Virtual Reality

Interreg North Sea Region CUPIDO
European Regional Development Fund
EUROPEAN UNION

University of St Andrews | FOUNDED 1413

HIE
Highlands and Islands Enterprise
Iomairt na Gàidhealtachd 's nan Eilean

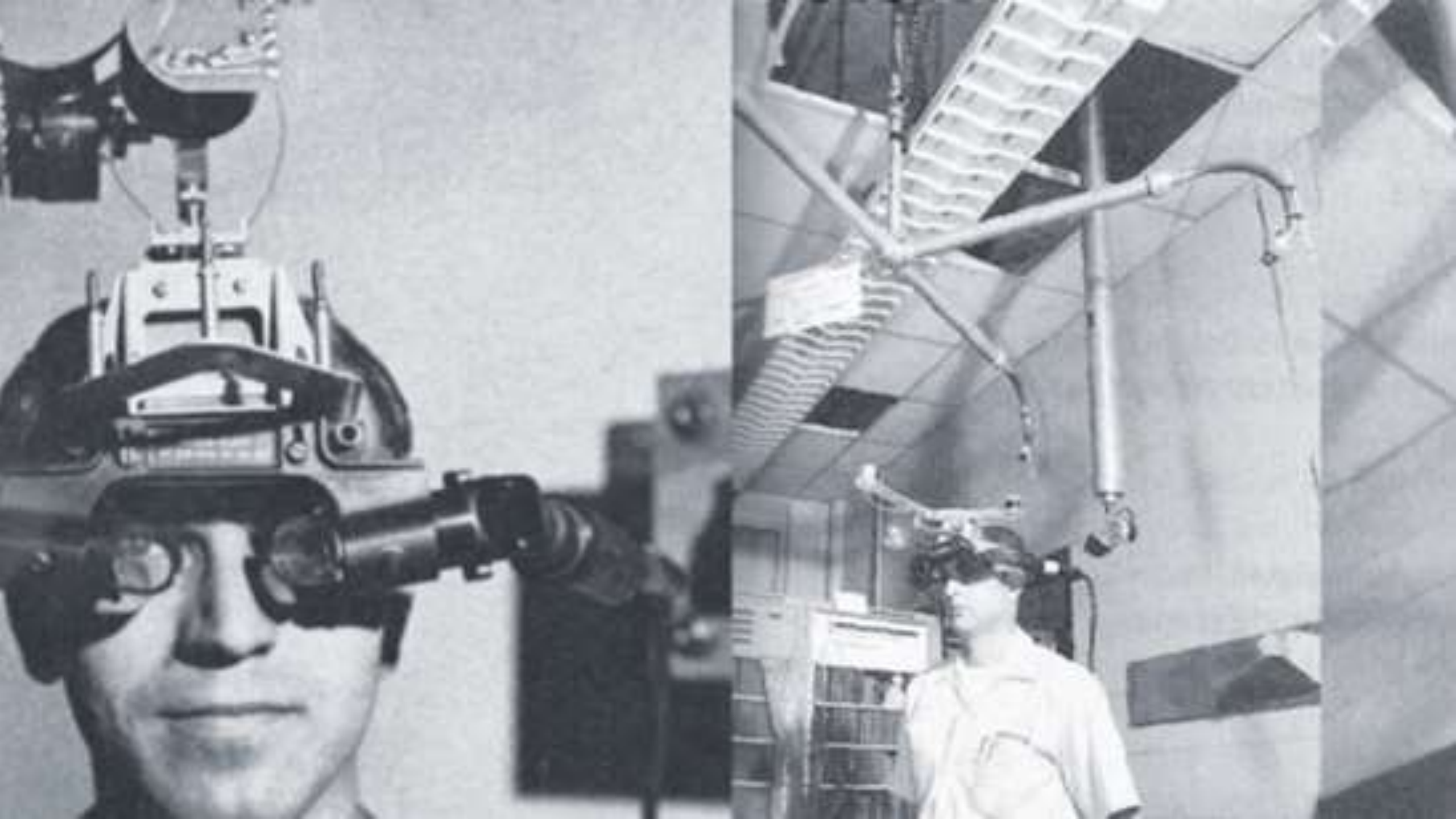
XPONORTH

Overview

- **Virtual Reality: Past, Present and Future**
- Games and gaming:
- Landscapes:
- Modelling:
- Interpretation:
- Game engines:
- Virtual Reality: exhibits and exhibitions
- Case Studies

