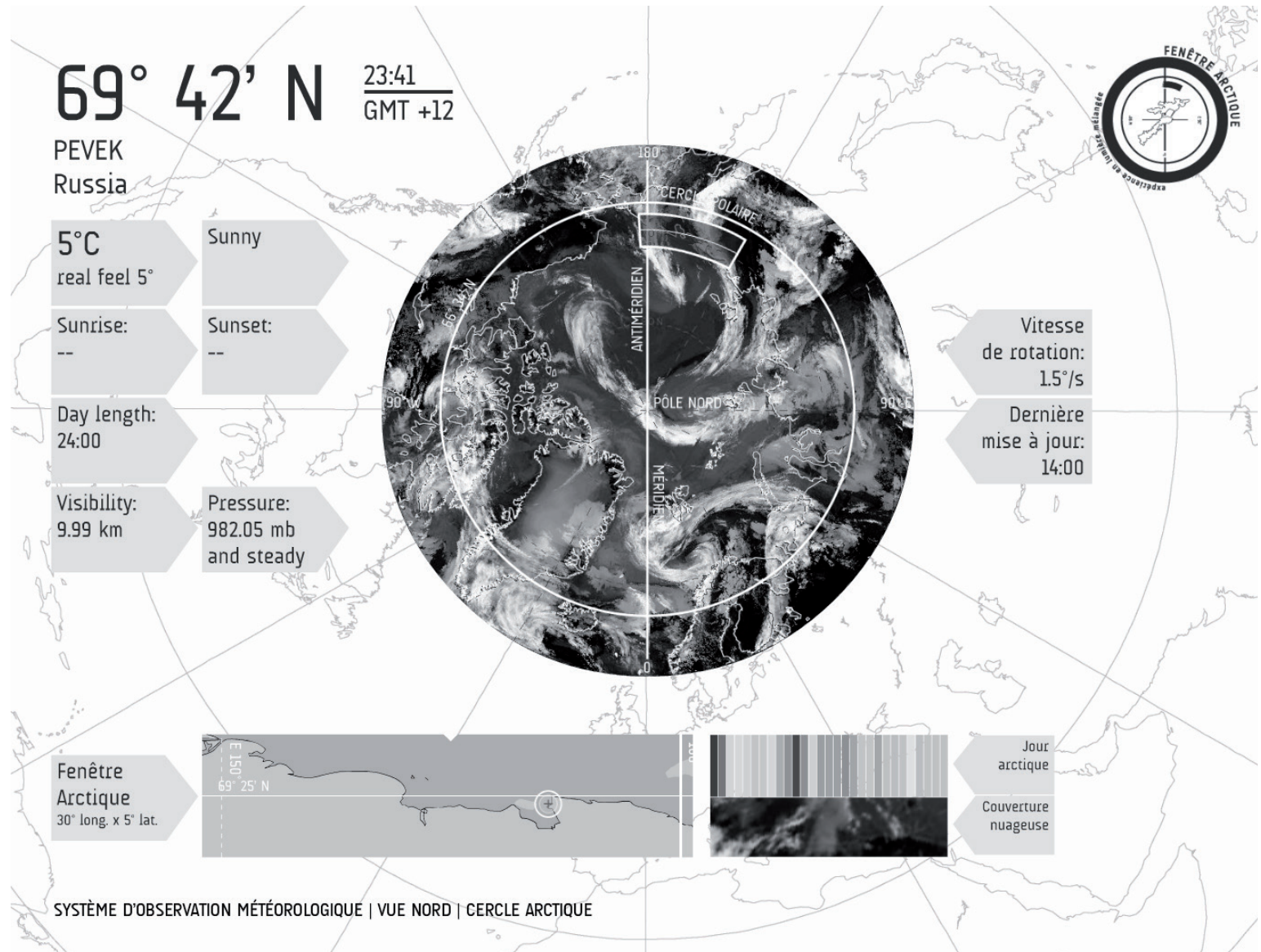
Architect:
fabric | ch, Lausanne

Development:
Computed-By

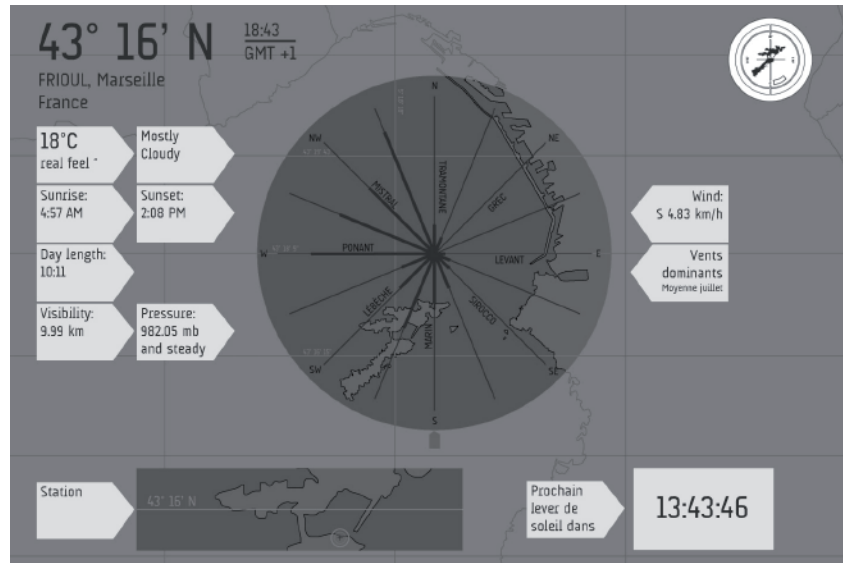
Technology:
Sensors
LEDs
Open Data
Adobe Flash

Publication:
2010

Software and interface for
Arctic Opening, an architectural
installation by fabric | ch.



Arctic Opening



Domestic Astronomy



Client:
Louisiana Museum for Modern
Art, Humlebæk (Denmark)

Architect:
Philippe Rahm, Paris

Development:
Computed-By

