

# Virtual Reality Artwork Acquisition Template

**Version 02.00 (May 2019)**

**Savannah Campbell and Mark Hellar**

This template is based on Version 01.00 of the Virtual Reality Artwork Acquisition Information Template developed by Tate Time-based Media Conservators Jack McConchie and Tom Ensom, as well as the first summit of the Preserving Immersive Media Group (PIMG) held at Tate in March 2019.

This work is licensed under a [Creative Commons Attribution-ShareAlike 4.0 International License](https://creativecommons.org/licenses/by-sa/4.0/)

**Date:**

**Filled in by:**

## Artwork Identification

<b>Title</b>	
<b>Artist</b>	
<b>Date</b>	
<b>Edition</b>	
<b>Description of artwork:</b>	
<b>Is the work interactive? In what ways does the user experience the work and interact with it?</b>	
<b>VR Content Type (select all that apply)</b> <input type="checkbox"/> Real Time 3D <input type="checkbox"/> 360-video <input type="checkbox"/> WebXR <input type="checkbox"/> 3D model <input type="checkbox"/> Other:	<b>Display Type (select all that apply)</b> <input type="checkbox"/> Head-mounted display (VR headset) <input type="checkbox"/> CAVE <input type="checkbox"/> Projection <input type="checkbox"/> Video wall <input type="checkbox"/> Other:

## Technical Specifications

Components	
What will the museum be receiving in the acquisition? List all media, digital files, hardware, and other components.	
Are there any additional components needed to show the work that the museum must provide?	
For Software-based Works	
What platform was the work programmed for? (e.g. Windows, Android, WebGL/WebXR)	
Executable build? Is it under version control?	
Is source code available?	
Programming language?	
Are there any software dependencies? E.g. runtimes, drivers, etc	
What engine was used and which version?	
What tools were used in the production of the work? (e.g. modeling, texturing)	
Is this work dependent on any external libraries? (e.g. textures, audio, code)	
Assets used in production, including 3D models, audio, source video files, etc.	
For 360-Video	
Duration of video	
Monoscopic (2D) or Stereoscopic (3D)?	
What is the native file format?	

<b>Preferred exhibition file format?</b>	
<b>Is there audio? Stereo or spatial? What format?</b>	
<b>For 3D video, how is the 3D file formatted?</b> <input type="checkbox"/> Top-bottom (left eye over right eye) <input type="checkbox"/> Side by Side (left eye next to right eye)	<b>What projection mapping was used?</b> <input type="checkbox"/> Equirectangular <input type="checkbox"/> Cube Map <input type="checkbox"/> Equi-Angular Cube Map (EAC) <input type="checkbox"/> Pyramid
<b>Describe the production process. What kind of camera was used?</b>	
<b>Describe the editing process. What applications were use? Were any other assets incorporated (such as 3D models)?</b>	
<b>Preferred 360-video player application?</b>	

## Hardware and Display

<b>Describe what hardware is required to display the work (e.g. VR headset including preferred model, projector, etc.)</b>	
<b>What are the minimum computing requirements needed to properly display/render this work?</b>	
<b>Is internet connectivity needed?</b>	
<b>Tracking? Describe</b>	
<b>Input/output devices, such as controllers?</b>	
<b>Are headphones needed?</b>	
<b>What cabling is needed?</b>	

## Contributors

<b>Did you collaborate with anyone in the production of this work, such as programmers or VR companies?</b>	
<b>Please provide contact information for any programmers, etc. who helped in the production of the work.</b>	

## Installation Details

<b>Aside from the necessary hardware, does this work include any other components, such as sculptural elements?</b>	
<b>Minimum/maximum space requirements</b>	
<b>Supporting infrastructure required for the display of this work (such as carpeting on floors, lighting requirements, seating, etc.)</b>	
<b>Should users experience this work sitting? Standing? Walking around?</b>	
<b>Power requirements</b>	
<b>Additional sensory inputs/outputs (haptics, wind, scents, etc.)</b>	
<b>Safety or security concerns</b>	

## Existing Documentation

<b>Is there any existing documentation of how the work should be displayed?</b>	
<b>Is there any documentation of past installations such as photos or videos?</b>	

Are there any captures of the work running, such as screenshots, stills, or rendered 360 video?	
Other documentation such as system diagram, installation diagram, etc?	

### Preservation Considerations

Anticipating technological obsolescence, can you provide any information for how this work should or should not be shown if the preferred technologies are unavailable in the future?	
---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------	--