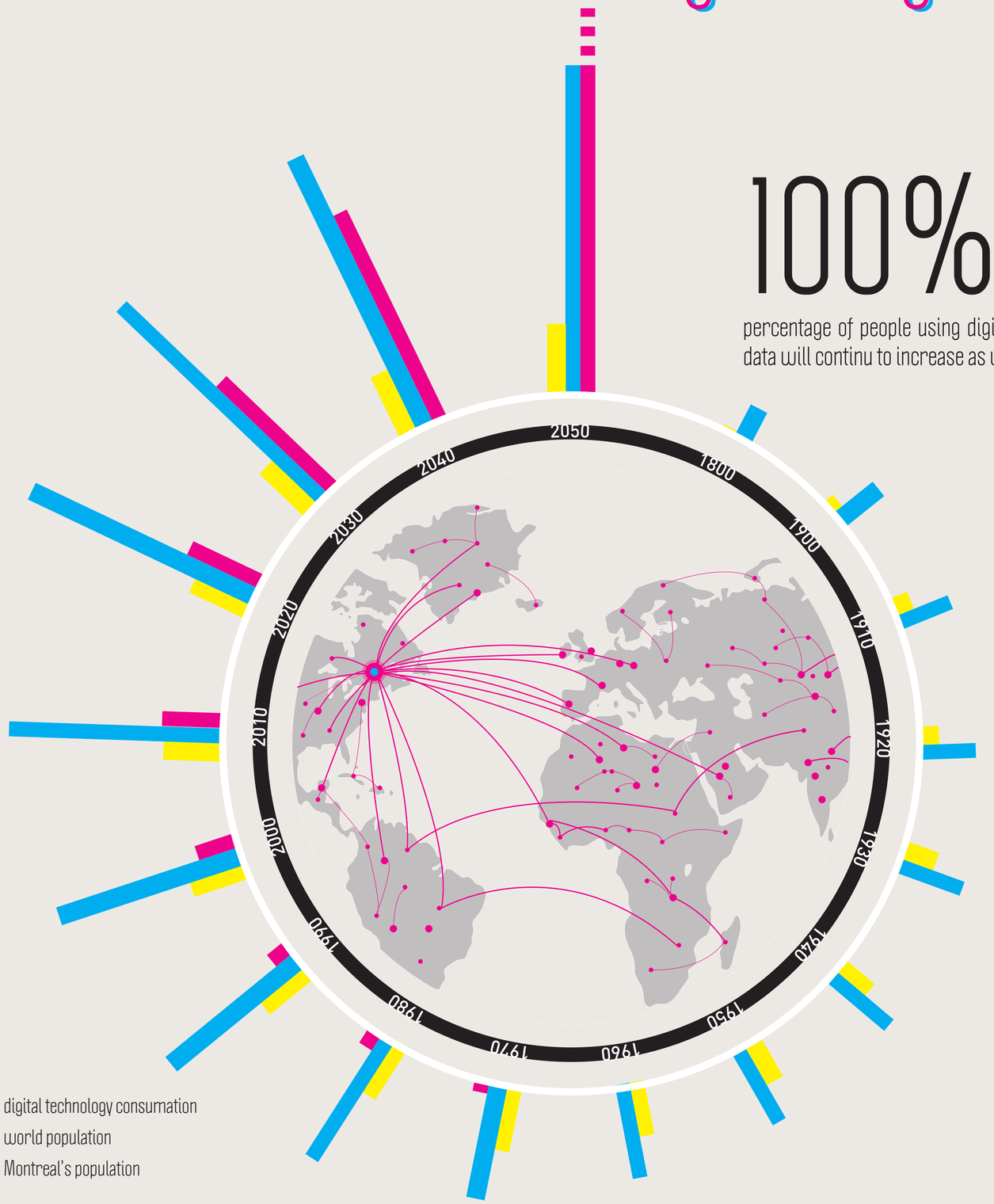
MTL there is something underground...



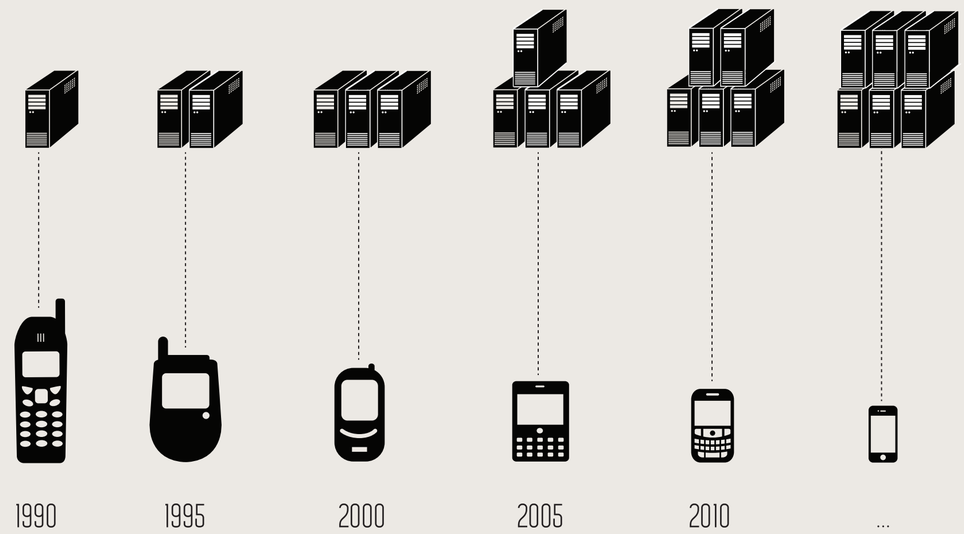
100%

percentage of people using digital technolgy in 2063. This data will continu to increase as world population grows.

2063: Montreal has undergone a major transformation; it has become a world capital of technology. Although its visible surface remains similar to the way it looked at the beginning of the century, its underground now houses an expansive network linked to digital technologies. The stable nature of its surface architecture being out-of-sync with technology evolving at an exponential rate, the Montreal underground has been developed to meet the growing need for space to house servers. In order to provide more compact devices, companies must compensate with increasing numbers of central servers. The demand for this important asset is growing rapidly and creates, therefore, a fierce competition on a global scale. After many conflicts and threats of wars, countries have agreed to centralize all their servers. The existing architecture is no longer able to meet the enormous demands placed on it by the accelerated rate of technological growth. Experts have stated that an ideal place would be free from all formal constraints and able to grow indefinitely. Possessing an already a reputable underground network and being open to further development, Montreal is approached to become the new technological metropolis. The underground network is developed using mining strategies and design. This new type of mine is composed of tunnels occupied by numerous servers. Larger spaces are also created to accommodate workers who supervise the network. This new city is primarily inhabited by technicians living on the surface, who descend at night to work in the underground. Increasingly in demand, technological resources unfold beneath our feet with networks whose unstoppable growth have greatly surpassed the city's surface size. The servers contain encrypted information from all corners of the globe, and have become the fuel of our physical and virtual worlds.

x^2

ratio between the size of electronic device and the augmentation of servers in the world.



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