

Colorizing Sculpture

One possible use of augmented reality in a museum gallery context

A presentation by:

Rachel Lewis

How to convey that





Orthat

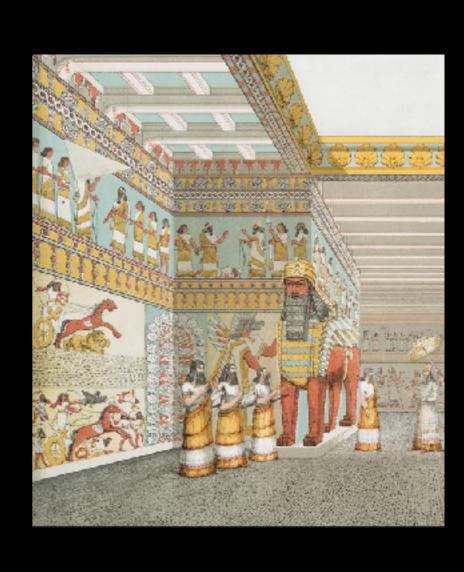




Or that









MOBILE AR SURVEY



To measure the public's interest in new ways to access content at museums, Cuseum recently conducted an on-site survey. The objective of the study was to evaluate the impact that new forms of mobile technology, such as augmented reality, have on the visitor's experience.

Almost all participants agreed that mobile technology enhanced their experience of the museum.



The objective of the study was to evaluate the impact that new forms of mobile technology, such as augmented reality, have on visitor's experience

RESULTS



Responded that it made it easier to access information

Exciting new way to learn





87%

Enhanced their overall experience



87%

Wished all museums had this



85%

Would recommend to a friend

REACTIONS

Great, easy way to access information about the artworks

If you could describe your experience in one word:

