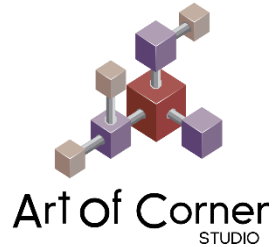




PITCH DECK



VRROOM



« SCULPTURE EXPERIENCE
VR Discovery tour of 6 sculpture masterpieces,
from prehistoric to modern times »

Project visibility

We are winner in the
« VR for a cause » category



 **LAVAL AWARDS**
VIRTUAL
2021 Edition



SIGGRAPH 2021
VIRTUAL 9-13 AUGUST

→ THE PREMIER **CONFERENCE & EXHIBITION** IN
COMPUTER GRAPHICS & INTERACTIVE TECHNIQUES

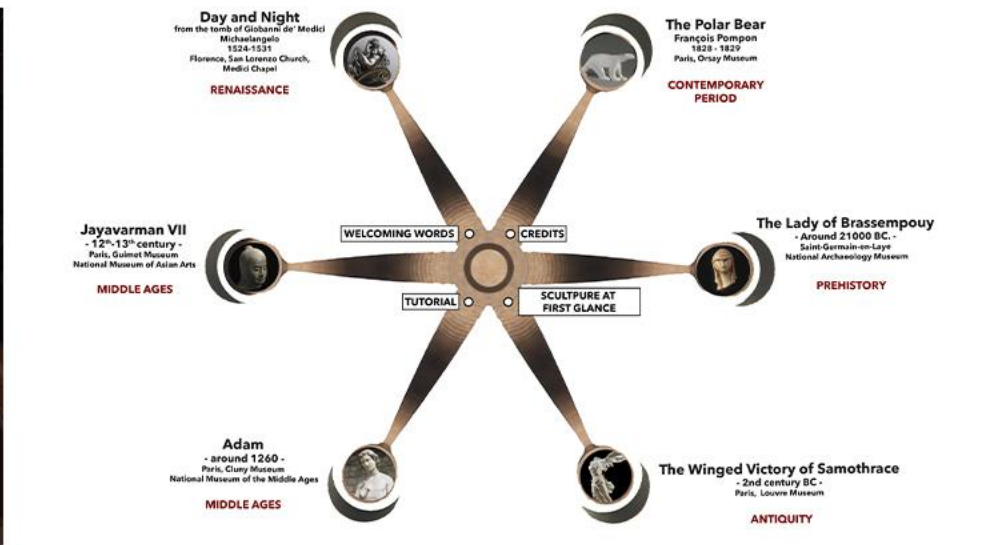
Selected in the «Immersive Pavilion» area

A 3D rendered robot head in profile, glowing with blue light, set against a yellow background with floating black triangles.



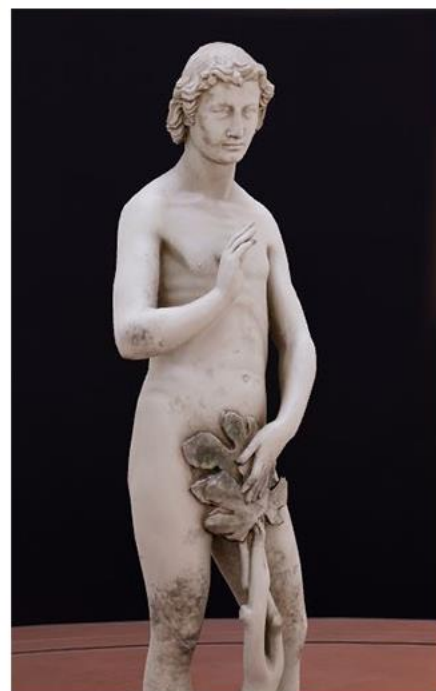
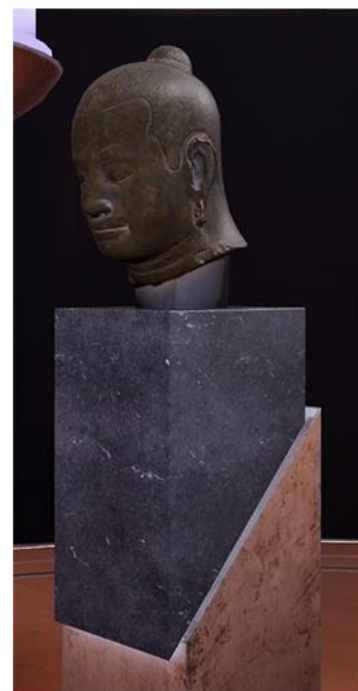
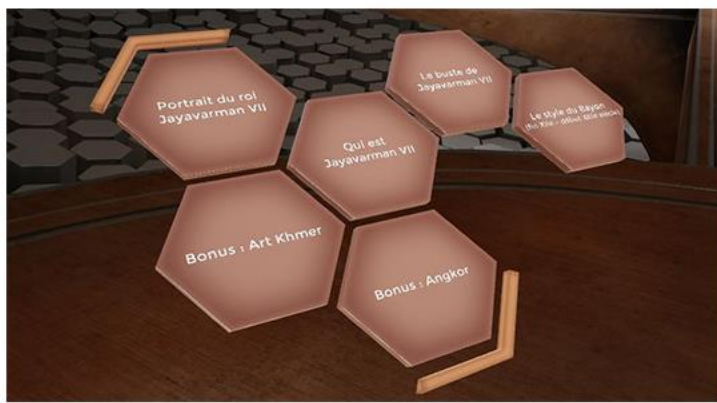
**DOWNLOAD LINK - APK FILE -
FOR OCULUS QUEST2**

