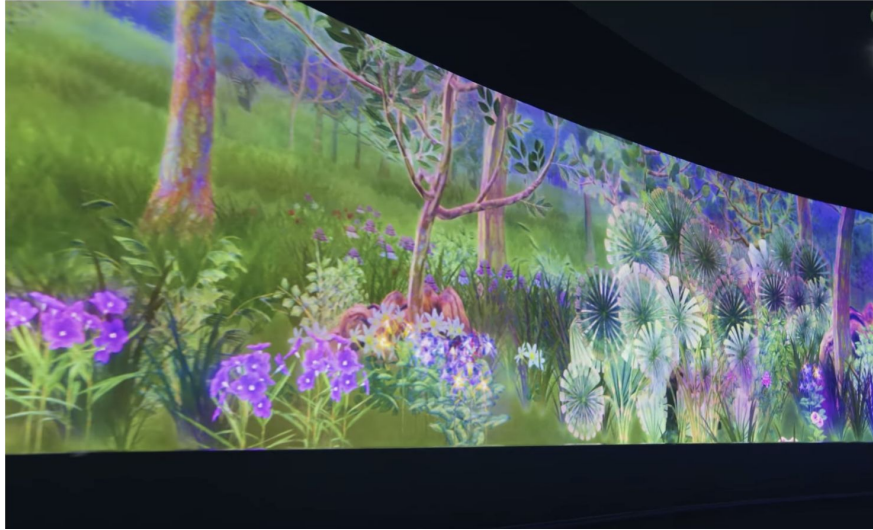# Lowe Museum AR Project

Comparative Study

CIM 624 | Augmented Reality

Aishwarya Navale, Laura Miller, Mackenzie Miller, Jinqi Li

Story of the Forest

National Museum of Singapore

Project Description

69 drawings are transformed into 3D animations that can be explored more in depth by viewers on phones or tablets. The illustrations help bring together Singapore's colonial past with the modern age. Many animals are featured in the visuals, which act as triggers for additional information on the mobile platform.
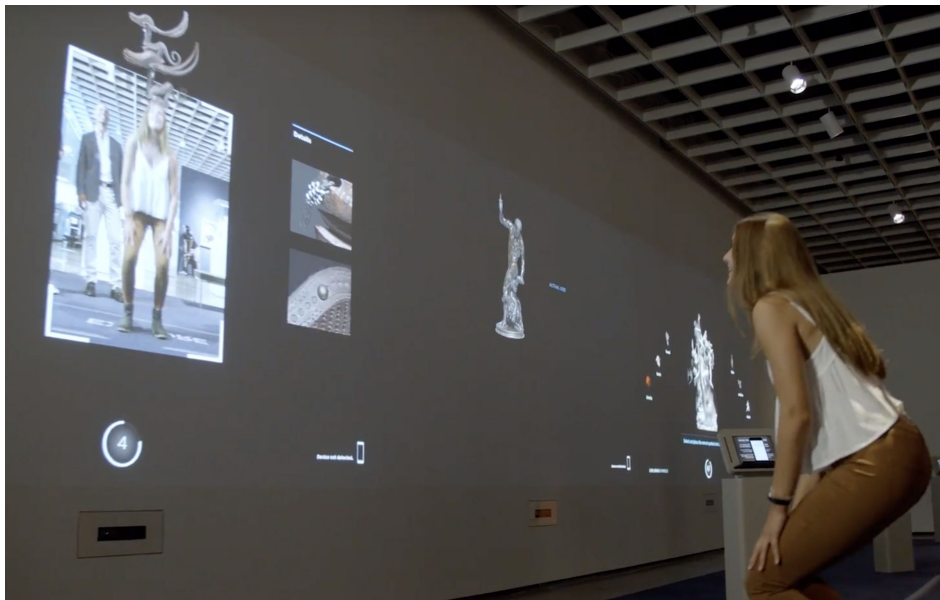
ArtLens