Educational
Easy
Satisfying

Enhancing
Cool
Interesting

• Engaging • Fun • Immersive

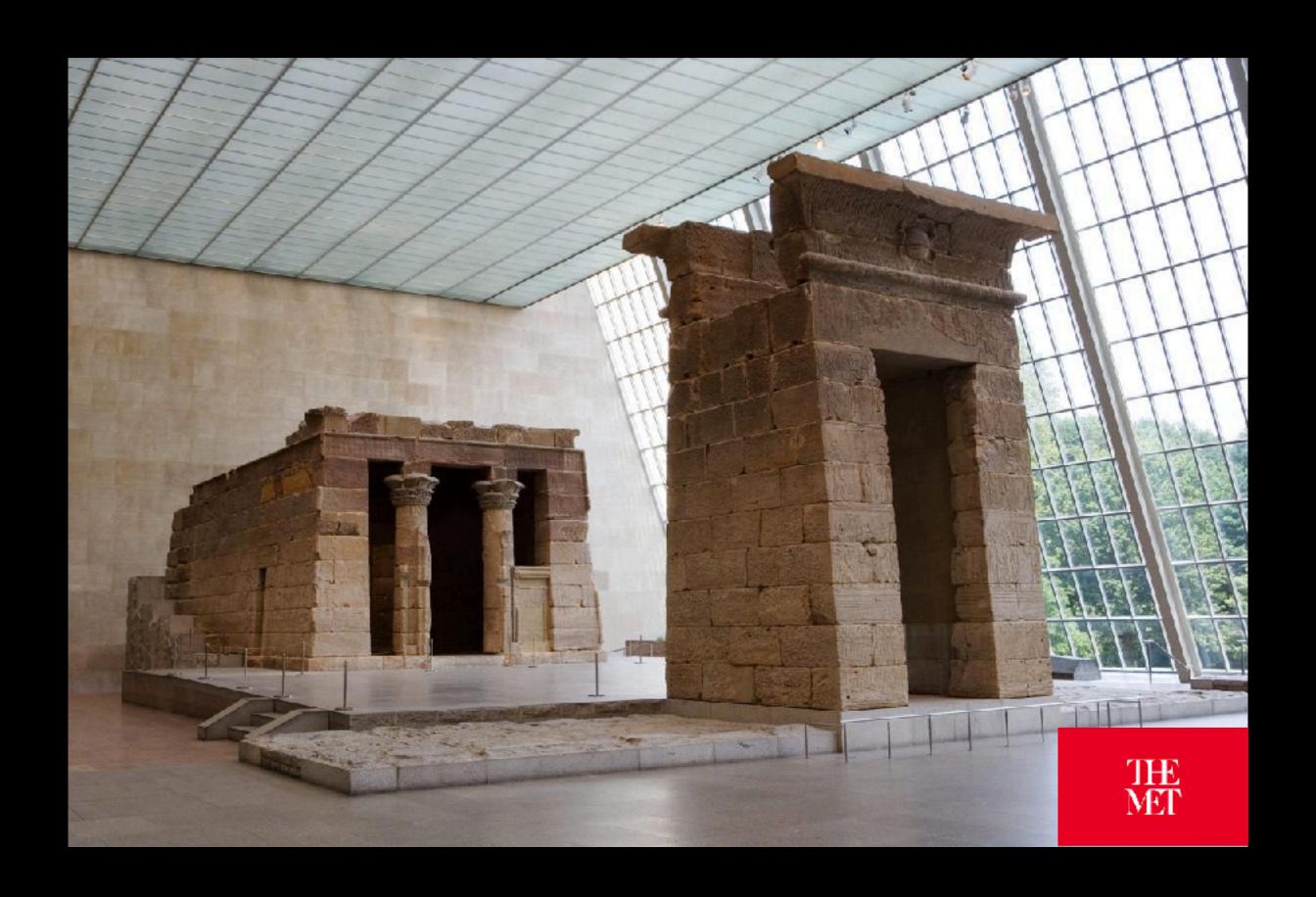
Exhilaration
Neat
Innovative

Location: Top 10 Art Museum in Northeastern United States | Study Size: 103 People | Date: July 2018

Source: Cuseum Mobile AR in Museums Survey, Summer 2016 Website: cuseum.com E-mail: hello@cuseum.com















of painting in several colors, especially as applied to ancient pottery, sculpture, and architecture.

A Mobile AR Experience



- Deepen users' understanding of ancient art and culture.
- Disrupt widely held beliefs about 'whiteness' in the ancient world.
- Activate innovation in the field of digital museum engagement, especially with regard to AR and VR solutions.

This is not a new idea









Bowdoin College Museum of Art colorized Assyrian relief (using projectors)

