VR Artwork Acquisition Template

**\*\*\*DRAFT - NOT FOR CIRCULATION\*\*\***

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| **Title** |  |
| **Artist** |  |
| **Year** |  |
| **Edition** |  |
| **Form filled in by** |  |
| **Filled in when** |  |

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| Non-Technical Description | | |
| **Short description of artwork** |  | |
| **Interactivity** | * Is the work interactive? * In what ways does the user influence the experience? |  |

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| Display Materials | | |
| **Software** | * Executable build? * For what platform? E.g. Windows, Android, WebGL/WebXR * Dependencies? E.g. runtimes, drivers |  |
| **Hardware** | * Computers? * Video Card/GPU? |  |
| * HMD? * Tracking? * Input/output devices (e.g. controllers)? * Cabling? * Audio equipment? |  |
| **Installation** | * Any supporting physical infrastructure that would be required to display the work? E.g. rigging, seating, flooring/carpet, props * Minimum/maximum space requirements? * Other sensory inputs/outputs? E.g. scents, wind, touch, vibrations/haptics * Invigilation requirements? E.g. guidance, movement restrictions, safety, security |  |
| **External Dependencies** | * Are there any other external inputs/outputs? e.g. live data, internet connectivity |  |

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| Production Materials | | |
| **Description of production workflow** | * What kind of tools were used in the production of 3D assets? E.g. modelling, texturing * Sound design? * Code libraries? Custom code? |  |
| **Engine** | * What engine was used and which version? * Plugins? Modifications? * Dependencies? E.g. runtime libraries |  |
| **Assets (including file format and quantity)** | * Models? * Materials/Textures? * Sounds? Spatial audio? * Source video files? (for 360 video) |  |

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| Existing Documentation | | |
| **Existing display specifications** | * Any existing documentation of how the work should be displayed? |  |
| **Installation documentation** | * Any documentation of past installations? E.g. photos, videos * Captures of work running? E.g. screencaptures, stills, rendered 360 video |  |
| **Other documentation** | * Script/narrative * Design documentation * System diagrams/schematics |  |

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| Preservation Considerations | |
| **Anticipating technological obsolescence, can you provide any information for how this work should or should not be shown when the preferred technologies are unavailable?** |  |