**Virtual Reality Artwork Acquisition Template**

Date:

Filled in by:

**Artwork Identification**

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

**Technical Details**

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

**Hardware and Display**

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

**Contributors**

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

**Installation Details**

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

**Existing Documentation**

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| --- | --- |
| **Is there any existing documentation of how the work should be displayed?** |  |
| **Is there any documentation of past installations such as photos or videos?** |  |
| **Are there any captures of the work running, such as screencaptures, stills, or rendered 360 video?** |  |
| **Other documentation such as system diagram, installation diagram, etc?** |  |

**Preservation Considerations**

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| --- | --- | --- |
| **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?** |  | |

Virtual Reality Artwork Acquisition Template authored by:

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Based on VR Preservation Working Group summit at Tate, March 2019