Brooklyn Museum Assyrian relief

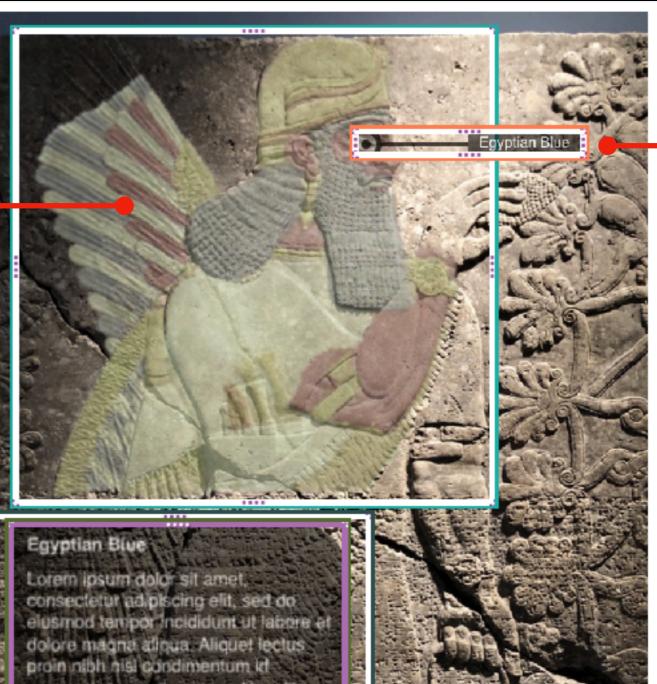


TRIGGER IMAGE —

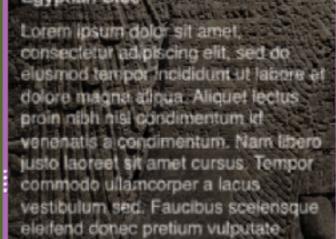
COLOR OVERLAY-

PIGMENT RESULT -MORE INFO

REMOVE LOCK VIEW



PIGMENT RESULT













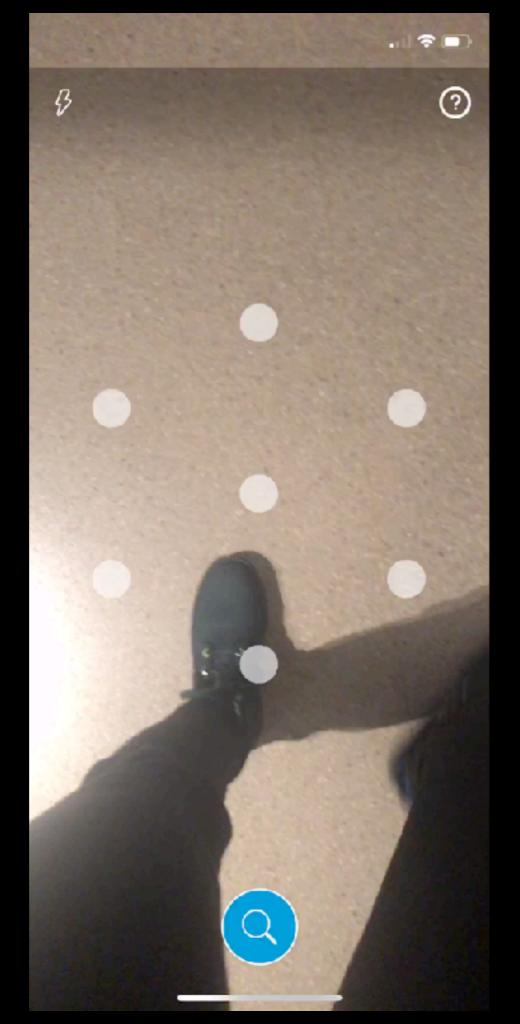




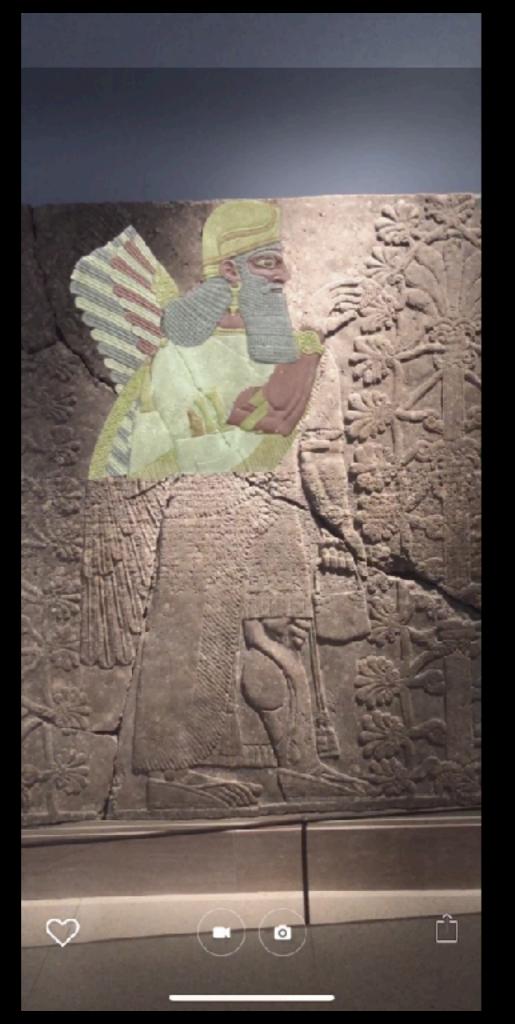


67%





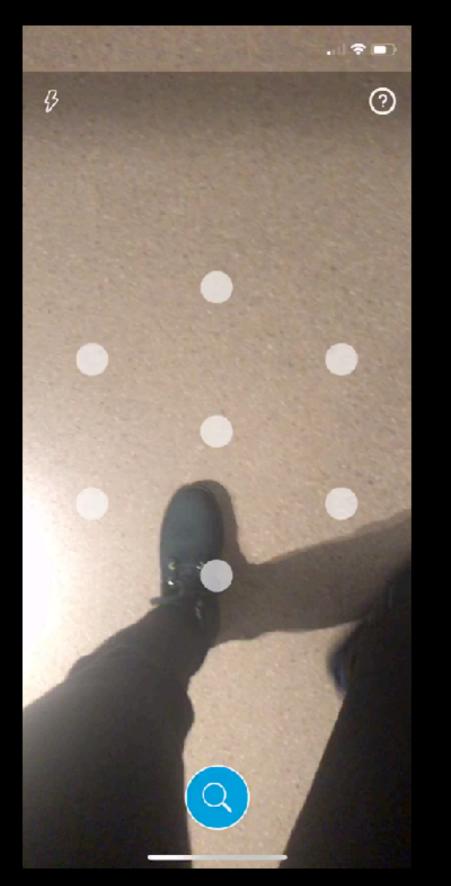
Screen recording of prototype experience using HP Reveal mobile app on iPhone X.



Screen recording of prototype experience using HP Reveal mobile app on iPhone X.



Screen recording of prototype experience using HP Reveal mobile app on iPhone X.







but wait, what challenges?

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raerachell

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Screen recording of prototype experience using Blippar mobile app on iPhone X.







END.