

Digital Heritage Presenter Mobile



Allow the visitor to hold the object in their hands without actually touching it

Sounds like magic – it is the museum solution of Personal Space Technologies



The complete solution for the 3D digitized collection

Allow the visitor to hold and explore

The virtual reality technologies of Personal Space Technologies are designed to engage the participation of the visitor and let them have a memorable experience. Our solutions offer the kind of gratification that is usually associated with theme and amusement parks, combined with the promise of learning and discovery, or intellectual gratification. Visitors have a "magical" experience.

The museum solutions of Personal Space Technologies show the digitized artifact in 3D and allow the visitor to actually control it. Visually, the visitor has the object in the hands and can now freely explore the object as if he or she was holding the real object.

Originally developed for the medical world our ArtMirager software allows users to see and interact with 3D images in an intuitive way.

Digitized objects in 3D allow a user to interact in the same way as with the original: holding it, rotating it, and looking at specific details. Learning about the object becomes fun and the attention span of a user for a simple piece is enhanced.

User do not have to think about the technology. It just works!

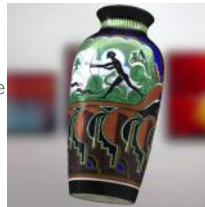
Users:

- have a new and fun way of interaction with the collection (experiencing the collection)
- can now safely hold and interact with artifacts without ever touching them
- learn about the heritage while having fun with the objects
- can have access to previous hidden parts of your collection
- have an extended attention span



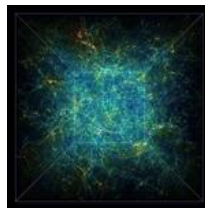
Museums:

- get a complete turn-key solution and support, not just the technology components
- have vandal proof technology that does not involve any electronics into the hands of the user
- have digital access to pieces in the depot and show for instance the bottom of a vase without the help of a museum employee
- do not need an in house technology specialist
- can expand their digital collection by themselves, use third parties or our services
- have a technology that uses the existing standards for storing digital content in museums
- have a new and fun way to attract visitors and open the collection for the 21st century visitor
- have low tech interface to high tech system (users are holding simple objects in their hands)



Some examples:

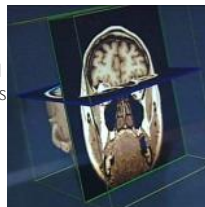
- show digitized artifacts or models including of course the bottom (vases, statues etc)
- show pieces that are not physically available (in the depot, lost or on loan)
- show pieces that are too big (galaxy, the david, sphinx etc)
- show pieces that are too small (a seed, inside the nucleus, dna, or a molecule)
- show inaccessible parts of objects (the inside of a mummy, an engine or the brain)



Interaction - Playing with blocks

Accessing and controlling 3D digital content with a traditional mouse and keyboard can be tedious and very difficult for inexperienced users. Our museum solutions take care of this and controlling 3D objects become as simple as picking up a block and rotating it in the hands. Anyone can do it, at least anyone who remembers how he or she explored the world as a toddler.

Added to this are additional tools like pointers and magnifying glasses.



The Offer—complete solutions

Our clients are not high tech organizations and therefore it is essential to offer solutions/systems that work and keep working without a need for high tech staff. As a result our systems are extremely stable and so-called vandal proof. A typical solution consist of:

- The Hardware: The actual equipment on which the digitized artifacts are shown. Table top, wall mounted and auditorium solutions are all offered depending on the specific needs of the client.
- The Software: The ArtMirager software for easy access, maintenance and interaction with the data. If needed we develop additional modules for our clients. Mostly the functionality of ArtMirager software is already sufficient.
- The Support: This includes the training for the host organization to use the system without any tech savvy people. Also it includes the software and training to be independent using the system and increasing the 3D content.

Personal Space Technologies wants organizations to be able to create new content by themselves, however we also offer our services and expertise to assist the organization in the continuous expansion of the digital collection.

And how expensive is this technology? We dare to say that within most budgets we can offer an interesting proposition. If you can dream up your ideal solution, there is a real chance we will be able to realize it.

3D content services

The technology is not limited to one kind of 3D content. Therefore many kinds of 3D or even 4D content (3D over time) can be used.

Personal Space Technologies can assist you from the actual scanning to the post processing to ensure the best possible digital representation of the object. We also offer trainings for museums to acquire the skills to continuously enhance the digital collection.



Museum Database Integration

The digitized content is stored into the existing museum library and archive standards. Our systems can access 3D data from the Adlib databases but can also work with a variety of other systems, ensuring a seamless integration of the technology in your organization.

Our system are independent of the 3D digitized content creation, ensuring the possibility of continuously using the best possible 3D scanning and 3D modeling solutions.