

Art of Corner
STUDIO

IMMERSIVE
mixed
REALITIES

Let's create great immersive & interactive experiences together

fisheye/L'AGRANDISSEUR

3D Virtual
Holographic
Augmented



The artist's studio of painter Maurice Utrillo - 2016 -

On HTC Vive and Oculus RIFT, our VR App about the french painter Utrillo allows the user to be immersed in the artist's studio in MONTMARTRE with an astonishing 3D Photo Realistic rendering.

ArtofCorner, Virtual Reality (VR) Contents Editor specialized in the fields of Art, Culture and Heritage, is very pleased to present its award-winning VR application "Artist's Studio Utrillo-Valadon in Montmartre, Paris" realized in co-production with Arforia and Musée de Montmartre.

Finally, since December 22, 2016, our Vr App "Artist's Studio Utrillo-Valadon in Montmartre, Paris" can be downloaded free of charge in 32 countries on the STEAM VR / VIVEPORT platform for owners of HTC VIVE headset. And for the first month of presence on this platform, we are proud to have recorded nearly 1,000 downloads.

LINK TO DOWNLOAD THE EXE FILE ON VIVEPORT : <http://bit.ly/2uadzpT>

LINK TO DOWNLOAD HTC VIVE VERSION : <http://bit.ly/2l0qAHE>

LINK TO DOWNLOAD OCULUS RIFT VERSION : <http://bit.ly/2mxCtto>

VIDEO OF THIS VR EXPERIENCE :

<https://youtu.be/vqBr2328U08> & https://youtu.be/Zl0hRJUE_po

KEY POINTS

- Immersive VR Art Gallery in 6DOF
- Single Player
- Free Roam
- Built in photogrammetry with Reality Capture and with Unreal Engine.

STATE OF THE PROJECT

Completed



MOVE



LOOK



GRAB

POINTS OF INTEREST

Additionally, the experience includes several special points of interest. Here are a couple of examples



L'Atelier d'Antoine Bourdelle



The artist's studio of sculptor Antoine Bourdelle - 2018 -

« The artist's studio of sculptor Antoine Bourdelle, VR app for OCULUS QUEST » is a volumetric and photorealistic VR App between docu-fiction and virtual gamified visit, in the heart of the french sculptor Antoine Bourdelle's studio, in PARIS, Montparnasse. Our main goal is to offer a hybrid narration, where the audience explore the place to discover the artist through a visual, sound, spatial and sensitive experience.

DOWNLOAD OCULUS QUEST VERSION : <https://bit.ly/2HljYik>

DOWNLOAD ON VIVEPORT : <http://bit.ly/2GYNEEa>

DOWNLOAD HTC VIVE & OCULUS RIFT VERSION : <https://bit.ly/2V7RPIV>

VIDEO ON WIRED HEADSETS : <https://youtu.be/Av44QOcj8o>

VIDEO ON QUEST : <https://youtu.be/CJMCYawNk0k>

KEY POINTS

- Immersive VR Art Gallery in 6DOF
- Single Player
- Free Roam
- Built in photogrammetry with Reality Capture and with Unreal Engine.

STATE OF THE PROJECT

Completed

In 2018, our virtual tour already received 3 awards including the AWARD for the best interactive VR experience at LAVAL VIRTUAL. Exactly two years ago, our know-how in photorealistic VR 6dof was rewarded and we were developing for HTC VIVE and OCULUS RIFT, wired headsets linked to Gamers PC, at this time.

Our innovation for 2020 : we have created the same experience in VR 6DOF using the OCULUS QUEST, a standalone and wireless headset, no PC needed and no controller, we use hand tracking functionality. Just use your hand to move around in VR, to get informations on artwork and also to take and manipulate objects.



MOVE

Use your palm to move in the sculptor's studio. The circle shows the targeted area.



POINT

You can point at any sculpture with your index finger to reveal its informations.



GRAB

You can grab pictures placed in the studio by pinching them. Feel free to take a closer look.