Learn through Experience

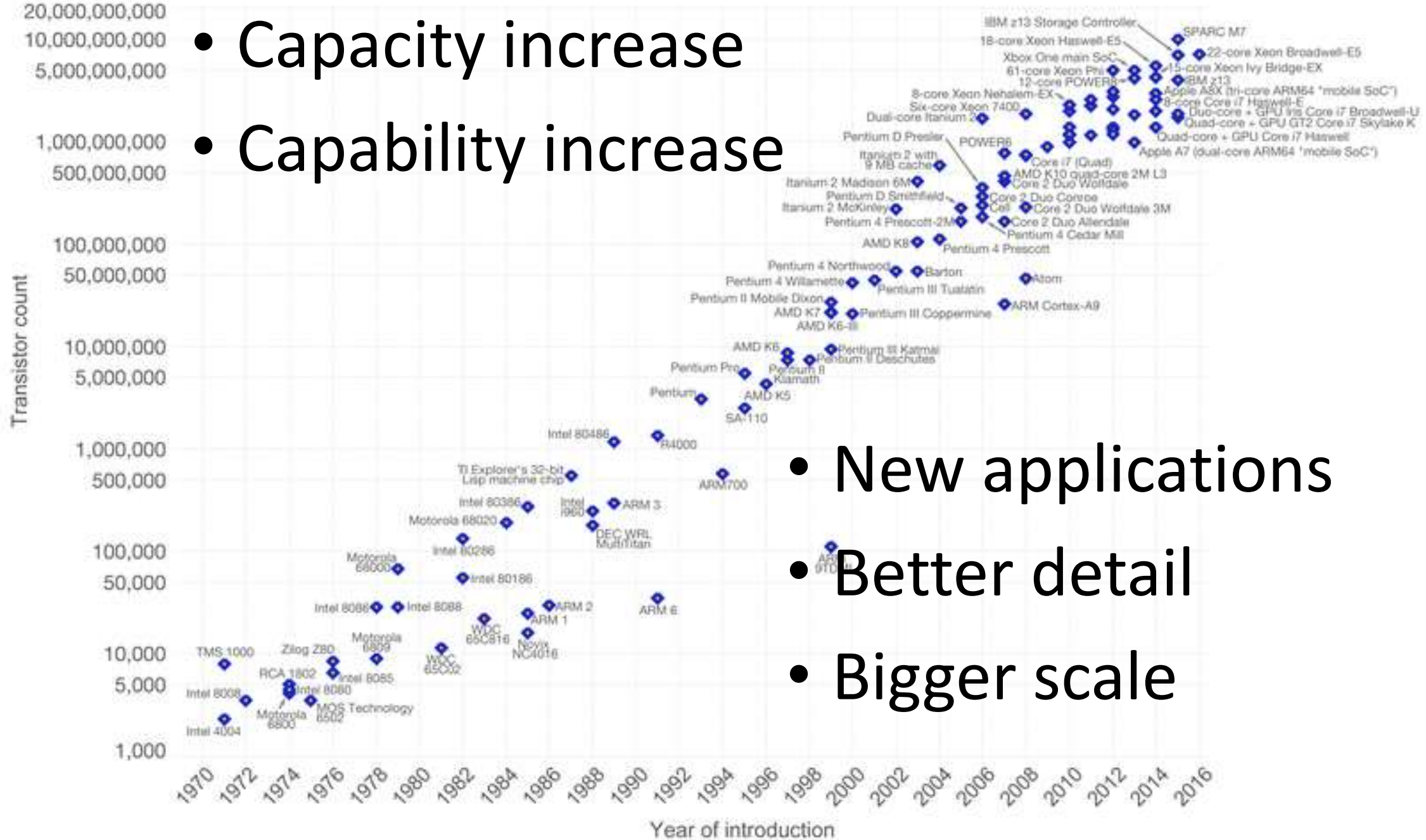
- Higher level of learning
- What we can experience is limited
- The digital can extend



Digital Literacies?

- Mobile phones
- Playing games
- The Ipad

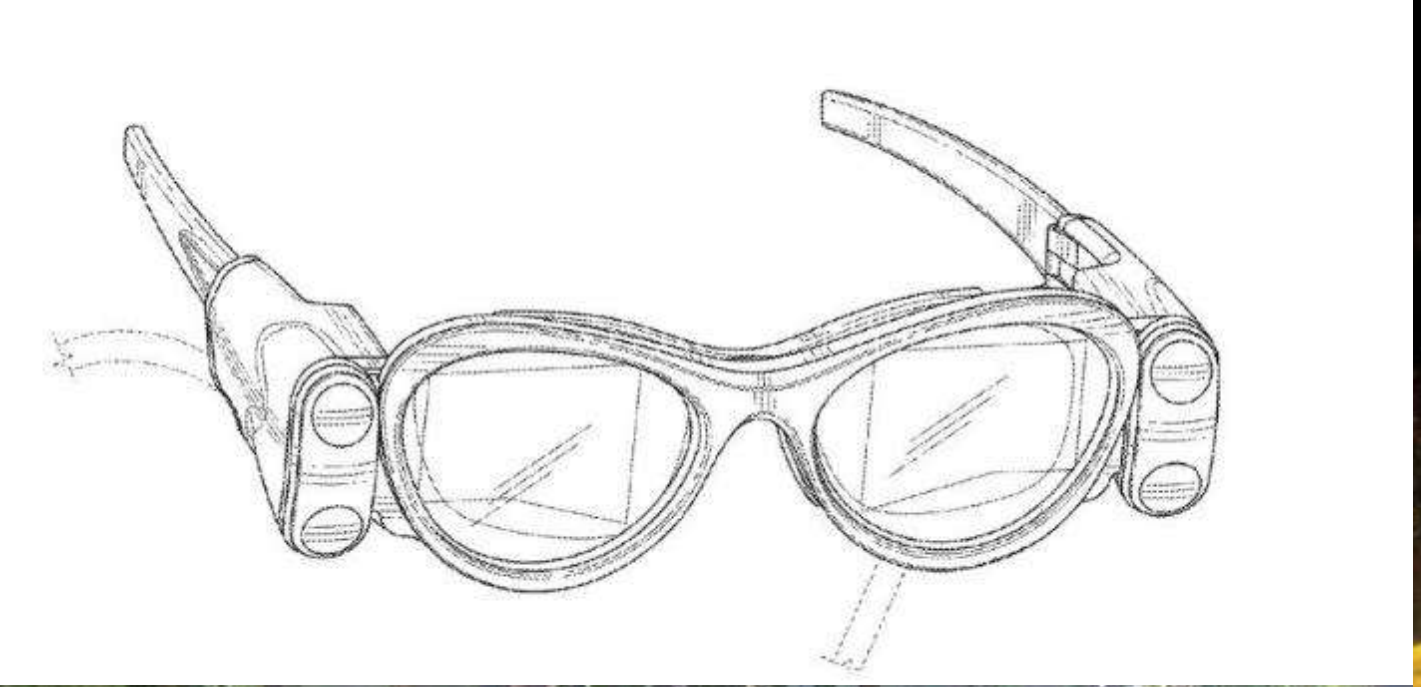
- Capacity increase
- Capability increase