<https://bit.ly/3uaxWMB>



SCULPTURE EXPERIENCE

VR Discovery tour of 6 sculpture masterpieces, from prehistoric to modern times



Concept

Designed for the **OCULUS QUEST 2** headset, the immersive and interactive 6DOF* experience ...

**« SCULPTURE EXPERIENCE
VR Discovery tour of 6 sculpture masterpieces,
from prehistoric to modern times »**

... allows the visitor to have keys to reading a sculpture then gives him the opportunity to face in real size 6 masterpieces belonging to national collections and emblematic of 5 periods of history.

To deepen the knowledge of the works crossed on this immersive tour, an audio guide in French and English as well as illustrations, photos and videos accompany the visitor. All these media enrich this virtual walk to satisfy both the aesthetics and the intellectual curiosity of the visitor.

** 6DOF = 6 degrees of freedom*





Ours blanc - François Pompon
1828-1829
Paris, Musée d'Orsay



La Dame de Brassempouy - Vers 21000 avant J.-C.
Saint-Germain-en-Laye, Musée d'Archéologie nationale



Jayavarman VII - XII-XIIIe siècle -
Paris, Musée Guimet - Musée national des Arts asiatiques



La Victoire de Samothrace - IIe siècle avant J.-C. -
Paris, Musée du Louvre



Le Jour et la Nuit du tombeau de Julien de Médicis - Michel-Ange
- 1524-1531 -
Florence, église San Lorenzo, chapelle des Médicis



