The 3D Interactive 2009 Self Portrait Prize environment

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

http://ortelia.com
Table of Contents
Introducing the 3D Interactive 2009 Self Portrait Prize................................................................. 3
1. System Requirements ................................................................................................................. 4
2. Getting Started .......................................................................................................................... 5
3. Mouse Functions and Navigating the environment ................................................................. 6
4. Viewing the Didactic Panels ................................................................................................... 6
5. Rotating around an artwork ..................................................................................................... 6
Introducing the 3D Interactive 2009 Self Portrait Prize

Following the success of the inaugural prize in 2007, the National Self Portrait Prize returns to the UQ Art Museum in 2009. Featuring a selection of invited artists working across media, this biennial exhibition focuses on a unique aspect of portraiture.

The Finalists are:


Judge: Elizabeth Ann Macgregor, Director, Museum of Contemporary Art, Sydney

The 3D interactive 2009 Self Portrait prize created by Ortelia Interactive Spaces is a archive and recreation of the exhibition. Users are able to browse the exhibition in its original setting, the UQ Art Museum. The environment features free user navigation and interactive didactic panels associated with each art work.
1. **System Requirements**

The following minimum hardware and software configurations are recommended but not essential for running the 3D interactive 2009 Self Portrait prize.

**Operating system:**

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

Note: *Microsoft Windows 7™ is as yet untested. The 3D interactive 2009 Self Portrait prize 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 2009SelfPortraitPrize.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>
</tr>
</thead>
<tbody>
<tr>
<td>Forward (Up arrow), Backwards (Down Arrow), Left (Left arrow) and Right (Right Arrow)</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>W,S,A,D keys allow the following movement:</th>
</tr>
</thead>
<tbody>
<tr>
<td>Forward (W key), Backwards (S Key), Left (A Key) and Right (D Key)</td>
</tr>
</tbody>
</table>
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 directional 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.