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Digital Conservation & immersive Storytelling

An exploration of Glitch projects for museums and the cultural scene

Creating a virtual museum

How 3D scanning made Roald Amundsen's home available to all

After limiting the the amount of visitors due
to wear and tear on the object,
The Follo museum decided to create
a highly detailed digital replica
and make it available to all

Photogrammetry 3D scanning:

Six months of intricate scanning processes, capturing both the house's interior and exterior with high precision.

Virtual Reality:

Walk from room to room, over two floors, as you rummage through drawers, exploring Amundsen's personal belongings and uncover the story.

Immersive Website:

3D web portal, complete with historical narratives, videos, and captivating storytelling.

Mobile App:

Visit the museum in person guided by your smartphone, unlocking geo-triggered digital 3D content, video clips and stories to enhance your experience.

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Sail across the pacific in a 360° animated cinematic adventure with Thor Heyerdahl
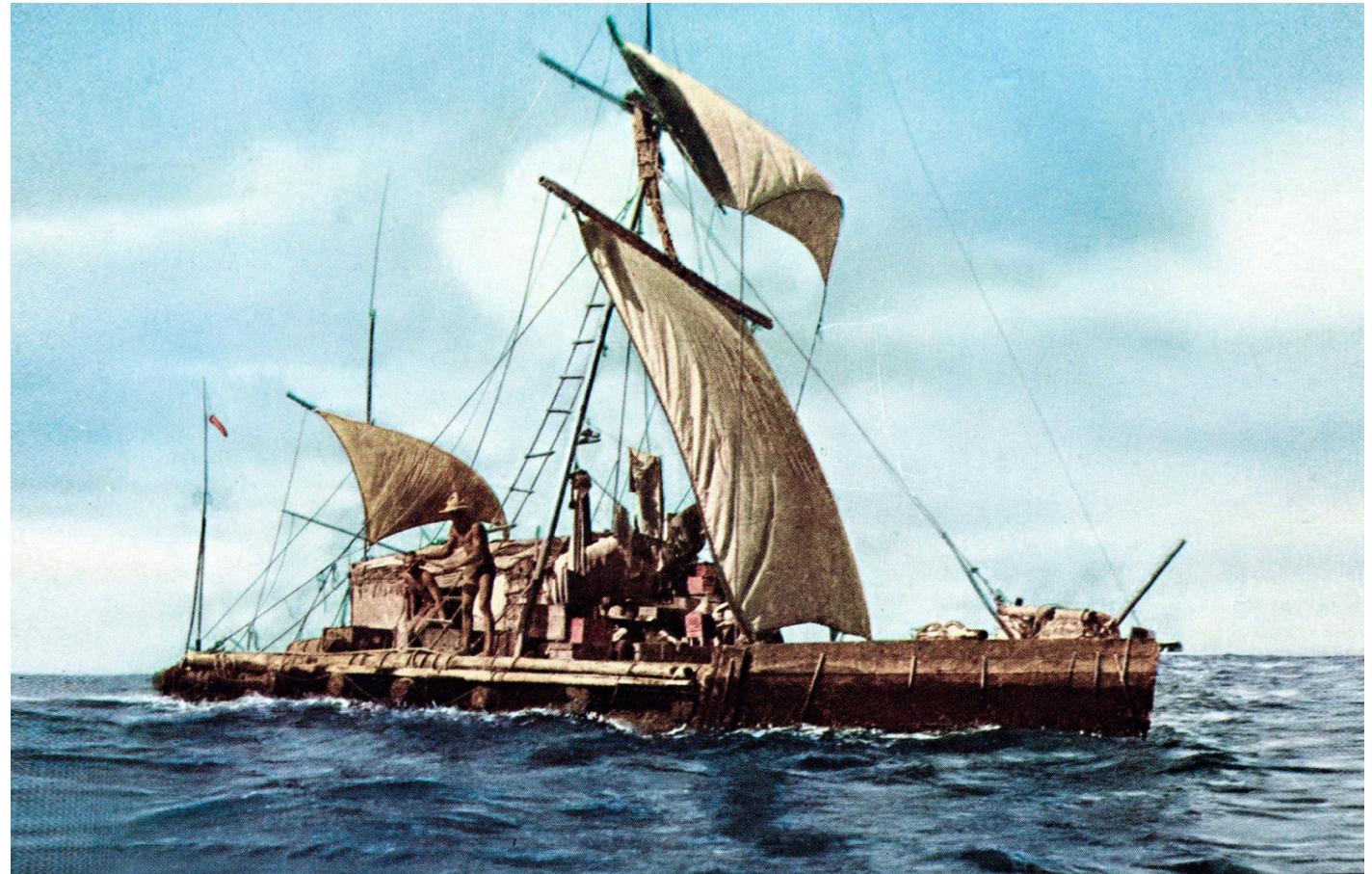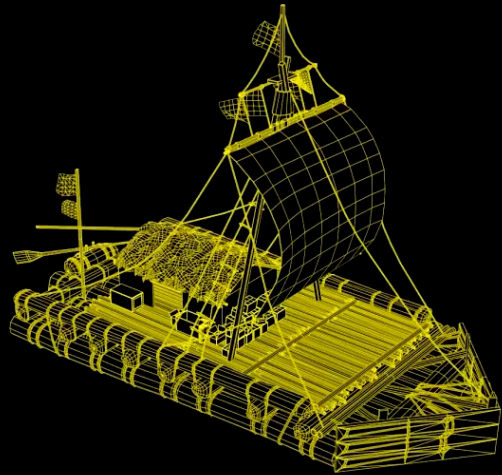
The Kon-Tiki museum wanted to find new ways to engage with their visitors, with a goal of bringing them even closer to Heyerdahl's epic journey across the ocean.

