University of Basel logo **ETH** zürich **Università di Roma Tor Vergata**
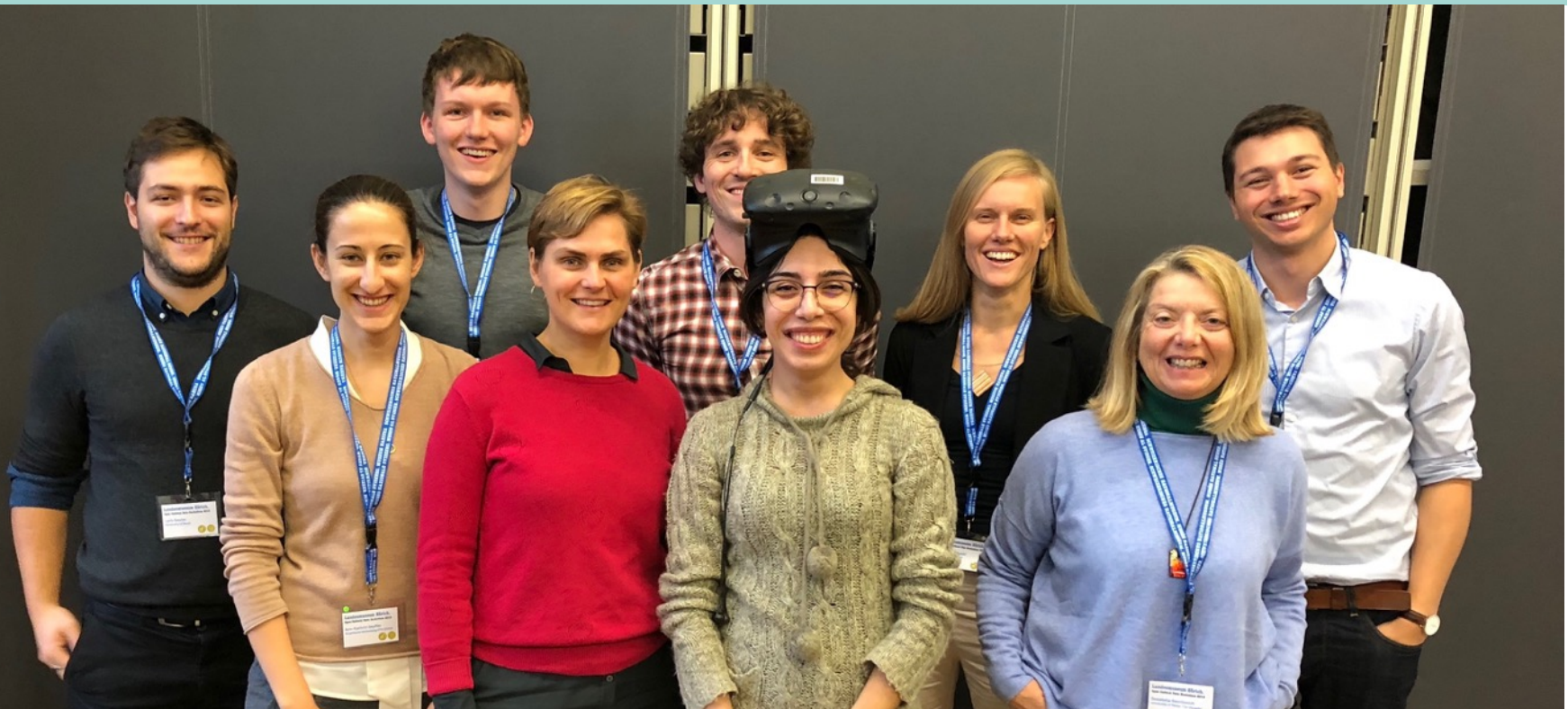
Walking Around the Globe
A VR Picture Expedition

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Virtual exhibitions of Museums and Art Collections

Why virtual exhibitions?

- Not enough exhibition space / more exhibits than room available
- Test-run your physical exhibitions
- Teaching / education
- Preserve the original objects (e.g. light sensitive)
- Explore new ways of interaction (e.g. consumer as curator)

With our prototype, we provide a virtual exhibition experience that is…

- … is fully configurable (room layout, exhibits, lighting, textures)
- … supports images (walls) and 3D models (in the room)
- … ambient music and audio guides
- … has a simple and extendible data model

Virtual exhibition: Some impressions

Walking-Around-The-Globe room: A room curated by art experts, exhibiting a selection of old masterpieces (15th century to today).

Style transfer room: A room designed by laymen showing famous paintings & derivates generated by an *artificial intelligence (AI)* via a technique called *style transfer*.

Conclusion & Outlook

In just a few days, an interdisciplinary team of curators, art historians and computer scientists have achieved to…

- *… create a system for ...*
- *… developing and exploring virtual exhibitions …*
- *… based on open cultural data …*
- *… to make culture accessible to a new generation*

Given a bit more time, we could add support for…

- … a *user-interface* to setup and configure exhibitions
- … connectivity to various *open data sources (e.g. WIKIDATA, EUROPEANA)*
- … *user-interaction* in the VR world (e.g. move exhibits)
- … more *platforms* (Web GL, Android, iOS etc.)
- … and many, many more…

A glimpse into the future of art!
Thank you for your attention.

Please visit us at our booth!