ACTIONS

POINTS OF INTEREST

Additionally, the experience includes several special points of interest. Here are a couple of exemples

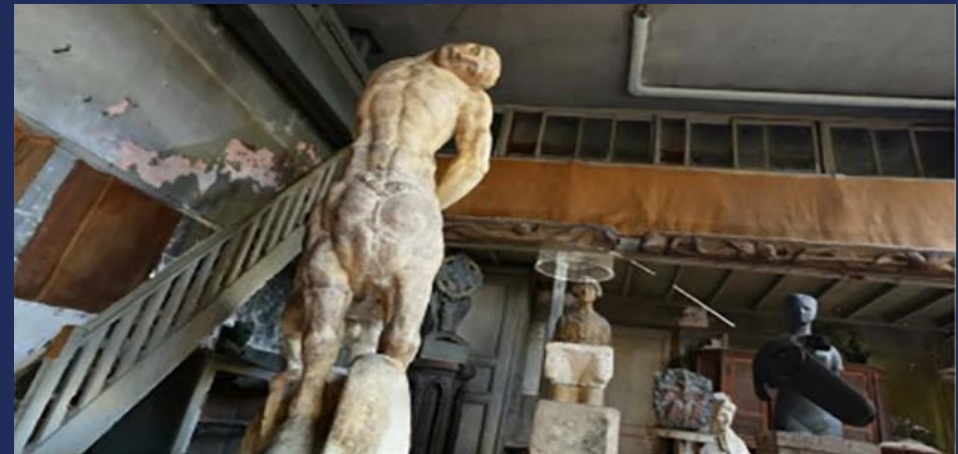
DYING CENTAUR

Move to this area to listen to an audio file



MEZZANINE

Move to the Mezzanine to have an overview of the workshop



The ultra-realism of the VR environment, created using photogrammetry, combined with the virtual manipulation of objects, make the user experience incomparable. More than 3 000 photos were taken to reproduce the whole space.

This project was created by ArtofCorner for PARIS MUSEES.

ABOUT ARTOFCORNER

ArtofCorner develops immersive experiences and VR content with a photographic rendering for a unique user experience in the fields of art, culture and heritage.

We develop innovative solutions for preservation : photogrammetric digitization, 3D modeling of works of art but also heritage sites in ultra-high definition. We also work on the transmission of Heritage, combining technological innovation and cultural mediation, to create stories «to live» or «to experiment», immersive experiences where exploration is the foundation of storytelling.

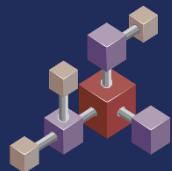
ABOUT PARIS MUSÉES

PARIS MUSEES is a public company working for the City of Paris since January 2013. Their tasks range from showcasing the great collections of art from the museums to program exhibitions both in physical and numerical spaces.

Furthermore, they promote digital experiences on dedicated museum websites, mobile applications and social networks such as Facebook, Twitter or Instagram.

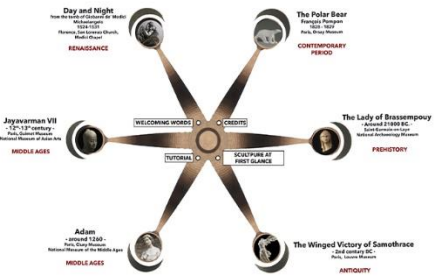
PARIS
MU
SÉES

LES MUSÉES
DE LA VILLE
DE PARIS



Art of Corner
STUDIO





SCULPTURE EXPERIENCE

- 2021 -

SCULPTURE EXPERIENCE

VR Discovery tour of 6 sculpture masterpieces, from prehistoric to modern times



Designed for the OCULUS QUEST 2 headset, the immersive and interactive 6DOF* experience ...

SCULPTURE EXPERIENCE

« VR Discovery tour of 6 sculpture masterpieces, from prehistoric to modern times »

DOWNLOAD OCULUS QUEST 2 VERSION : <https://bit.ly/3uaxWMB>

VIDEO OF THIS VR EXPERIENCE : <https://youtu.be/4HJZ5YUedBY>

DISTRIBUTION CHANNELS

This experience will be available in physical spaces : Museums, Cultural centers, Location-Based Entertainment (LBE), as well as have a presence online, on web-sites such as VRrOom or OCULUS APP LAB.

KEY POINTS

- Immersive VR Art Gallery in 6DOF
- Single Player
- Free Roam
- Built in photogrammetry with Reality Capture and with Unreal Engine.

STATE OF THE PROJECT

V1 Completed / V2 with Chinese & HTC FOCUS 3 in progress

... allows the visitor to have keys to reading a sculpture then gives him the opportunity to face in real size 6 masterpieces belonging to national collections and emblematic of 5 periods of history.

To deepen the knowledge of the works crossed on this immersive tour, an audio guide in French and English as well as illustrations, photos and videos accompany the visitor. All these media enrich this virtual walk to satisfy both the aesthetics and the intellectual curiosity of the visitor.

4 Videos :

- Sculpture at first glance (3 min 20s)
- Welcoming Word (1 min.)
- Tutorial (2 min.)
- Credits (1 min.)