Adam - Vers 1260 -
Paris, Musée de Cluny - Musée national du Moyen Âge

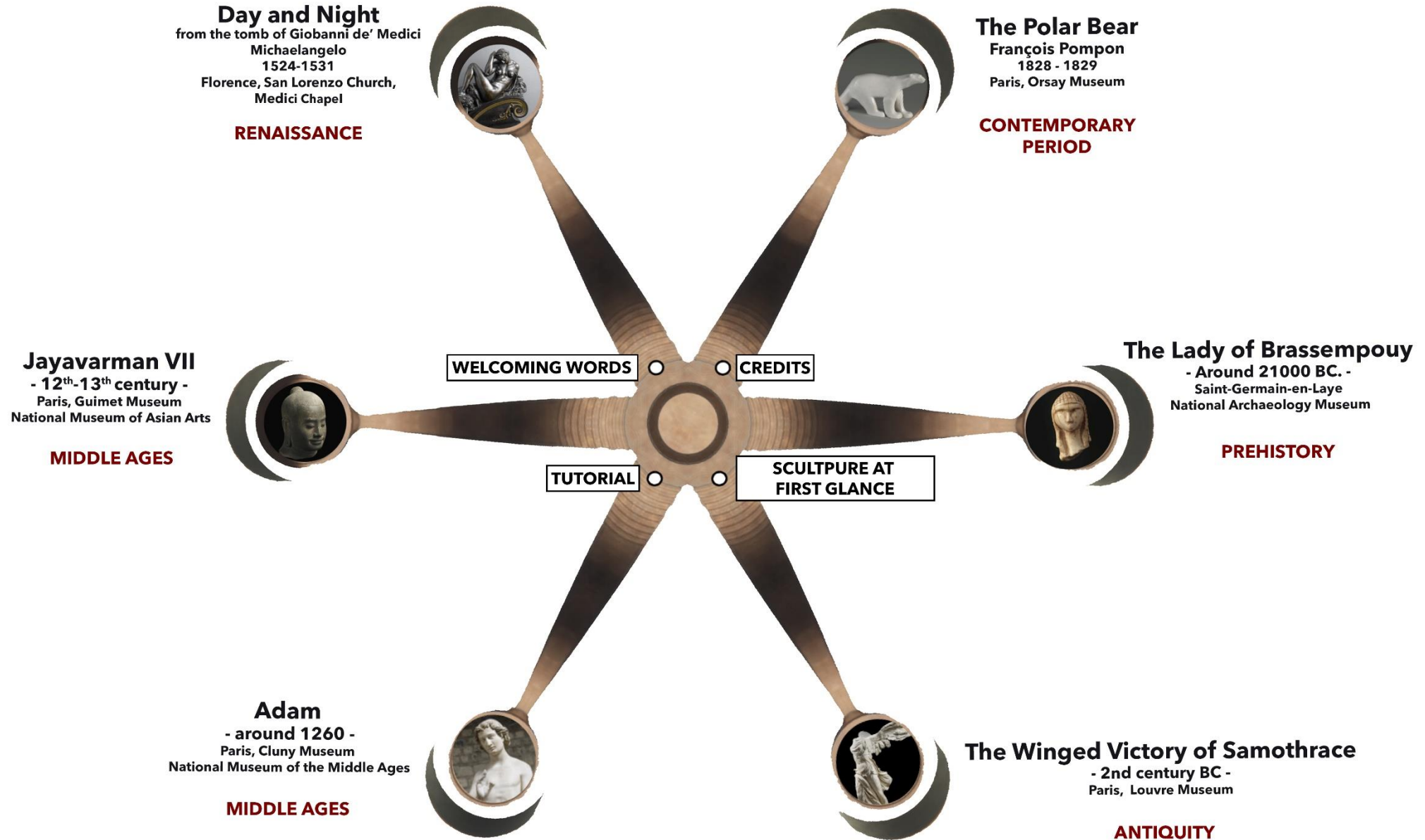
Game Play

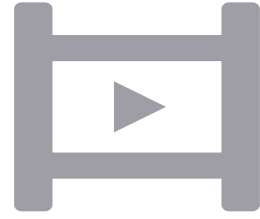
At the start of the experience, the visitor appears in the center of a star-shaped structure, floating in space. At the end of each branch is a sculpture.

On his way, the visitor can consult videos on how to understand and look at a sculpture in general. Arrived in front of the sculpture of his choice, the visitor listens to an audio guide; pictures and illustrations are also visible.

The experience map presented in the following slide illustrates this journey.







TRAILER

<https://youtu.be/4HJZ5YUedBY>

Media in the experience

Different types of media enrich the experience and accompany the visitor in his virtual stroll, the objective here is to learn more about these masterpieces of sculpture.

Note our choice to produce an English version of the experience, as well as the English version: the videos are subtitled, the captions are translated and the audios are obviously in English.

Videos :

- Sculpture at first glance (3 min 20s)
- Welcoming Word (1 min.)
- Tutorial (2 min.)
- Credits (1 min.)

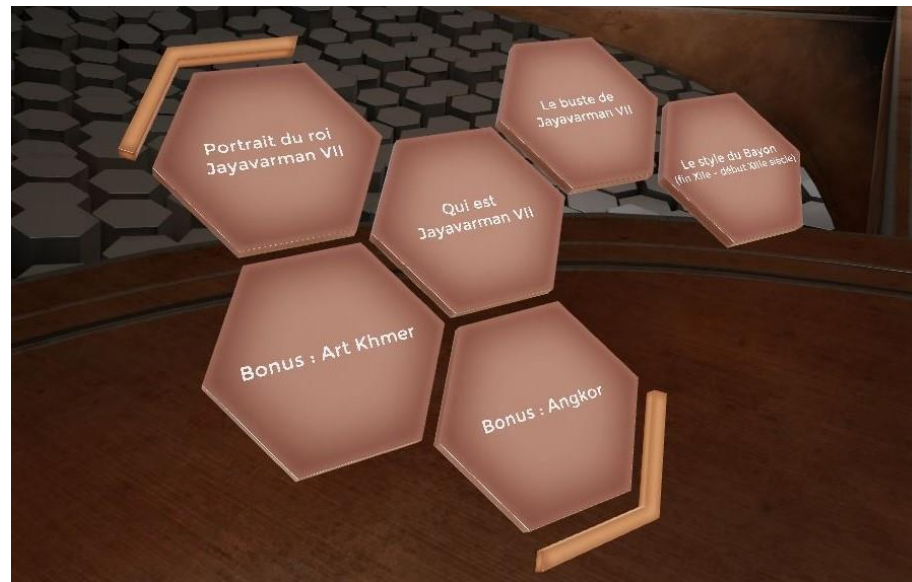
Images :

On average, around twenty photos and illustrations per artwork, i.e. almost 120 images, complete the virtual tour.

