

ARTIST TRAVELERS: ARTIST JOURNEYS MAPPING PROTOTYPE FOR INTERACTIVE & VIRTUAL REALITY EXHIBITS WITH A MOBILE APP

SUMMARY

Between September 2020 and January 2021, Milwaukee Art Museum (MAM) will be hosting an exhibition, dedicated to American artists who traveled to Spain and were influenced by its culture, landscape, public museums, and private art collections. Dr. Afinoguénova will develop a digital exhibit with an app and a website deriving from her current Spanish Travelers project - a special version that will be called “Artist Travelers.”

DESCRIPTION

As an interactive digital exhibit within a more traditional art exhibition, Artist Travelers will become a part of the museum’s education program and will include (1) an interactive web visualization installed in the exhibition halls via touch screens, integrating the artists’ itineraries with paintings, photos of the places they visited, and letters or diaries; (2) a Virtual Reality visualization of the itineraries, with immersive views of some paintings, available in the museum through VR Oculus headsets, (3) a web module with itineraries and artworks, linked to MAM’s web page, (4) a mobile app connecting works on exhibit with the itineraries, images, and documents on the website, and (5) educational visits to the 3D “cave” in Marquette Visualization Lab (MarVL) for schools and community.

MILESTONES

July 2019 - September 2020

Development of prototypes and visualizations; testing of visualizations; development of app and website

September 2020

Visits to MarVL begin

September 2020 - July 2021 (Post-Award)

Exhibition opens; team applies for grants to turn project into digital exhibition platform

ABOUT OUR TEAM

- Eugenia Afinoguénova, PI & Project Leader
Languages, Literatures, & Cultures, Marquette University
- Sheikh Iqbal Ahamed, Software System Collaborator
Math, Statistics, & Computer Science, Marquette University
- Andrea Gwynneth Ballard, Historical Mapping Collaborator
The American Geographical Society Library
- John LaDisa, Co-PI
College of Engineering, Marquette University
- Chris Larkee, Co-PI & Coder
Marquette Visualization Lab (MarVL), Marquette University
- Praveen Madiraju, Research & Prototype Collaborator
Math, Statistics, & Computer Science, Marquette University

BEYOND BOUNDARIES

Firmly grounded in the “Culture of Inclusion” and “Research in Action” goal-themes of Marquette’s Strategic Plan, Artist Travelers transforms an interdisciplinary research project carried out at Marquette into a tool for community education and a game-changer for MAM, which will reach out to younger and more diverse audiences thanks to the innovative uses of technology that we have jointly envisioned.

The project brings together the unique capabilities of Marquette’s faculty in the disciplines of Spanish, computer programming, and engineering and make Marquette’s innovative research around 3D data visualization and software design visible to a variety of people in Milwaukee and also—as the exhibition travels—nationally and internationally.