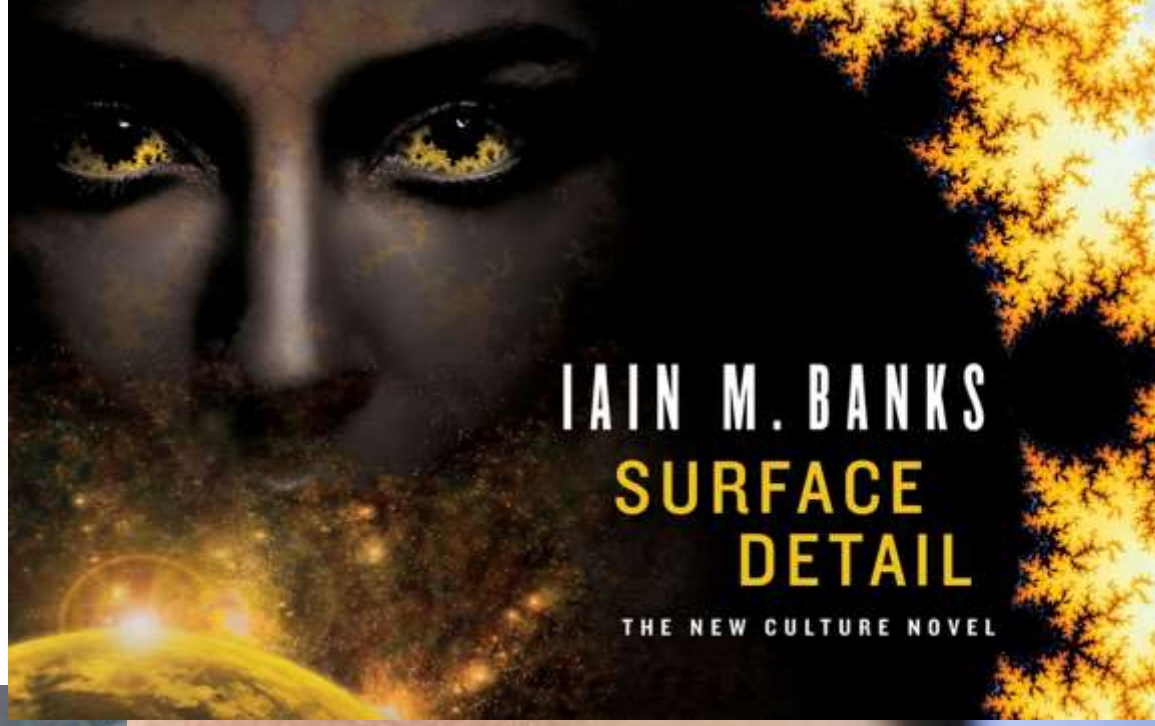


- New applications
- Better detail
- Bigger scale

Data source: Wikipedia (https://en.wikipedia.org/wiki/Transistor_count)
The data visualization is available at OurWorldinData.org. There you find more visualizations and research on this topic.


Cellular Mobile Telephone
Transportable




IAIN M. BANKS
SURFACE DETAIL
THE NEW CULTURE NOVEL


Google Cardboard Plastic
Press Esc to exit full screen
20/20
RESOLUTION*
*DEPENDING ON EYESIGHT
0:58 / 1:27

What can we do now

- Mores law
  - Computers
  - Mobile phones
  - Digital 3D – photogrammetry
- Game Engines – Scale and detail
- Phones – Immersion on the move

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Games and Heritage

- Total war series
- Assassins Creed Series
- Minecraft

PRE-ORDER NOW
Total War Saga: Thrones of Britannia

Available 3rd May

Pre-Order

Watch The Full Trailer

HUGE FREE EXPANSION OUT NOW!
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Battleof Bannockburn

- The **Battle of Bannockburn** (Scottish Gaelic: *Blàr Allt nam Bànag* or Scottish Gaelic: *Blàr Allt a' Bhonnaich*) on 23 and 24 June 1314 was a Scottish victory by King of Scots Robert the Bruce against the army of King Edward II of England in the First War of Scottish Independence. Though it did not bring overall victory in the war, which would go on for 14 more years, it was a landmark in Scottish history

- https://en.wikipedia.org/wiki/First_War_of_Scottish_Independence

1364, 17392

PAUSED

Robert the Bruce

Edward 2

Battle of Zana

- The **Battle of Zama**—fought in 202 BC near Zama (Tunisia)—marked the end of the Second Punic War. A Roman army led by Publius Cornelius Scipio Africanus (Scipio), with crucial support from Numidian leader Masinissa, defeated the Carthaginian army led by Hannibal.