Audios :

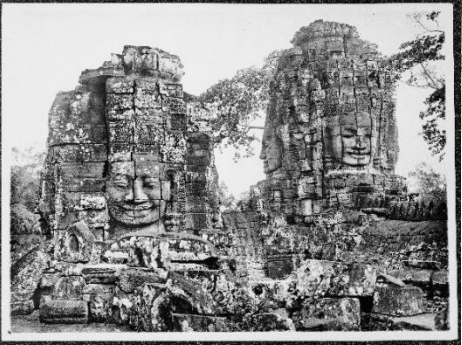
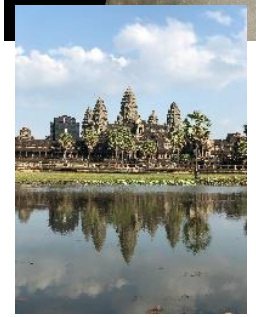
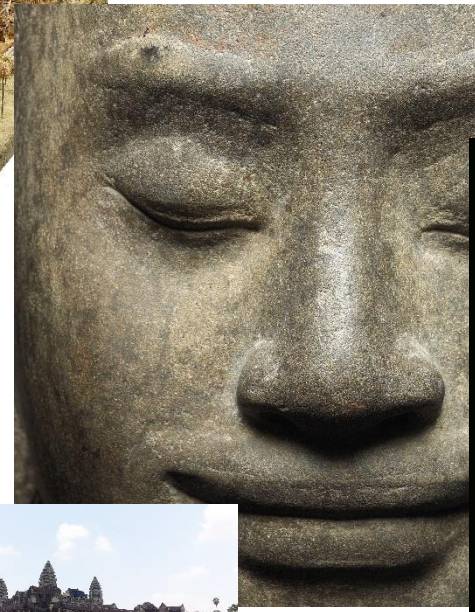
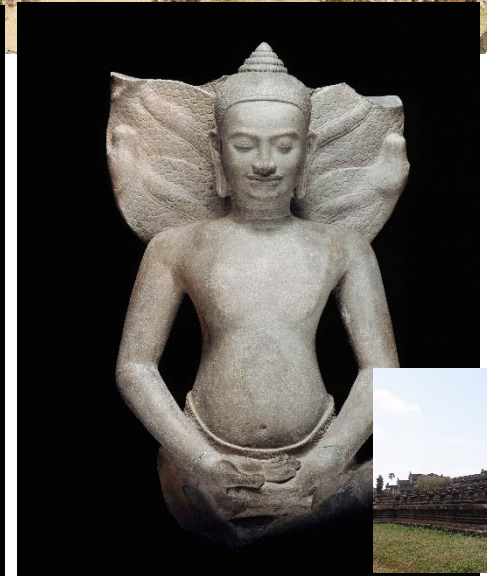
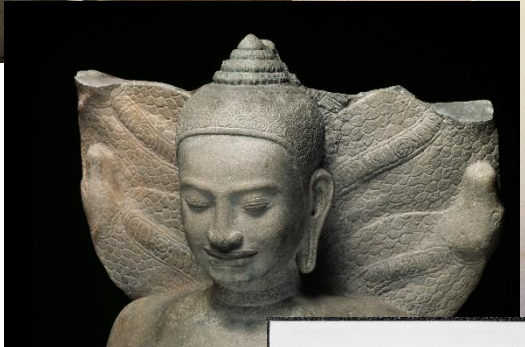
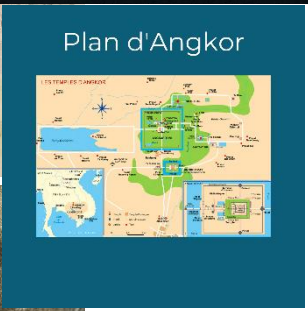
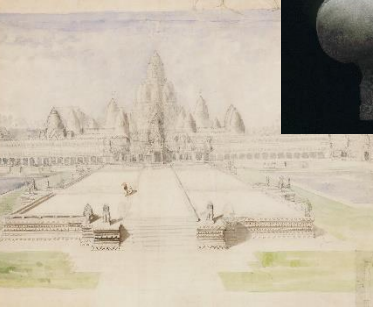
Between 3 and 4 minutes of audio per artwork, or almost 22 minutes of cumulative audio for the entire virtual tour.