Le Jour et la Nuit du tombeau de Julien de Médicis - Michel-Ange
- 1524-1531 -
Florence, église San Lorenzo, chapelle des Médicis

120 images :

On average, around twenty photos and illustrations per artwork, i.e. almost 120 images, complete the virtual tour.



La Victoire de Samothrace - IIe siècle avant J.-C. -
Paris, Musée du Louvre

22 min. audios :

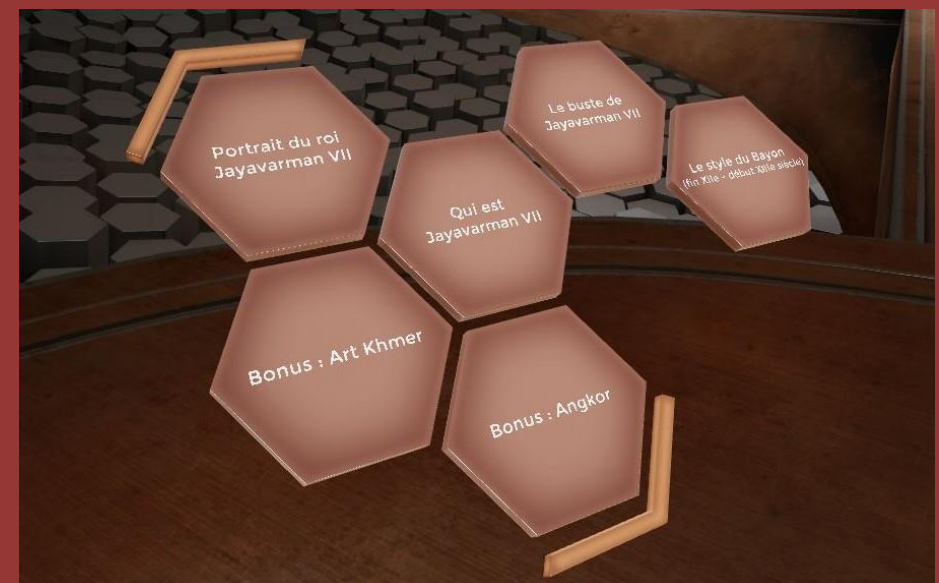
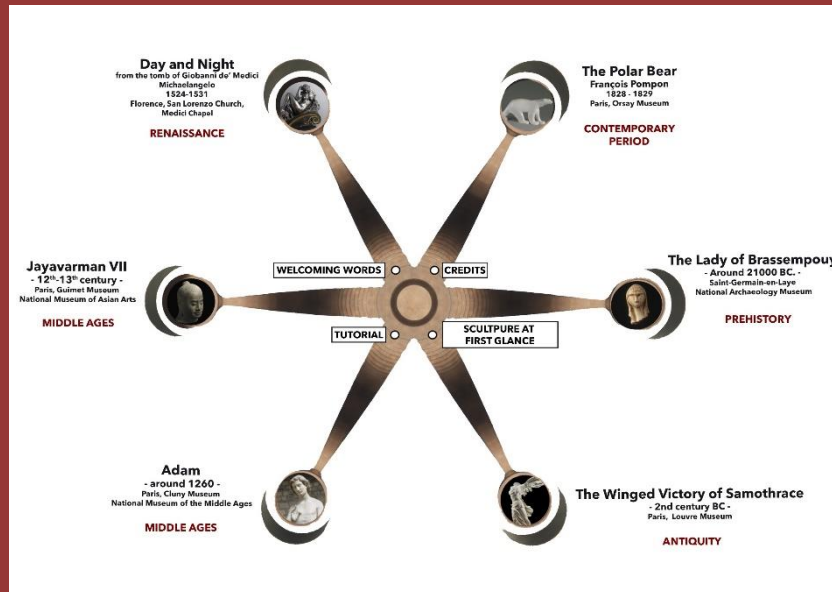
Between 3 and 4 minutes of audio per artwork, or almost 22 minutes of cumulative audio for the entire virtual tour.



Jayavarman VII - XII-XIIIe siècle -
Paris, Musée Guimet - Musée national des Arts asiatiques

POINTS OF INTEREST

Additionally, the experience includes several special points of interest. Here are a couple of exemples