- https://en.wikipedia.org/wiki/Battle_of_Zama

http://www.bbc.co.uk/programmes/p04jrryf

Assassins Creed

Games and Exhibits

- Learning curve
- Budget
- Quantity vs Quality
- Goals: learning, engagement, victory?
- Authenticity
- Locality

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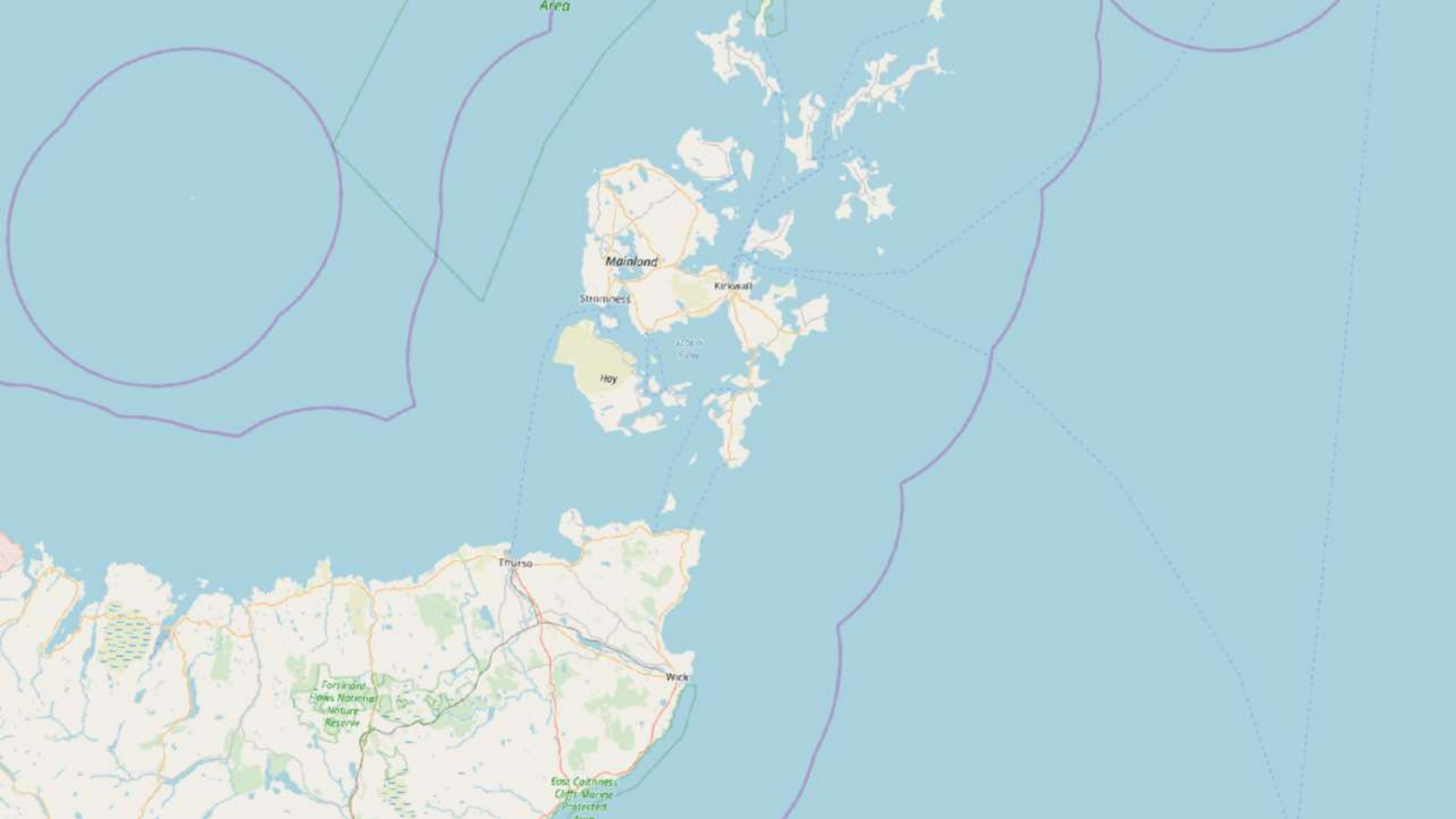
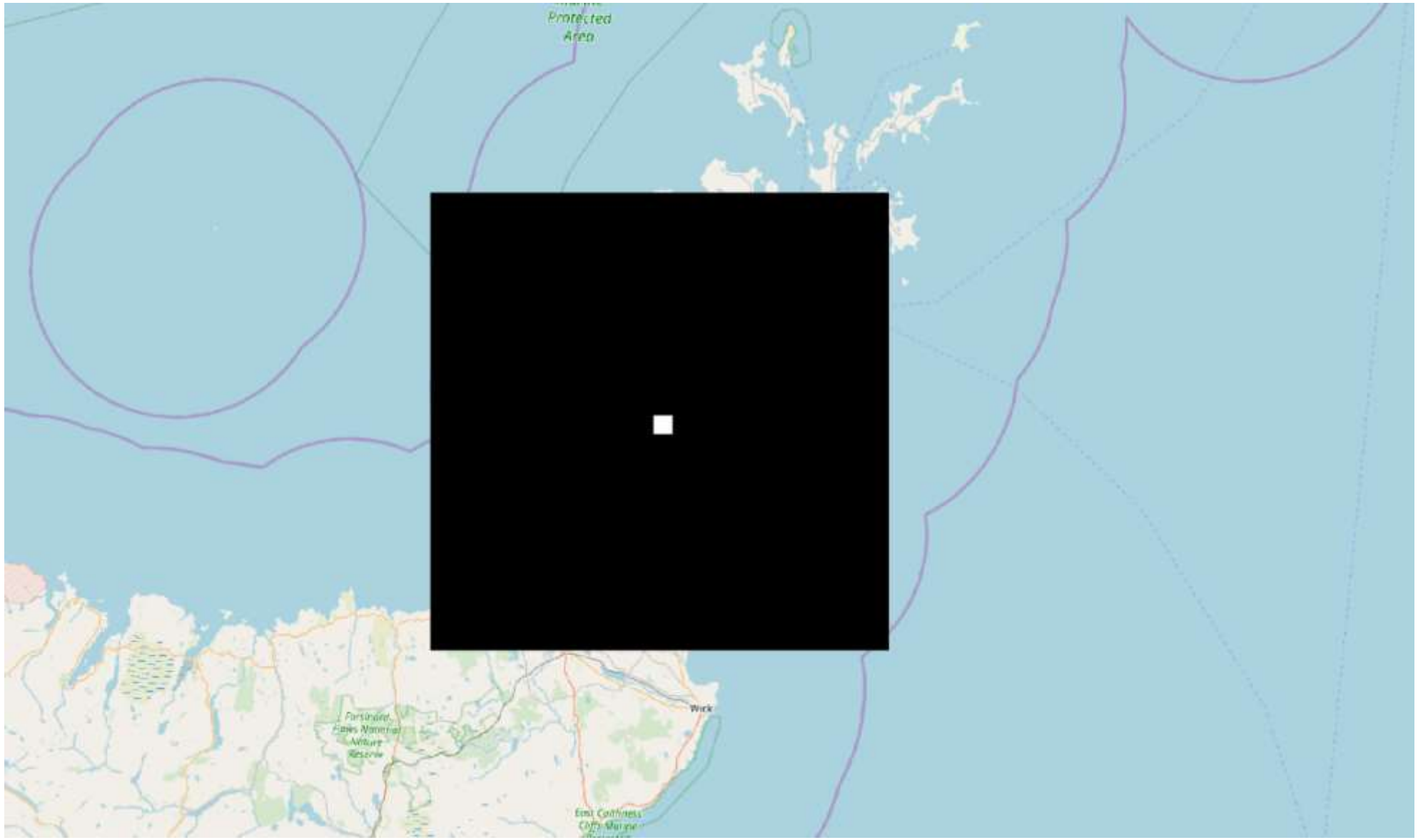
In the Landscape