Cleveland Museum of Art

Project Description

ArtLens uses image-recognition software to scan and recognize artwork, and it then provides additional content of the piece. Galleries in the museum are also color-coded and grouped thematically to facilitate easier navigation and easier identification of areas of interest.
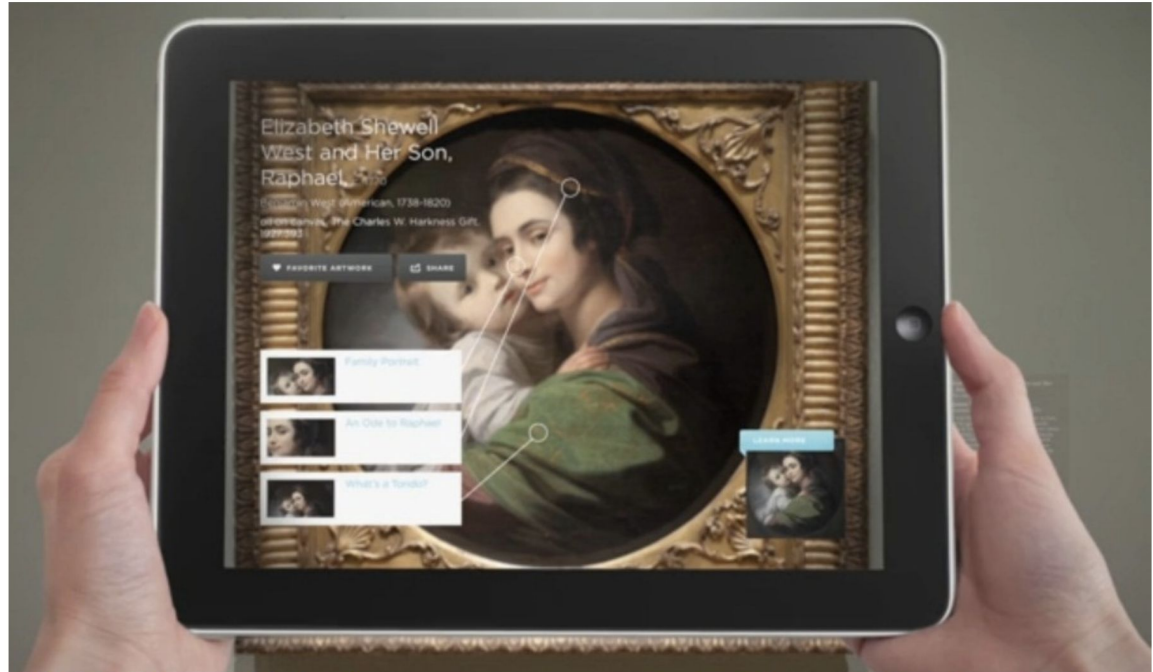
Cleveland Museum of Art's Artlens – Augmented Reality

By Carlos Machado | Published July 31, 2014 | Full size is 912 × 537 pixels

A visitor at the Cleveland Museum of Art uses ArtLens' augmented reality scanning feature to learn more about an artwork.

Skin and Bones

Smithsonian

Project Description

In 2017, the Smithsonian National Museum of Natural History introduced AR technology that adds skin onto the skeletons. It is a nice reminder to us about how to put objects into their environments.

Reblink

Art Gallery of Ontario, Toronto

Project Description

In July 2017, the AGO worked with digital artist Alex Mayhew to create an AR installation called ReBlink. Mayhew reimagined some of the existing pieces in the collection. This gave visitors the opportunity to view them in a new light. Visitors used their phones or tablets to see the subjects come alive and be transported to our 21st-century reality. For example, the painting Drawing Lots by George Agnew Reid depicts three characters. By using AR for this project, the artist hoped to turn technology into a way to engage rather than distract.

Our Proposal

Lowe Art Museum

An interactive experience between the museum artifacts and the viewer from any location.

What if museum visitors could learn about museum artifacts **on the go**? By simply scanning a business card that they received at the exhibit, visitors get to revisit some of their favorite works from the museum:

-Explore a 360-degree view of the 3D representation of an artifact.

-Experience narration about the artifact.

Paper Information Card

Roman Glass Vase

ENGLISH   SPANISH

iPhone display

Thank you.