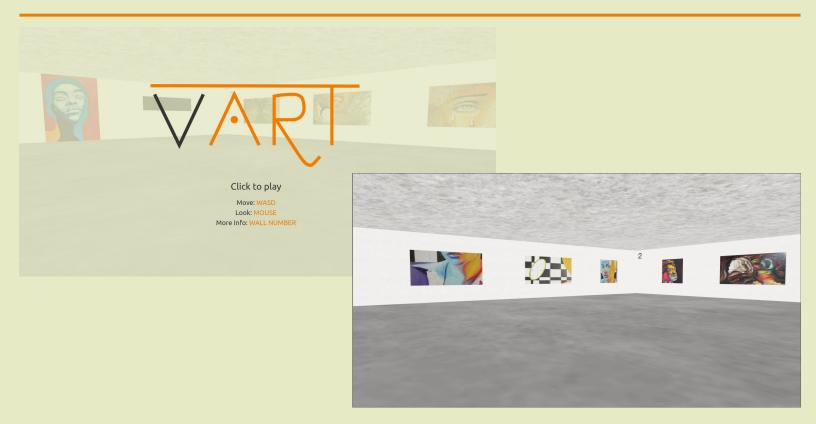


Gonçalo Leal 98008

#### What is VART?



https://goncalo-leal.github.io/virtual museum/

#### How it's made? (Part 1)

# The usual C55 HTML three.js

#### Some additions

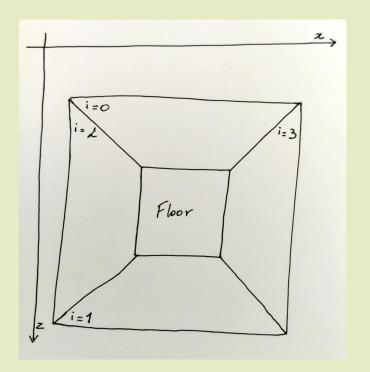


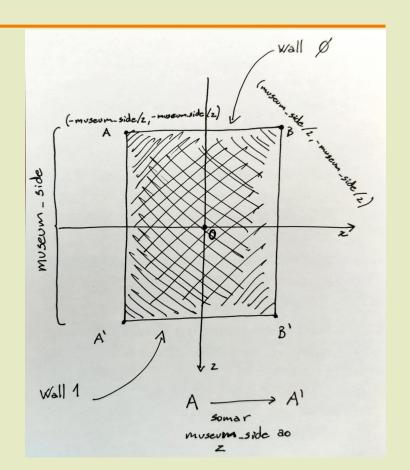
#### How it's made? (Part 2)

- \_ Camera = Perspective Camera
- \_ Light = Hemisphere Light
- Museum = 4 walls
  - 1 floor: Plane Geometry
  - 1 ceiling: Plane Geometry

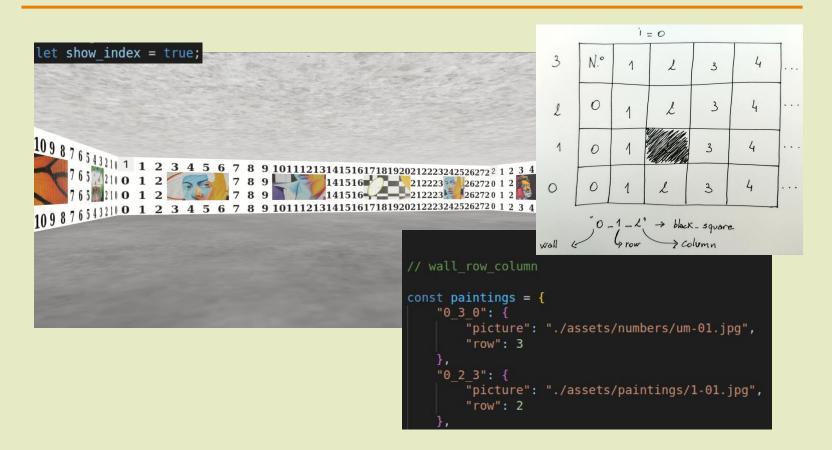
#### Walls Render

#### let museum\_side = 200;





### Paintings Load



#### User Interface (Part 1) - Controls



## User Interface (Part 2) - Paintings Information



By pressing the wall's number, we can see information about the paintings on it.

## Development Challenges

- Offer flexibility to change the layout of paintings
- \_ Limits and collision detection
- \_ Allow the artists to write their own paintings info

#### **Future Work**

- \_ Allow artists to create their own museum by changing the style of VART
- \_ Study better ways of loading the images to have a quicker load
- \_ Build interior walls and allow the artist to control its placement
- \_ Detect where the user is looking at

### References



https://blog.cogapp.com/how-to-crea te-a-virtual-3d-gallery-using-iiif-and-th ree-js-ad6766e45d3f

https://www.littleworkshop.fr/