Example for JAYAVARMAN VII



Example for JAYAVARMAN VII

When the visitor wishes to know more when facing the bust of JAYAVARMAN VII, he chooses on the audio panel the subject that interests him, as you can see on the previous slide; at the same time as the audio guide starts, the illustrations corresponding to the section appear on a very large black screen placed behind the sculpture. In the following slide, you can see all the visuals displayed in the case of our example ...





VR SHOWCASE

NEWIMAGES FESTIVAL, JUNE 9 TO 13, 2021 / FORUM DES HALLES, PARIS

<https://youtu.be/IXHmxcVulas>

PIXII FESTIVAL, JUNE 19 TO 24, 2021 / TOUR DE LA CHAÎNE, LA ROCHELLE

<https://youtu.be/J2-QkVOJ870>

LAVAL VIRTUAL FESTIVAL, JULY 3 TO 11, 2021 / MANAS, LAVAL

https://youtu.be/S_iNUcFg0R4

HEADQUARTER « RÉUNION DES MUSÉES NATIONAUX – GRAND PALAIS », SEPTEMBER 28, 2021, PARIS

<https://youtu.be/270DfjfWxl4>

forum
des images
#NewImages
Festival



Sculpture Experience

© ArtofCorner

Cette expérience immersive et interactive donne les clés de lecture d'une sculpture et permet d'observer en taille réelle six chefs-d'œuvre emblématiques de cinq périodes de l'histoire.

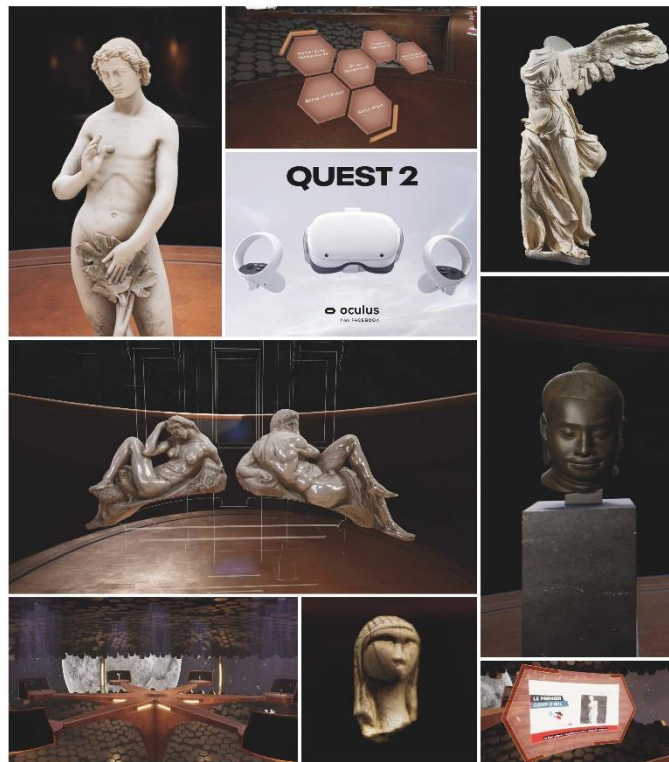
This immersive and interactive experience gives the keys to read a sculpture and then allows to observe in real size six masterpieces emblematic of five periods of history.

F. Purgal, R. Amit, B. Baume, L. Cacciuttolo,
A Géant - ArtofCorner, RMN-GP,
L'Agrandisseur FISHEYE, VRrOOM, DELUSION (FR)
2021, VR 6DoF, virtual tour, 15'
Fr. ou angl. | Fr. or Engl.



SCULPTURE EXPERIENCE

À la découverte en VR de 6 chefs-d'œuvre de la sculpture, de la préhistoire à l'époque moderne



Dans le cadre de la convention de partenariat pour l'innovation muséale et culturelle entre la RMN-GP et l'Agrandisseur Fisheye

fisheye / L'AGRANDISSEUR

Une expérience immersive co-produite, réalisée et diffusée par ArtofCorner, VRrOOM, et DELUSION



VR.LIBRI



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UNE GESTION DE DIFFUSION CENTRALISÉE



UN CATALOGUE D'EXPÉRIENCES SÉLECTIONNÉES



DES SESSIONS D'ANIMATION CLÉ EN MAIN



VR.LIBRI EST UNE OFFRE DE SERVICES PROPOSÉE PAR



“”

We hope to have convinced you of the potential of our adventure.

Thanks for your attention.

Frédéric Purgal, ArtofCorner

*www.artofcorner.fr
frederic@artofcorner.fr*