

Chronicle at Garnet, Montana

As you walk through a forest, can you imagine the life that used to exist beneath your footsteps? What kind of family used to share a meal on that decaying picnic table? As you take a step out of the trees and into a glade, ask yourself: what stories remain of the people that walked the very same path you are currently on?

Chronicle gives guests the opportunity to explore those stories through interactive narratives and tours by residents who lived in 20th century Garnet, Montana. To the unchanged eye, all that remains are several deteriorating buildings. Empty patches of grass hide tales of the residents who once lived there. However, through augmented reality technology and 3D photogrammetry, the stories of the past can be brought to life and shared to visitors. Both adults and children can contribute to the preservation of the narratives that Garnet's have left behind. Peer through the pages of time and learn their story with Chronicle.

Team Member	Major/ Minor	Contribution
Participant #1	Computer Science	Team Lead, Story Development, Research
Participant #2	Art	Illustration, Design, Research
Participant #3	Cognitive Science	Illustration, Design, Layout, Research
Participant #4	Computing in the Arts	Illustration, Design, Research

Story behind the design

Within the ghost town of Garnet, Montana, a collection of small garnet stones surfaced near the mines. It was soon found that these shining majestic gems held magic capable of allowing its user to peer into the past. This ability, harnessed by ‘magic’ glasses, was known as Ghost Vision and gave the people the power to see the dead. Those who choose to don Ghost Vision accept the responsibility to see through the present time and look to the past. As a ‘Chronicler’, one learns about the history of Garnet and creates their own memories and experiences to share with the world. In turn, Chroniclers preserve the life and history of the town.

User/ Guest Experience

Upon entering the Chronicle experience, guests undergo an orientation (ceremony) to receive their individual garnet stone and a pair of glasses. Once guests receive their Ghost Vision, they are greeted by the ghost of Frank Davey, the 20th century mayor of Garnet, and are introduced to another ghost resident who acts as their tour guide during their stay. The pillars of Chronicle are as follows:

Preservation: Guests can explore ‘ghostly’ buildings digitally preserved and recreated for visualization.

Education: Through interactions between the ghosts and structures, guests learn about the buildings in Garnet and everyday life in a 20th century mining town. In the evening, they are invited to take part in the Miner’s Masquerade Ball in J.K. Wells Hotel where they can intermingle with other ghostly residents.

Reflection: When guests leave, they can sign the Garnet Chronicle to signify their pledge as ‘Chroniclers’ to share their experiences and preserve the life and history of Garnet.