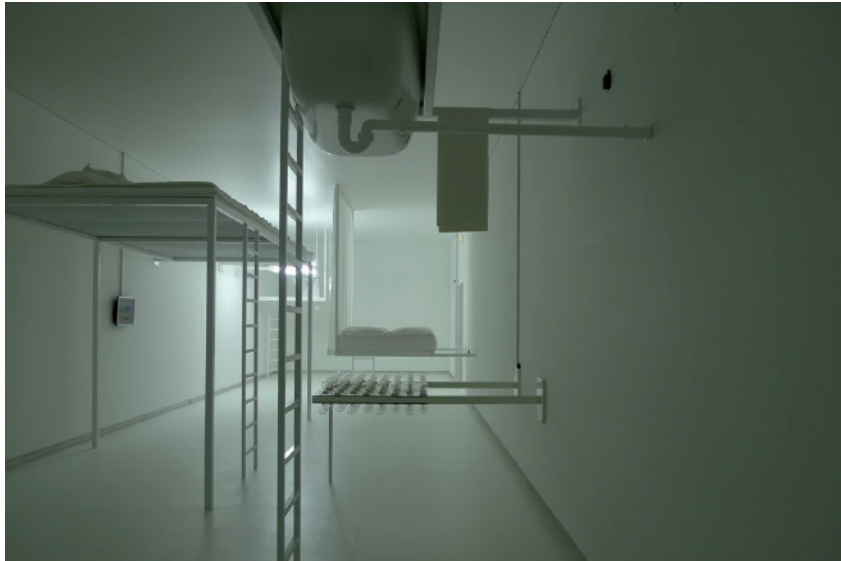
Technology:
Sensors
C
Adobe Flash

Publication:
2009

Software and interface for
Domestic Astronomy, a project
by Philippe Rahm at Louisiana
Museum for Modern Art.



Domestic Astronomy



Leslie



Client:
Printemps de Septembre,
Bordeaux

Artist:
Philippe Decrauzat, Lausanne

Development:
Computed·By

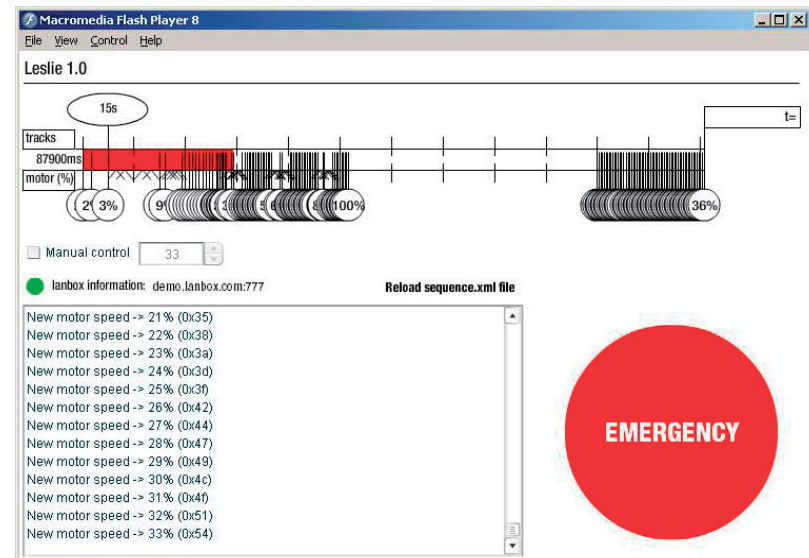
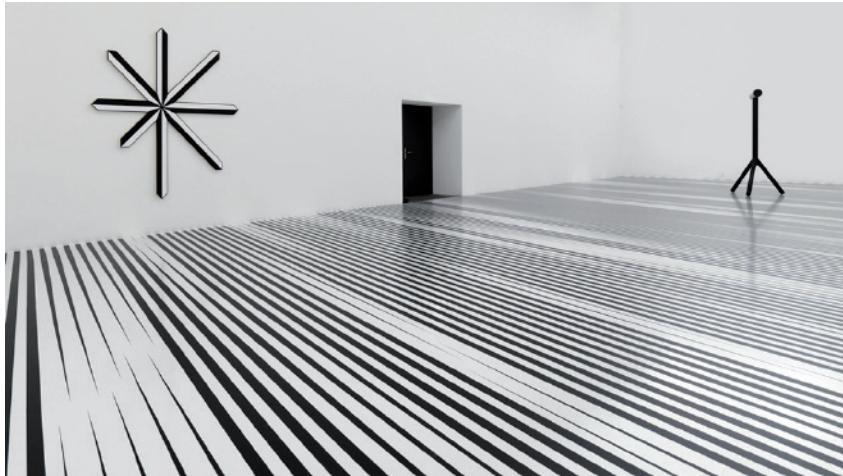
Technology:
Motors, loud speakers
C
Adobe Flash

