A 3D Interactive tour of the Behan legacy

The Behan legacy
The Stuartholme-Behan Collection of Australian Art

Created for the University of Queensland Art Museum by Ortelia Interactive Spaces

http://ortelia.com
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Introducing the 3D Interactive Behan Legacy exhibition

15 May – 12 September 2010

The name of The Stuartholme-Behan Collection celebrates both the Stuartholme School, where the Collection was initially housed, and Dr Norman Behan (1908–2000), medical practitioner, art collector and philanthropist, who purchased and gifted the works to the School in the early 1960s.

In 1975 the Collection was relocated to The University of Queensland, where it is held on long-term loan. Revealing the breadth of Dr Behan’s interest in the visual arts, the Collection ranges from the 1840s to the 1960s and includes major works by artists such as Rupert Bunny, Bessie Gibson, George Lambert, Max Meldrum and Jon Molvig.

Curators: Bettina MacAulay and Desmond MacAulay
1. **System Requirements**

The following minimum hardware and software configurations are recommended but not essential for running the 3D Interactive Behan Legacy exhibition.

**Operating system:**

- Microsoft Windows XP™ (SP3)
- Microsoft Vista™

*Note: Microsoft Windows 7™ is as yet untested. The 3D Interactive Behan Legacy exhibition does not run on a Macintosh™ operating system.*

**Hardware:**

- Recommended minimum of 2Gb of RAM
- Intel Core 2 Duo or Quad Core processor
- Recommended DirectX 9 capable graphics card with a minimum of 256Mb graphics memory (we recommend Nvidia graphics cards)

**Important Note**

*The 3D interactive environment utilizes Microsoft DirectX shaders. Your graphics card should support Microsoft DirectX 8 and above to ensure that your environment will display correctly.*
2. **Getting Started**

**Topics:**

1. How to navigate and move around the environment.
   a. Starting the Interactive Environment
   b. The directional Keys
   c. Looking around
   d. Reading Didactic panels
   e. Rotating around

2. **How to Start and stop the Interactive Environment**

To start the interactive environment simply double click on the Behan *Exhibition.exe* file that you have downloaded or received on a CD using your Right Mouse Button. The application will load. Load time will depend on the hardware configuration you are using. Refer to our recommended hardware configuration.

After you have completed your tour and wish to exit the application use the ESC key on your keyboard.

2. **How to navigate and move around the environment**

There are a number of methods for moving around inside the 3D environment.

A combination of keystrokes and mouse buttons can be used to navigate the 3D environment.

**Keyboard functions (Directional Keys)**

Both the arrow keys and the W,S,A,D keys can be used as directional keys to move around the environment.

<table>
<thead>
<tr>
<th>Arrow keys allow the following movement:</th>
<th>W,S,A,D keys allow the following movement:</th>
</tr>
</thead>
<tbody>
<tr>
<td>Forward (Up arrow), Backwards (Down Arrow), Left (Left arrow) and Right (Right Arrow)</td>
<td>Forward (W key), Backwards (S Key), Left (A Key) and Right (D Key)</td>
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3. **Mouse Functions (looking around)**

The mouse buttons serve various functions.

- **Left Mouse Button (LMB)** – This button is used to select a didactic panel to view. To view a didactic panel simply put your mouse cursor over the pane. When it highlights in red click with the LMB and you will be zoomed to the panel. When finished, click once with the LMB and you will be returned to your previous viewing screen.

- **Right Mouse Button (RMB)** – This button is used to rotate about the environment. Hold the RMB down and then move your mouse sideways to rotate about. Use this in combination with the direction keys to move freely around the environment. For example, you can simply use the forward and backward directional keys to move in those directions while steering with the mouse and holding down the RMB. This is a very effective and efficient way to navigate the 3D environment.

### Moving and turning

Use either the arrow keys or the W,S,A,D keys to move forward, backwards or pan sideways. Use the RMB in combination with the directional keys to turn corners and look around.

4. **Viewing the Didactic Panels.**

To view a didactic panel simply put your mouse cursor over the pane. When it highlights in red click with the LMB and you will be zoomed to the panel. When finished, click once with the LMB and you will be returned to your previous viewing screen.

5. **Rotating around an artwork.**

The 3D artworks in the collection are represented as a series of images taken at regular intervals around the work. In order not to compromise artists work we do not attempt to recreate a 3D structure. In order to rotate around the artwork you will need to use a combination of mouse and keyboard similar to that described above. Use the Left and Right directional keys to move in those directions while steering with the mouse and holding down the RMB. This will allow you to rotate around an artwork while still facing it.