Chronicle

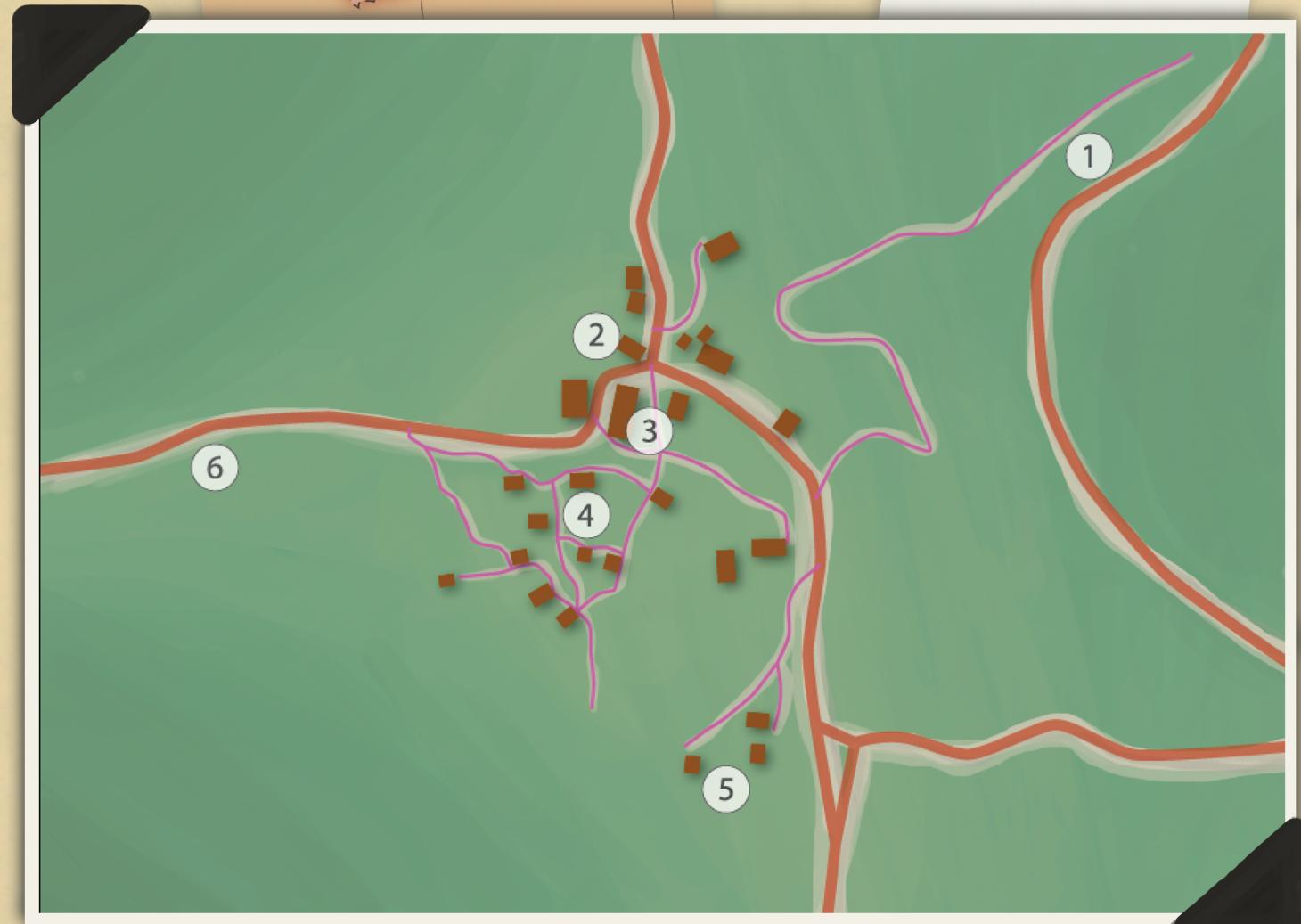
Garnet, MT

Welcome to **Chronicle**, an augmented reality experience based in Garnet, Montana. Experience life in this 20th century mining town, Montana's most preserved ghost town, and encounter an educational adventure unlike any other. Through digital preservation practices, guests can explore pre-existing buildings and interact with residents that used to live there. Learn about the history of Garnet, founded for having it's namesake gem, and continue to share the wonders of this past town.

By preserving, learning, and reflecting on this history, guests can create their own memories and experiences and in turn add to the chronicle of Garnet.

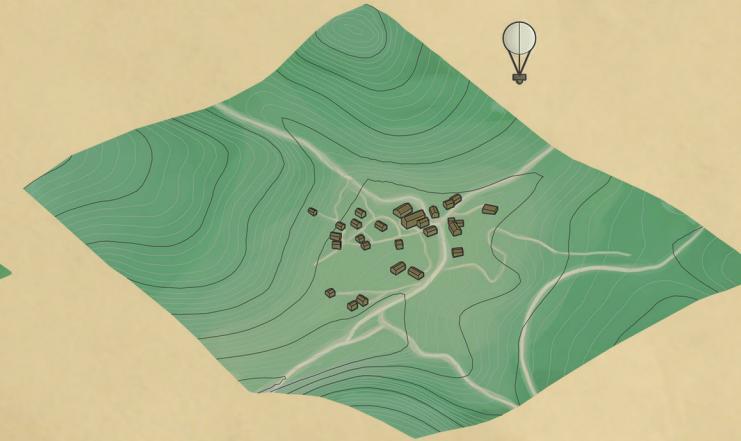


1. Entrance
2. Visitor Center
3. Garnet Hotel
4. Historic Homes
5. Park Rangers
6. Goldmine Road

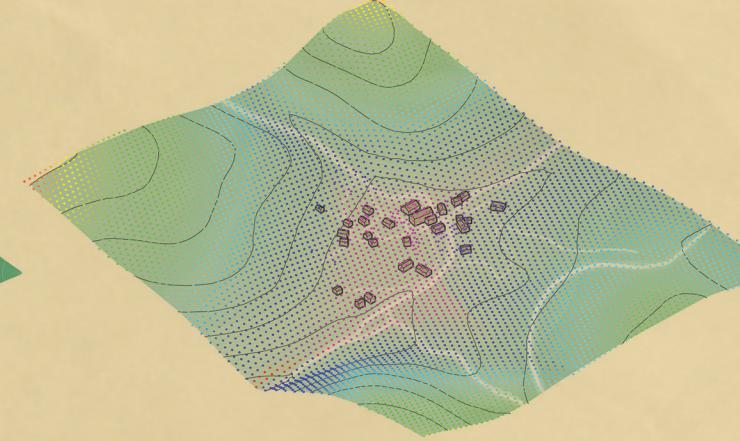




1. The site is left untouched to maintain its existing condition.



2. Using a balloon, scanning of the site is done to generate a digital copy of Garnet.



3. 3D point cloud data of the site preserves it. This is converted into a digital model of the site.



4. Using the digital representation, we have a base to interpolate what the site looked like whole.

Preservation

Using the process of digitally preserving the site, we are able to both maintain a copy of the site and build off of it without needing to affect the structures.

To our Guests;

Visitors to Garnet are welcomed with two items: a garnet gem and a pair of glasses. With the help of augmented reality technology, the glasses allows guests to visualize the digital structures determined by 3D photogrammetry.



This creates a simulated environment for guests to learn about Garnet's culture.



The ruby-colored garnet, when attached to the glasses, gives users the ability of Ghost Vision. Through Ghost Vision, guests can interact with the ghostly residents of Garnet and explore the buildings of the 20th century town. It is utilized as a storage device, allowing its users to capture photographs of their experiences and ultimately preserve their memories in Garnet.