Publication:
2008

Installation created by Philippe
Decrauzat with a rotating arm
and programmed sounds.



Leslie



Météorologie d'intérieur



Client:
Canadian Centre for Architecture
Montreal

Architect:
Philippe Rahm, Paris

Development:
Computed-By

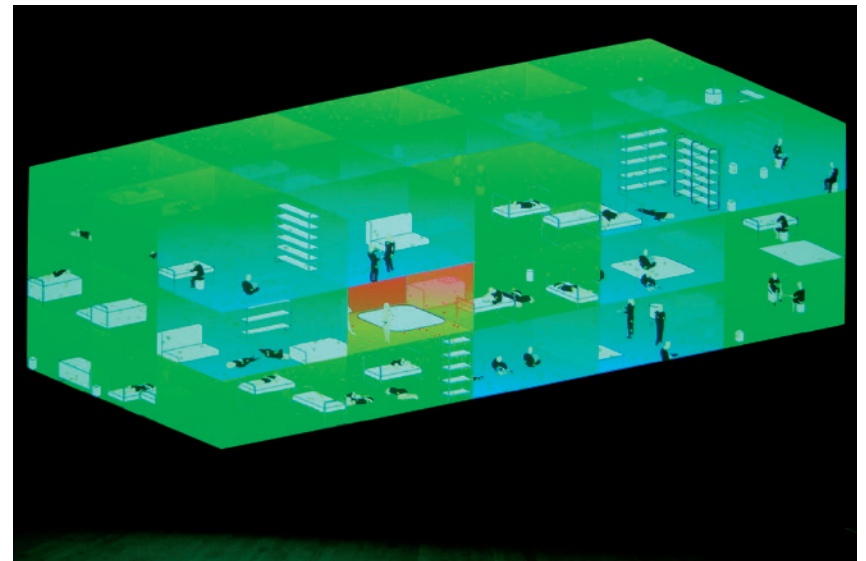
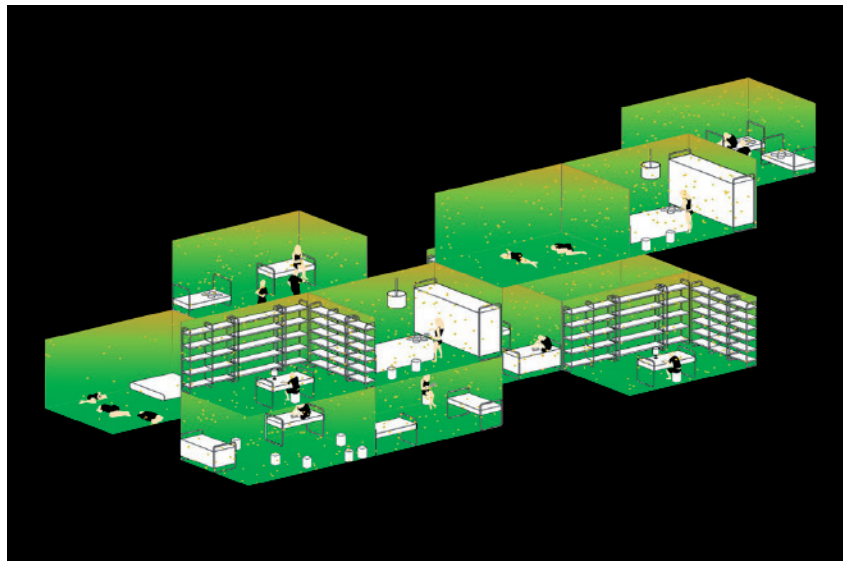
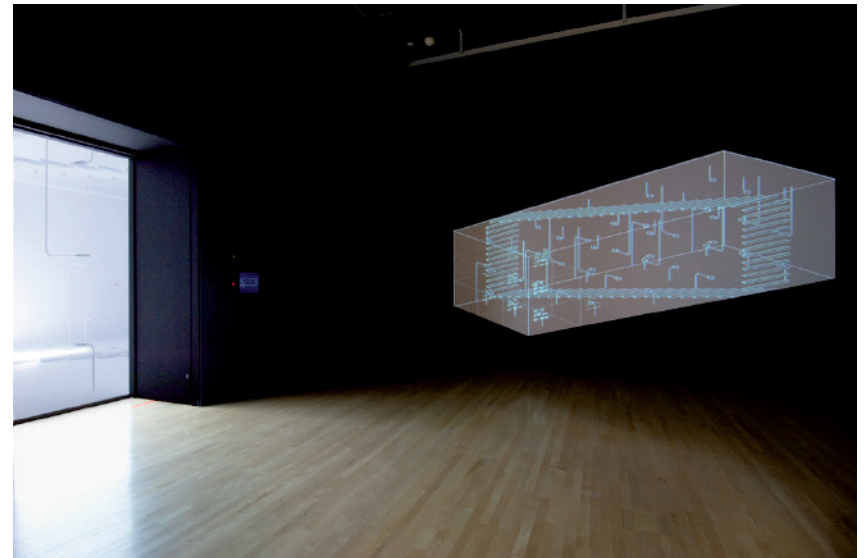
Technology:
Sensors
Adobe Flash