UNREAL 4 Kite Demo

- The kite cinematic created in Unreal Engine 4 in 2015 features a diverse and beautifully realized 100 square mile landscape.
- Generated in real-time by Unreal Engine 4 at 30fps and includes:
  - fully dynamic lighting,
  - cinematic post effects
  - procedurally placed trees and foliage.
- Running on Nvidia's GTX Titan X, which has a12GB framebuff"

https://www.youtube.com/watch?v=BI-dzAdHHAA


Area
Mainland
Kirkwall
Stromness
Hoy
Thurso
Wick
Forsinard
Flows National
Nature
Reserve
East Caithness
Cliffs Marine
Protected


Protected
Area
Wick

Merge

Parameters | Log

Input layers

0 elements selected ...

Grab pseudocolor table from first layer

Place each input file into a separate band

Output data type

Float32

Advanced parameters

Merged

[Save to temporary file] ...

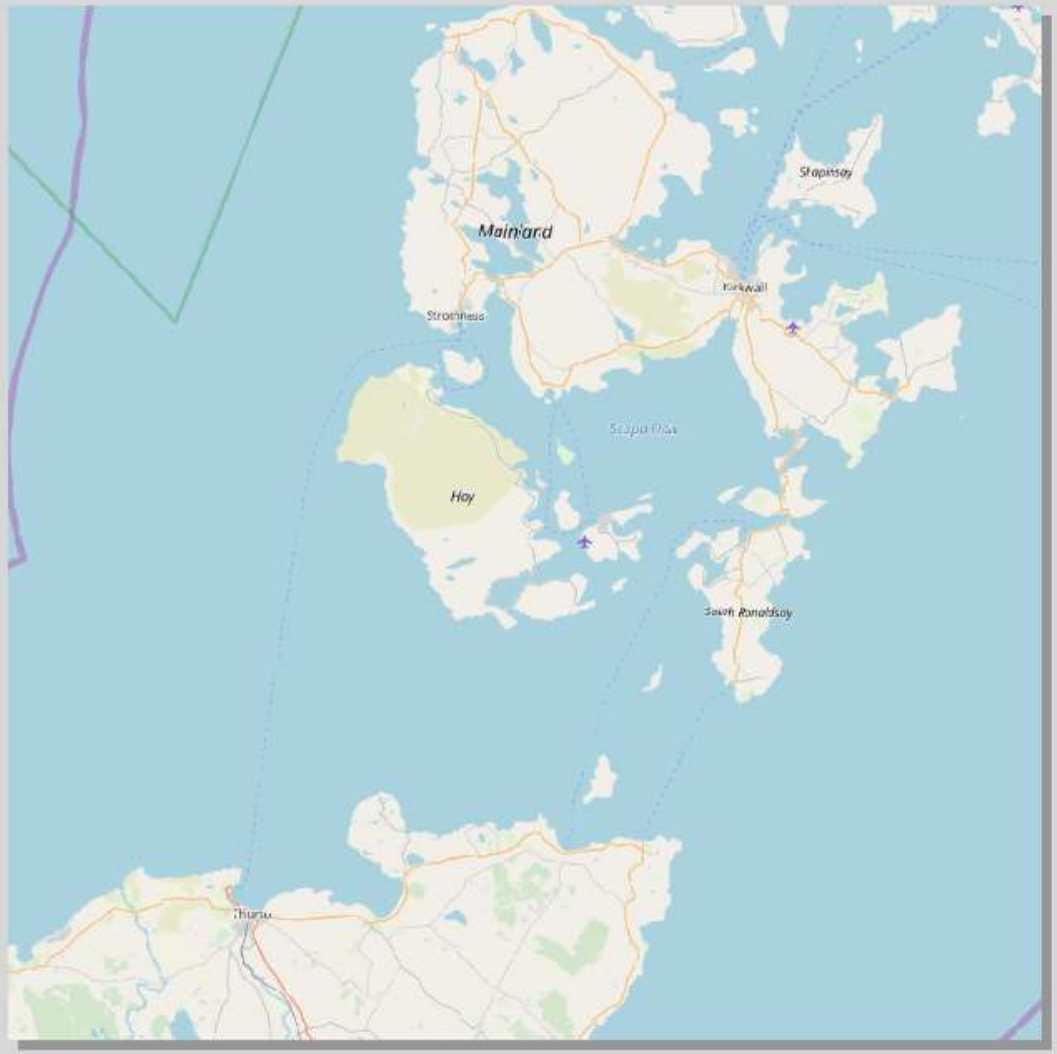
Open output file after running algorithm

GDAL/OGR console call

```
python3 -m gdal_merge -ot Float32 -of GTiff -o C:/Users/admin/AppData/Local/Temp/processing_PlsUCF/33194cd4137844a5b30fb0574003d78f/OUTPUT.tif --optfile C:/Users/admin/AppData/Local/Temp/processing_PlsUCF/41dad7531d1845938532b8945ca0228f/mergeInputFiles.txt
```

