

Workshop 'Virtual Reality in a museum context'

Wednesday, 25 October 2017

10.00–16.30 (Admittance from 09.30)

Museum für Naturkunde Berlin, Invalidenstraße 43, 10115 Berlin

Virtual Reality is a topic that's on everyone's lips, and no longer something that's reserved for the world of computer games. We cordially invite you to learn more about this exciting technology. Let's enter the world of Virtual Reality!

[Register now!](#)



The workshop addresses representatives of museums and exhibitions who would like to learn about the many ways that VR technology can be applied in museum and exhibition context. On the basis of impressive showcases and prototypes that came into being in the framework of the ERDF-funded project ['Natural history 365/24 – Berlin Natural History Museum's multimedia applications lab'](#), attendees will receive a demonstration of VR's potential for innovative communication practice and as an alternative method of presenting objects. Amongst other showcases, participants will therefore be able to get to know the **Inside Tumucumaque** Virtual Reality experience, where, on the basis of the prototype they will be able to explore a clearing in the Amazon rainforest, along with its animal inhabitants.

Program

- 10.00:** Welcome
- 10.10:** Project presentation 'Natural history 365/24 – Berlin Natural History Museum's multimedia applications lab'
- 10.30:** Keynote speech (Prof Dr Claudia Müller-Birn, FU Berlin)
- 11.00:** Coffee break
- 11.15:** Discover the Amazon rainforest and its fauna with Virtual Reality:
Inside Tumucumaque. 24 hours of Amazonian wildlife – a VR experience from the perspective of a tarantula, caiman or harpy eagle.
Project presentation and prototype exploration for all
(Diana Schniedermeier, Interactive Media Foundation/ Michael Grotenhoff, Filmtank)
- 13.00:** Lunch break
- 14.00:** Experience Virtual Reality – Demonstration of further showcases
- 15.00:** Coffee break
- 15.30:** Feedback
- 16.30:** End of the event

Inside Tumucumaque. 24 hours of Amazonian wildlife – a VR experience from the perspective of a tarantula, caiman or harpy eagle.

The interactive VR experience **Inside Tumucumaque** sets the visitor in a clearing in the middle of the Amazon rainforest, enabling them to become a part of the exotic fauna. **Inside Tumucumaque** opens up a unique opportunity to literally slip into the role of a mantis, vampire bat, caiman, harpy eagle, tarantula and poison dart frog, and to discover the creatures' habitat using their senses. With the aid of ultraviolet colour spectrums, movements in super-slow motion, visualisations of echolocations, infrared night visions, vibrations and spatially authentic 3D sound backdrops, we interpret the creatures' perception to form a sensory experience that is understandable to our human sense of perception – a new cosmos is the result, and visitors are right in the middle of it. Magic moments of wonder and discovery ensue, all based on scientific facts.