Publication:
2006

Software and interface for
"Météorologie d'intérieur" by
Philippe Rahm at Canadian
Centre for Architecture, Montreal.



Météorologie d'intérieur





Technologies

Our multidisciplinary team is able to develop projects in different frameworks involving a multitude of technologies and various programming languages, either for web-based projects, mobile apps or digital installations.

We master programming languages such as:

JavaScript, PHP, HTML5, CSS3, NoSQL, SQL, Json, Java, Objective-C, C#, C, C++, Python

We are used to working in frameworks such as:

Node.js, LAMP/WAMP, Eclipse, Xcode, openFrameworks, Processing, .NET

We can successfully interconnect or interface hardware technologies such as:

KNX, DMX, DALI, AR/VR components, environmental sensors, GPS with web, mobile and stand-alone applications.

Works with art directors

Computed·By collaborates with a large network of top-level art directors based both in Switzerland and Europe.

- Marie Lusa, graphic design, Zürich
- Gilles Gavillet, Gavillet & Cie, graphic design, Geneva
- Giorgio Pesce, Atelier Poisson, graphic design, Lausanne
- Harry Bloch, Harris Blondman, graphic design, Rotterdam
- Zak Kyes, Zak Group, graphic design, London
- Gaël Hugo, One More Studio, interaction design, Paris
- INT Studio, interaction design, Lausanne
- Milo Keller, Twin Room, photography, Paris
- Daniela Droz & Tonatiuh Ambrosetti, photography, Renens
- Philippe Rahm architects, architecture, Paris
- Patrick Keller, fabric | ch, architecture, Lausanne
- ...

Works for clients

Hermès, Swatch Group, ECAL, MAMCO, Louisiana Museum, Muzeum Susch, FRAC Nord - Pas de Calais, Musée de la main, CCA, Philippe Rahm architects, Christ & Gantenbein architects, Artligue, Philippe Decrauzat, Daniela Droz & Tonatiuh Ambrosetti, Happypets, La Manufacture - Haute école des arts de la scène, EPFL, ETHZ, UNIL, Nelly Wenger Associates, Brilliantmont International School, BAT Switzerland, NetProjet, City of Lausanne, SILL, etc.



History

Computed·By is a sister project of fabric|ch, an architectural interaction & research company, which since 1997 has created and exhibited numerous on and offline projects involving code, interfaces, computers, networks and other technologies.

The founders of fabric|ch were regularly asked by designers and architects for assistance in developing projects which required technology and were increasingly confronted with the needs of high-profile programming. This led to their decision to open an agency committed to the development of code and programming – Computed·By was born.

It is a new kind of engineering company dedicated to the design industry, a game changer. Just as civil engineers collaborate with architects, Computed·By aims to collaborate with creative people from the design industry at large. It brings its wide experience and IT knowledge gained by long-term cooperation with designers to develop and manage creative projects.

Computer scientists and interaction engineers

Christian Babski
Stéphane Carion
Michaël Chablais
Raphaël Maurer
Gordan Savicic

Project managers

Christian Babski
Christophe Guignard

Integration

Keumok Kim



Computed·By

Coding creative projects

6, rue de Langallerie
1003 Lausanne
Switzerland

+41.21.351.10.20
contact@computedby.com