360 ° Animated Video:

6K 3D visuals placing you at the centre of six pivotal moments from the dramatic journey – from encounters with majestic whales to the crash landing on Raroia Reef

Immersive Audio:

3D spatial sound design together with the original Oscar-winning documentary symphonic score

Authentic Narration:

Guided by the voice of Heyerdahl's son, Thor Jr, reading excerpts from his father´s travel diary.

A VR cinema Installation:

the VR journey enriches visitors' museum experience, through 30 low-cost VR headsets, complete with charging stands and transport cases.

Explore the cradle of Norwegian democracy through interactive photorealistic environments

Eidsvoll 1814 museum wanted a costeffective way to engage with new audineces in a narrative driven experience.

360° Photosphere Narrative:

Innovative utilization of medium format cameras, resulting in high-resolution 8K visuals, transporting users directly into the historic Eidsvoll Manor.

3D Photogrammetry of Artifacts:

Explore detailed scans of invaluable objects within the manor, allowing users an up-close examination of previously inaccessible historical items.

Interactive Historical Figures:

Engage with characters from Norway's independence journey, realized through actors filmed on green screens, serving as 'echoes from the past.

Light weight Mobile VR:

Runs on low-cost VR devices, stacked in crates for easy transportation, broadening reach and audience engagement.
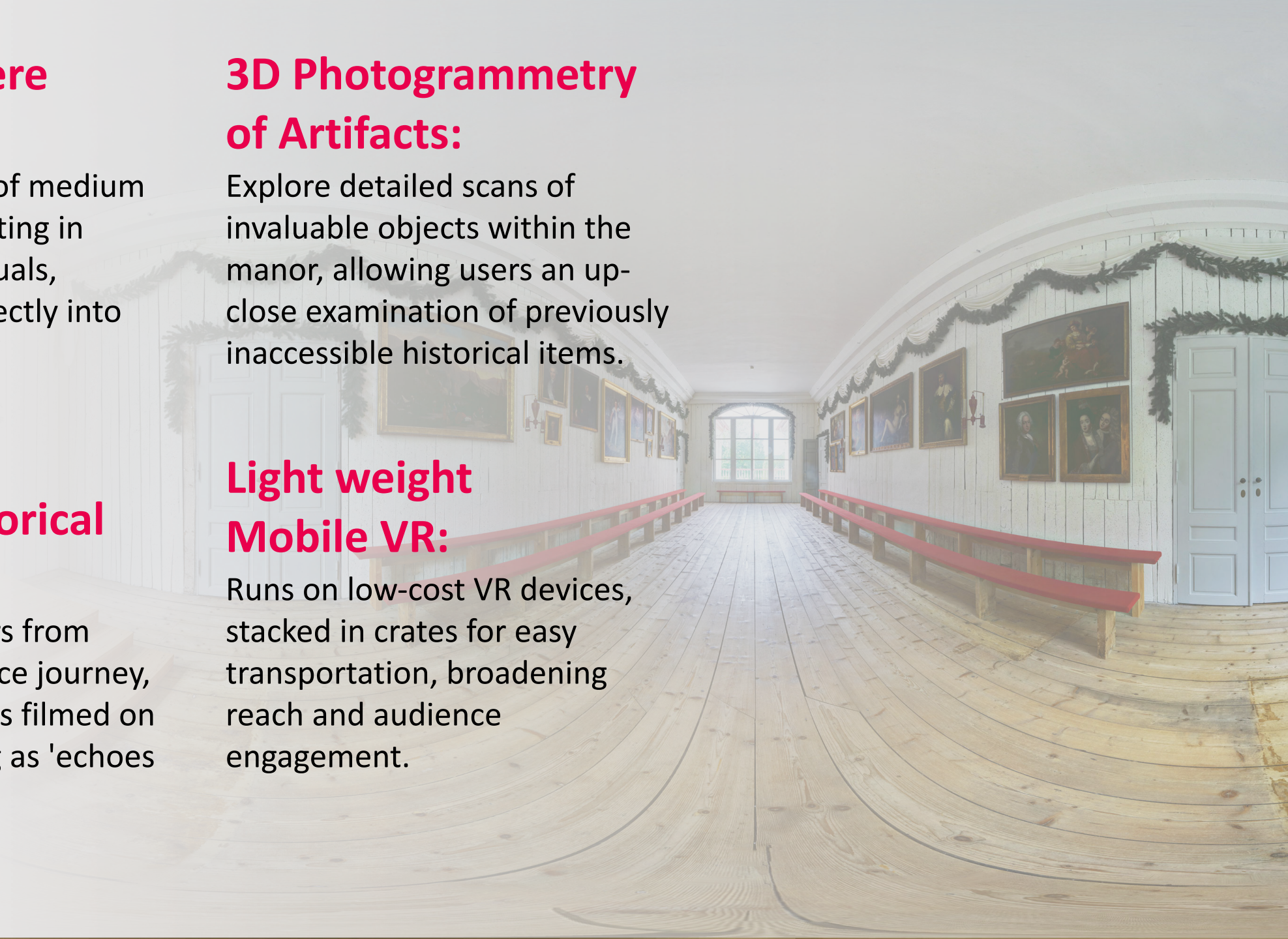
The Dynna stone – Translating and interacting with Norways biggest rune stone

When Oslo Historical Museum created the exhibition Vikingr, they wanted audiences to explore the hidden meaning behind the runes and the faded imagery of the Dynna stone.

3D scanning of the Stone:

Utilizing state-of-the-art scanning techniques to capture the minutiae and nuances of this historic artifact, offering a detailed 3D replica for future generations.

Increased readability:

Faded motives and runes are digitally enhanced and traced for increased readability.
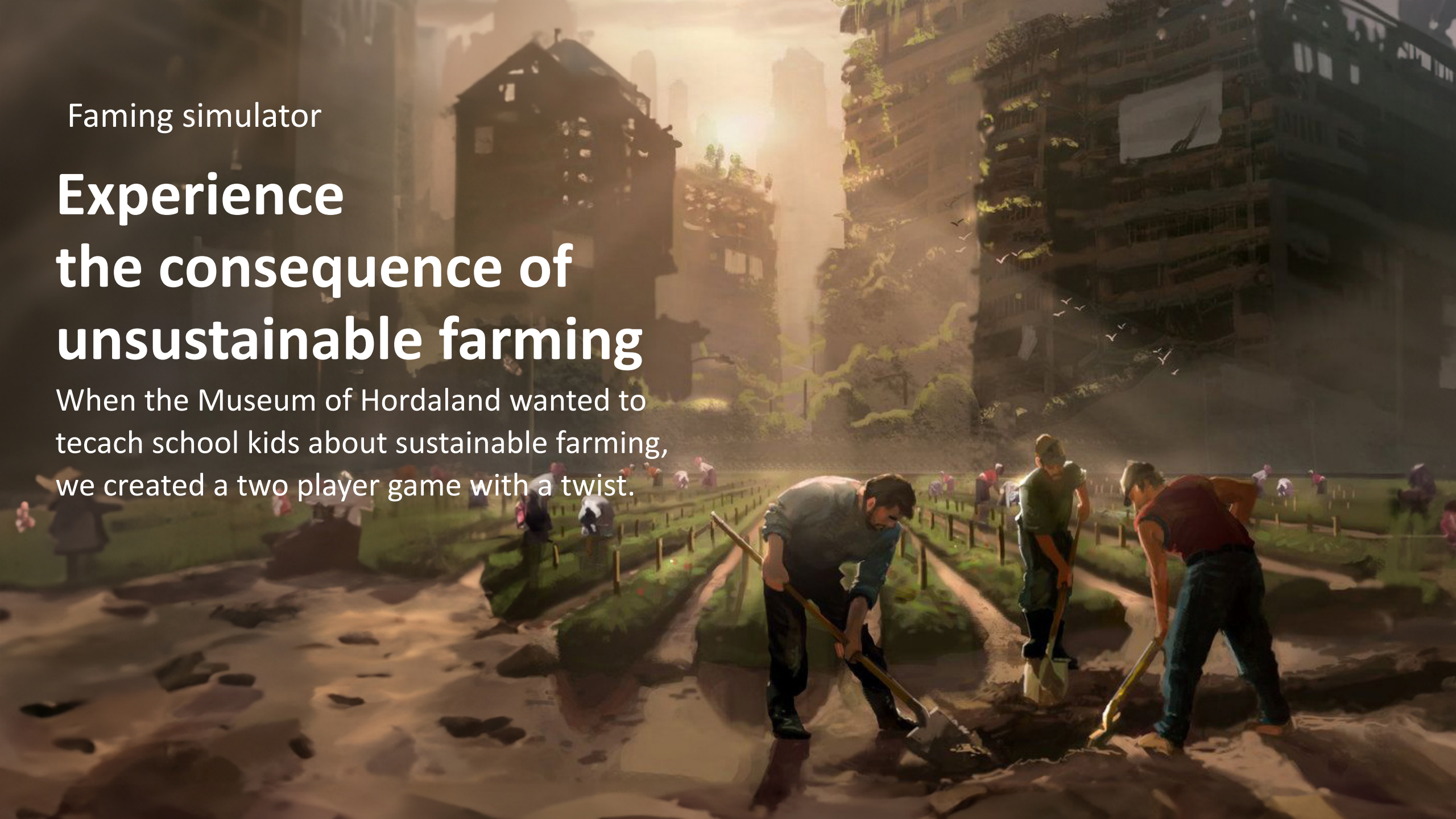
Interaction:

Use your hands to interact with, rotate, translate and explore the rune inscriptions and motifs, without touching any screen surface.

Faming simulator

Experience
the consequence of
unsustainable farming

When the Museum of Hordaland wanted to
tecach school kids about sustainable farming,
we created a two player game with a twist.

The game experience:

Take control of Norway's most sustainable farm and find the balance between need and greed, through consequential decision-making.

Dual-Timeline Gameplay:

Players navigate two timelines, 2023 and 2080, where decisions in the present ripple into a post-event future world, illuminating the impact of today's choices on tomorrow's survival.

Designed for the classroom:

The game seamlessly fits into lesson plans, promoting active participation, critical thinking, and insightful discussions on sustainability and responsible choices.

Web-Based Accessibility:

Easy-to-access, the game requires no installations and is compatible with modern laptops and tablets, ensuring a hassle-free experience, with a back-end for the teachers.

Theatre experience on tour with digital characters and fire breathing dragons!

When Vestland and Nordland theatre wanted to increase their appeal for young audiences, they looked to AR technology for innovation.

Hybrid Character Interaction:

Seamlessly integrate AR-driven Pixar-like characters on stage, allowing for dynamic interactions between these virtual entities and live actors, bringing an unparalleled depth to theatrical storytelling.

Audience involvement:

Take part-in the action unfolding on stage. Through your headset shoot arrows and have agency to impact the story, actively blurring the lines between viewer and participant.

Advanced Management Tool:

A robust backstage system enables real-time content cues, ensuring simultaneous content triggering across all audience AR devices. You can also monitor the status and performance of each headset to guarantee a smooth experience for every attendee.

Light weight Mobile AR:

Runs on low-cost VR devices, stacked in crates for easy transportation, broadening reach and audience engagement.