Virtual Reality Artwork Acquisition Information Template

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| **Document Information** |
| This document is designed to guide information gathering and discussion in the early stages of the acquisition of a virtual reality (VR) artwork, primarily with conservation and long-term preservation in mind. It is intended that it would be completed by artist and conservator in collaboration.We would like to thank members of the Preserving Immersive Media Group (PIMG), particularly Claudia Roeck, Patricia Falcao, Mark Hellar and Savannah Campbell, for their comments when reviewing this document. This document was produced as part of the Preserving Immersive Media project supported by Lumen Art Projects Ltd. |

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| **Artwork title** |  |
| **Artist** |  |
| **Year** |  |
| **Edition** |  |
| **Form filled in by** |  |
| **Filled in when**  |  |

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| Non-Technical Description |
| **Short description of artwork**  |  |
| **Interactivity**  | * Is the work interactive?
* In what ways does the user influence the experience?
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| Display Materials |
| **Software** | * Executable build?
* For what platform? E.g. Windows, Android, WebGL/WebXR
* Dependencies? E.g. runtimes, drivers
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| **Hardware** | * Computers?
* Video Card/GPU?
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| * HMD?
* Tracking?
* Input/output devices (e.g. controllers)?
* Cabling?
* Audio equipment?
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| **Installation** | * Any supporting physical infrastructure that would be required to display the work? E.g. rigging, seating, flooring/carpet, props
* Minimum/maximum space requirements?
* Other sensory inputs/outputs? E.g. scents, wind, touch, vibrations/haptics
* Invigilation requirements? E.g. guidance, movement restrictions, safety, security
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| **External Dependencies** | * Are there any other external inputs/outputs? e.g. live data, internet connectivity
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| Production Materials |
| **Description of production workflow** | * What kind of tools were used in the production of 3D assets? E.g. modelling, texturing
* Sound design?
* Code libraries? Custom code?
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| **Engine** | * What engine was used and which version?
* Plugins? Modifications?
* Dependencies? E.g. runtime libraries
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| **Assets (including file format and quantity)** | * Models?
* Materials/Textures?
* Sounds? Spatial audio?
* Source video files? (for 360 video)
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| Existing Documentation |
| **Existing display specifications** | * Any existing documentation of how the work should be displayed?
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| **Installation documentation** | * Any documentation of past installations? E.g. photos, videos
* Captures of work running? E.g. screencaptures, stills, rendered 360 video
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| **Other documentation** | * Script/narrative
* Design documentation
* System diagrams/schematics
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| Preservation Considerations |
| **Anticipating technological obsolescence, can you provide any information for how this work should or should not be shown when the preferred technologies are unavailable?** |  |