Garnet Ghost Vision! | Education



See what the inside of an existing structure used to look like



Explore the layout of the town as it was in 1910.

Through Ghost Vision, guests can freely interact with residents that lived in Garnet during the 20th century. Ghost Vision is powered by a Garnet stone that is attached to Augmented Reality glasses. The Garnet stone gives visitors the ability to interact with residents, take pictures of their experiences, and explore structures in the town.

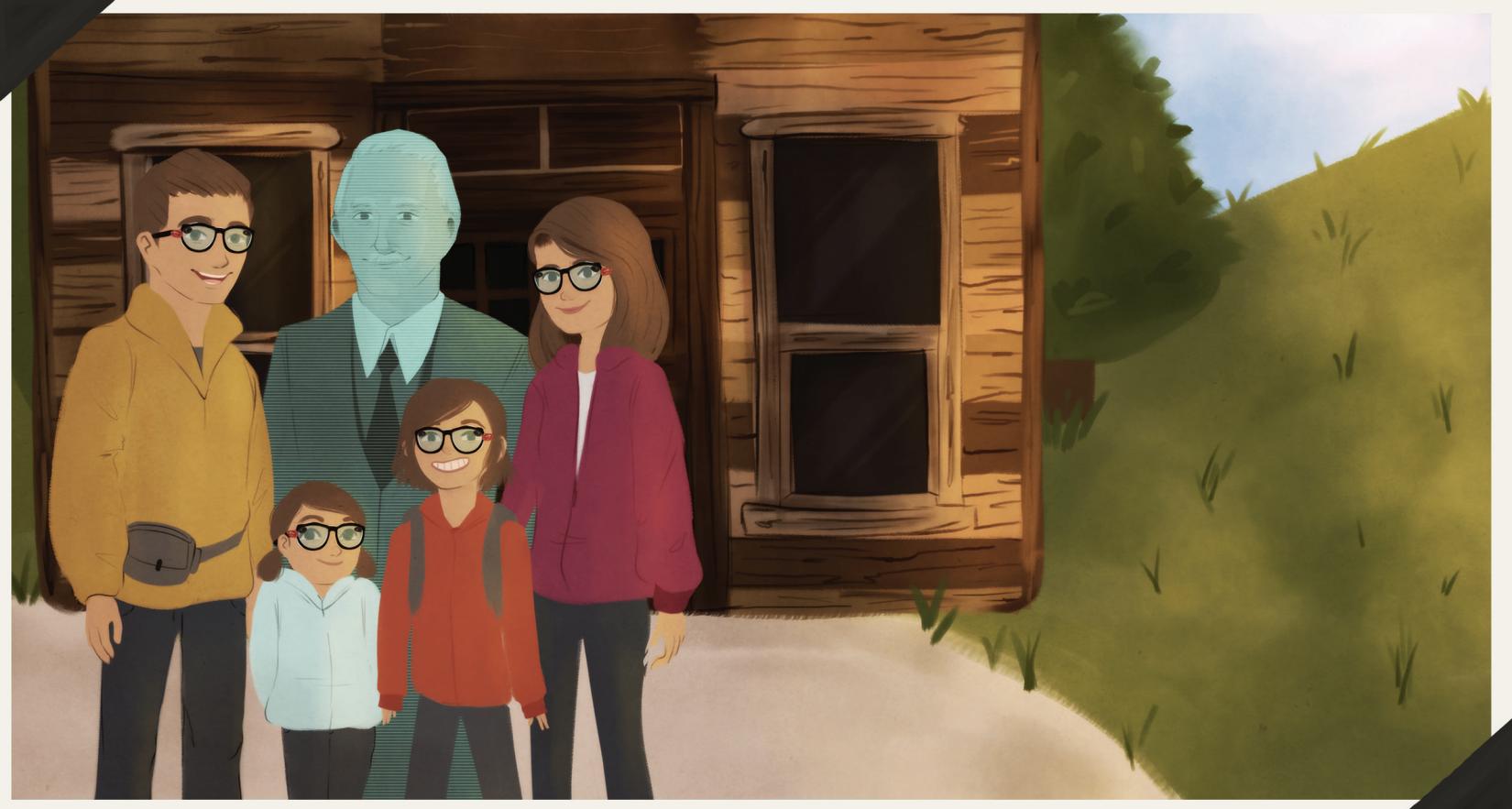


Families can experience a tour of Garnet with their own individual 20th century resident such as Frank Davey, J.B. Wells, and Anna Dalberg.

Miner's Ball | Education

Every evening, guests can experience the magic of Garnet's Miners Day Masquerade Ball outside the J.K. Wells Hotel. Guests can intermingle with the digital residents to celebrate another day in history. Masks and costumes provided. Enjoy festivities with this Garnet tradition and enjoy an evening out in nature.





Thank you. The End.

Sharing History | Reflection

Guests are encouraged to share their experiences through their memories stored in the garnet gem. They are able to download their adventures from the garnet gem and spread word of their journey. Before leaving, guests are officially announced as Garnet Chroniclers and can inscribe their name on a journal, marking their contribution to Garnet's preservation.

