Virtual Curator 2009 National Self Portrait Prize edition

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

http://ortelia.com
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Introducing Virtual Curator 2009 National Self Portrait Prize

Following on the success of the 3D interactive National Self Portrait Prize a special version of Ortelia’s Virtual Curator has been created for this important exhibition.

The 2009 National Self Portrait prize Virtual Curator edition has been created by Ortelia Interactive Spaces in conjunction with the UQ Art Museum. This application allows users to curate their own version of the 2009 National Self Portrait prize.
1. **System Requirements**

The following 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™.
- *Microsoft Windows 7™*
- *Macintosh OS is not supported*

**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](http://www.nvidia.com) graphics cards)

**Important Note**

*The 3D interactive environment utilizes Microsoft [DirectX](http://www.microsoft.com) shaders. Your graphics card should support Microsoft DirectX 8 and above to ensure that your environment will display correctly.*
2. **Getting Started**

**How to Start and stop Virtual Curator**

To start the interactive environment simply double click on the `VirtualCurator_NSPP09.exe` file (that you have downloaded or received on a CD) using your Left Mouse Button. The application will load. Load time will depend on the hardware configuration you are using. Refer to our recommended hardware configuration above.

Upon loading you will be presented with the following screen.

Click on the 'Curate Exhibition' button located on the menu bar at the top of the screen with your Left Mouse Button. You will be taken to the entrance of the University of Queensland Art Museum as in the image below.
After you have completed your tour and/or curation and you wish to exit the application click on the 'Back' button located on the menu bar at the top of the screen. You will be returned to the original screen. Click on the 'Exit' button with your Left Mouse Button and you will exit the application.

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>
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</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>
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.

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.

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.
3. How to curate the 2009 National Self Portrait Prize exhibition

Entering curate mode
Start the application and enter curate mode as described above. You will notice that the original exhibition is displayed as it was originally hung. You will have an environment that looks similar to the image below.

To start your own curatorial session click on the 'Curate' button in the top menu bar. You will receive a warning message that the current exhibition will be removed. Click 'Okay' and proceed to the curate environment. At this point you will be presented with empty walls and the curate panel will be displayed similar to the image below.
You are now ready to curate your version of the 2009 National Self Portrait Prize.

**Placing art work and didactic panels**

Placing art is a simple procedure which involves selecting the desired art piece from the Curate Panel located on the right hand side of the screen as in the image above.

*Note: The panel is a floating window so you can move it around the screen to a position that suits you by clicking and holding the LMB on the bar at the top of the panel and dragging around. Each artwork has already been set to the correct size so you do not need to add the dimensions. There is no Save function in this version of Virtual Curator.*

To place artwork on the walls select the one you want from the list in the Curate Panel and then click the 'Place' button. Now move your mouse over the surface you would like to place the work on. As you do so you will have measuring guides which show the distance from the floor and walls as in the image below.
When you have the artwork where you want it simply click the LMB again and the art will be placed.

Continue to place artwork where you want till you have finished your exhibition.

The placement of the didactic panels follows the very same procedure as described above for the artwork. Select the 'Didactics' tab on the Curate Panel. You will notice a list of didactics appear. Simply select the one you want and then follow the same procedure as that for artwork to place it.
Moving artwork and didactic panels

You can use the move arrows on the Curate Panel to nudge artwork in the directions you want. You can also return to and artwork at any time by selecting it in the Curate Panel and using the arrows to move it.
Didactic panels can also be moved in the same manner as the artwork by using the nudge arrows on the Curate Panel. Select the particular didactic you want from the list and then use the arrows to move it.

Taking a screen shot

To take a screen shot simply navigate to the point that you would like to capture. Using your LMB click on the 'Screenshot' button and a file window will appear for you to choose the location where you would like to save your image. You take as many screen shots as you like.