VR SHOWCASE

NEWIMAGES FESTIVAL, JUNE 9 TO 13, 2021 / FORUM DES HALLES, PARIS

<https://youtu.be/IXHmxcVulas>

PIXII FESTIVAL, JUNE 19 TO 24, 2021 / TOUR DE LA CHAÎNE, LA ROCHELLE

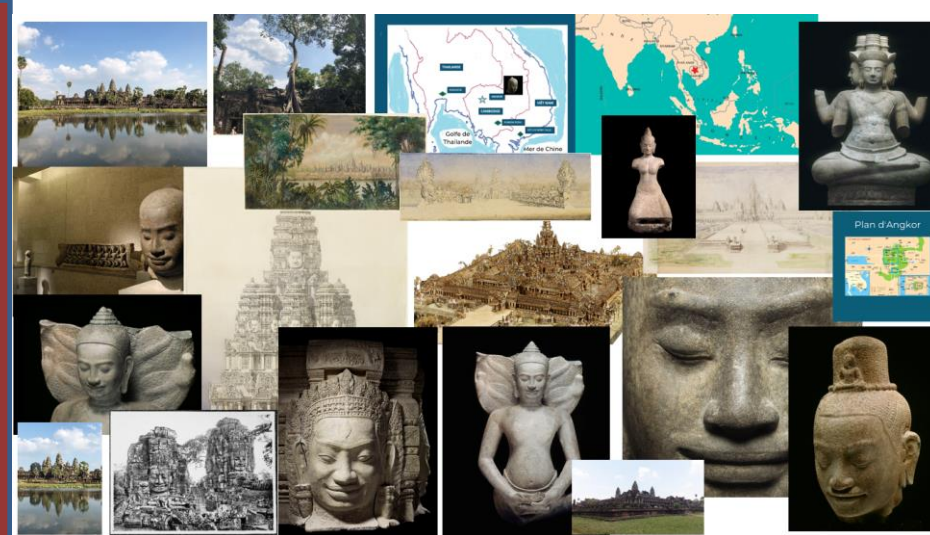
<https://youtu.be/J2-QkVOJ870>

LAVAL VIRTUAL FESTIVAL, JULY 3 TO 11, 2021 / MANAS, LAVAL

https://youtu.be/S_iNUcFg0R4

HEADQUARTER « RÉUNION DES MUSÉES NATIONAUX – GRAND PALAIS »,
SEPTEMBER 28, 2021, PARIS

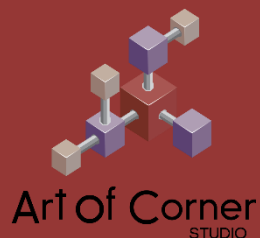
<https://youtu.be/270DfjfWxl4>



We are winner in the
« VR for a cause » category



LAVAL VIRTUAL AWARDS
2021 Edition



VRRROOM



SIGGRAPH 2021
VIRTUAL 9-13 AUGUST

→ THE PREMIER CONFERENCE & EXHIBITION IN
COMPUTER GRAPHICS & INTERACTIVE TECHNIQUES

Selected in the « Immersive Pavilion » area



The artist's studio of photographer Bettina Rheims - 2021 -

In order to keep track of this unique place in which Bettina Rheims has worked and lived, the Institute for Photography has launched a virtual tour project allowing visitors to explore the world of the photographer. During the 1980s, Bettina Rheims moved into the former home and studio of Argentinian sculptor Alicia Penalba, in the heart of the Marais district in Paris, where she would take most of her photographs.

A real living space, this large duplex apartment with its interior courtyard brings together convivial spaces, a shooting studio with rooms for the preparation of models until retouching work. It is in his office that the work around images is built with its large library and its glass roof for the control of prints. Spaces are reserved to keep all of its archives. Before the relocation of the fund, this emblematic location of the photographer's career was the subject of a unique project. The Institute is launching the first virtual tour of a photographer's studio in order to keep track of this place of creation. The version of the virtual tour will also be available online very soon on the Institute's website, enriched with new content and will reflect the research work carried out by the Institute on the photographer's archives.

DOWNLOAD OCULUS QUEST 2 VERSION : V1 in progress

VIDEO OF THIS VR EXPERIENCE : <https://youtu.be/deAT1QSFpT0>

3D scene visible at 4:10 of the video

DISTRIBUTION CHANNELS

This experience will be available in physical spaces : Museums, Cultural centers, Location-Based Entertainment (LBE), as well as have a presence online, on websites such as VRROOM or OCULUS APP LAB.

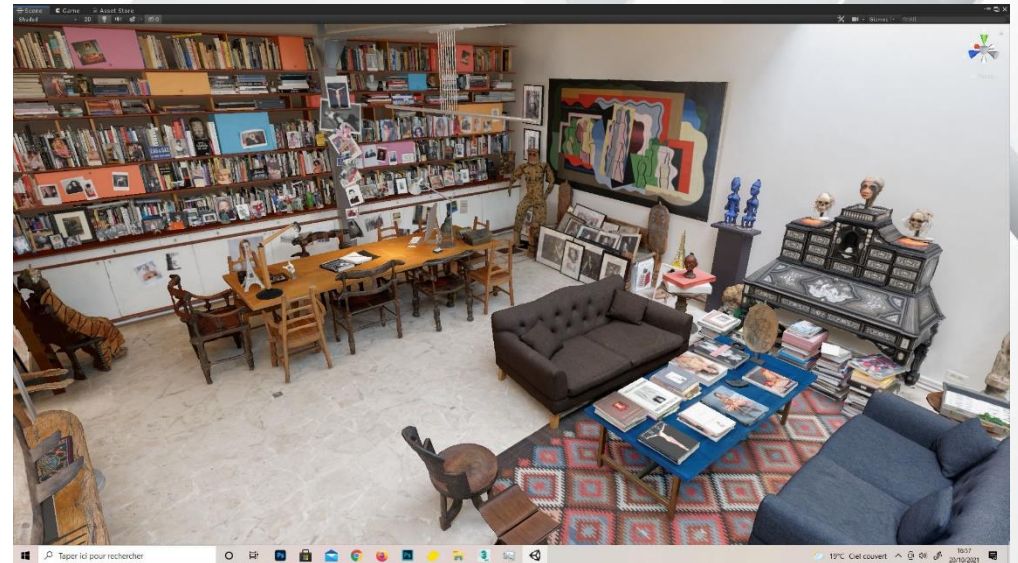
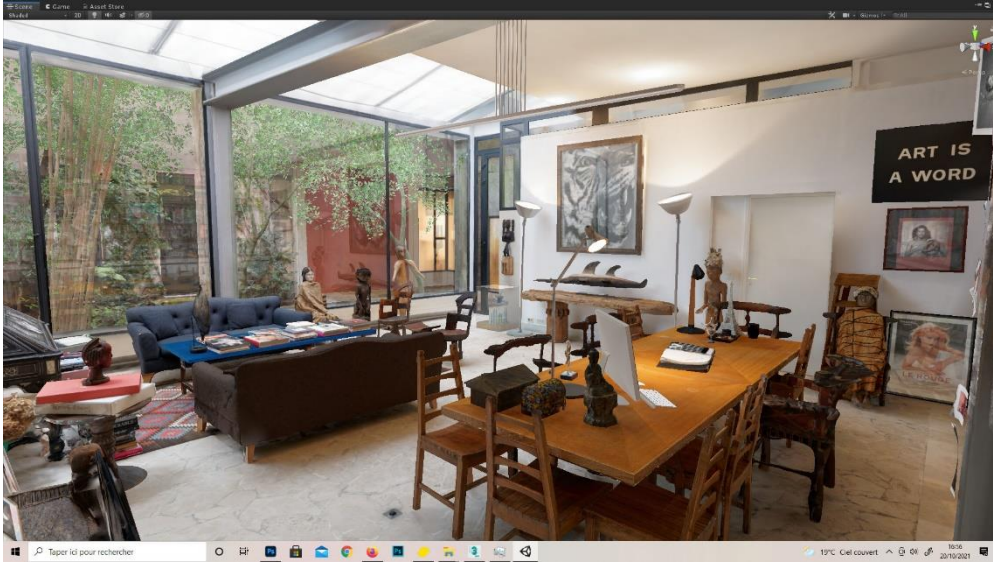
KEY POINTS

- Mix Immersive VR Art Gallery in 6DOF & 3DOF
- Single Player
- Free Roam
- Built in photogrammetry with Reality Capture and with Unreal Engine.

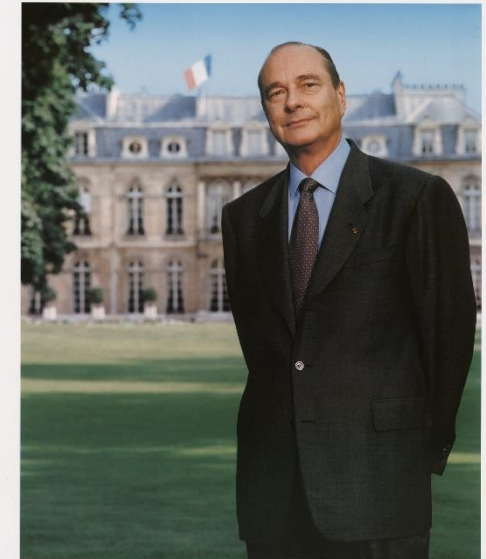
STATE OF THE PROJECT

V1 in progress

OUR 3D SCENE WITH PHOTOGRAMMETRY OPTIMISED FOR STANDALONE VR HEADSETS



POINTS OF INTEREST



Jacques Chirac
Président de la République française