*70k

Layout Edit View Items Add Item Atlas Settings



Items | Undo History

Items

		Item
☑	☐	Map 1

Layout | Item Properties | Guides

Layout

General Settings

Reference map: Map 1

Guides and Grid

Grid spacing: 10.00 mm

Grid offset: x: 0.00, y: 0.00 mm

Snap tolerance: 5 px

Export Settings

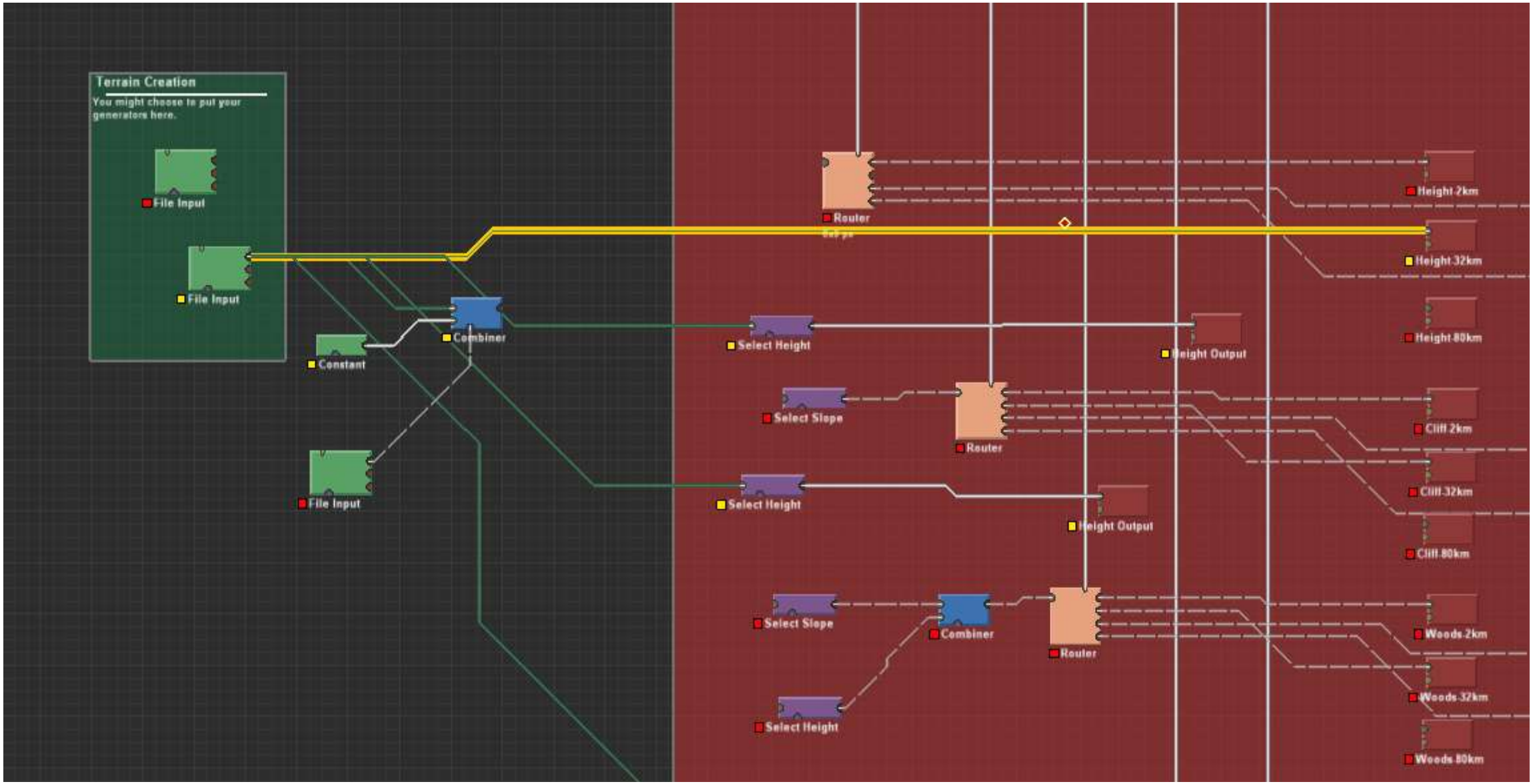
Export resolution: 300 dpi

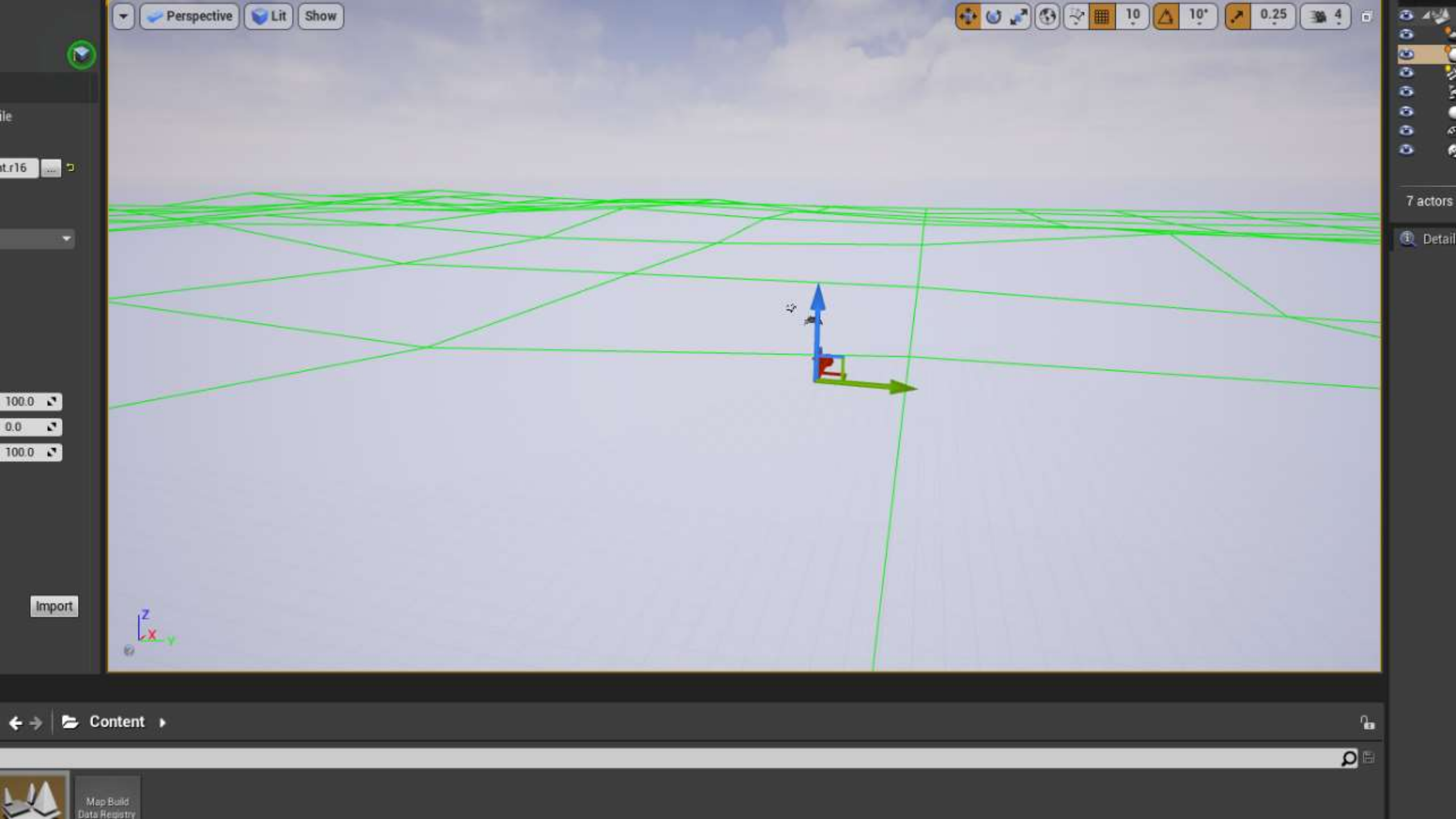
☐ Print as raster

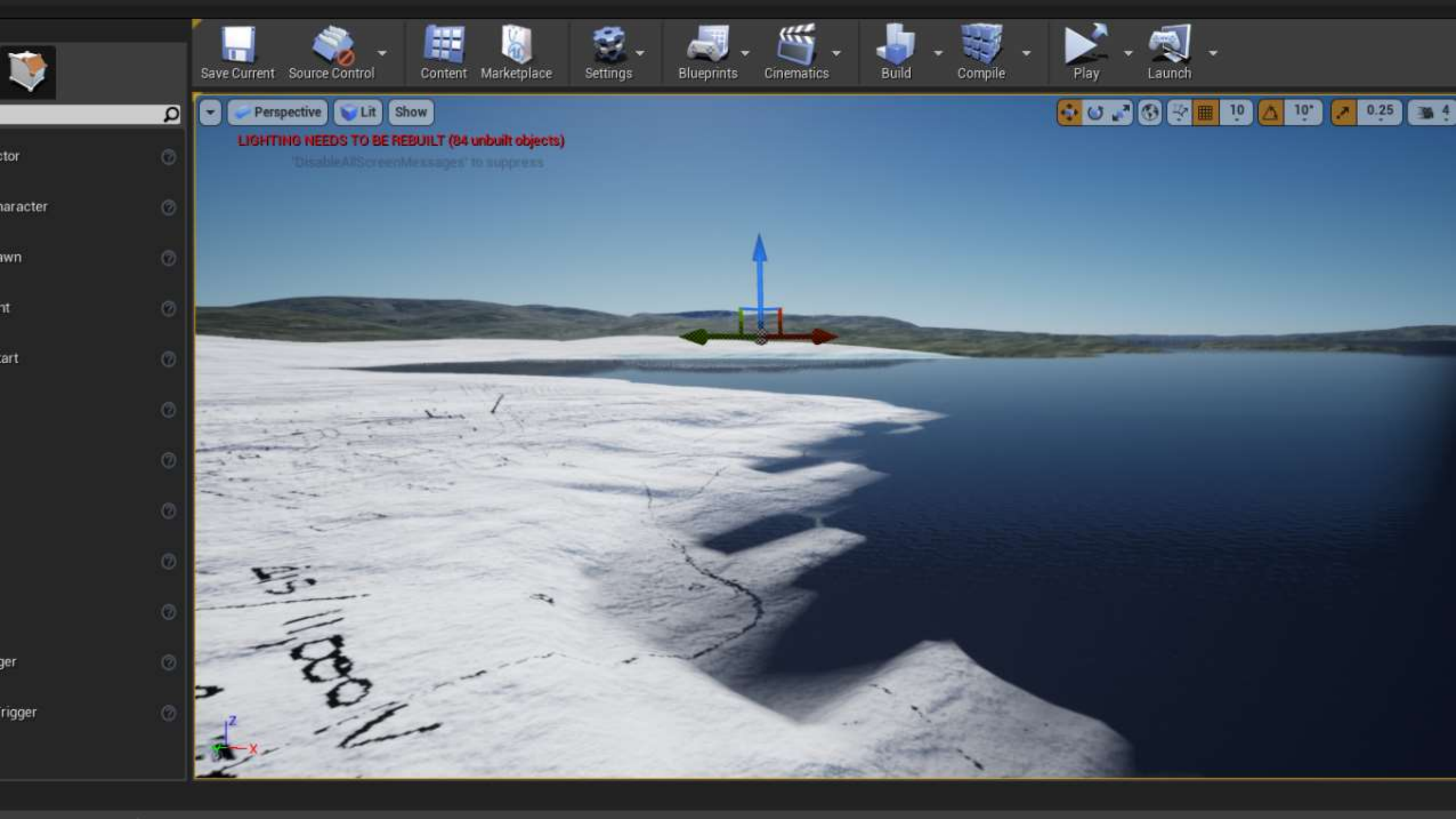
☐ Always export as vectors

☐ Save world file

x: 298.199 mm y: 203.932 mm page: 1 70.4%


Terrain Creation
You might choose to put your generators here.
File Input
File Input
Constant
Combiner
File Input
Router
Height 2km
Height 32km
Height 80km
Select Height
Height Output
Select Slope
Router
Cliff 2km
Cliff 32km
Cliff 80km
Select Height
Height Output
Select Slope
Combiner
Router
Woods 2km
Woods 32km
Woods 80km
Select Height


Perspective
Lit
Show
10
10°
0.25
4
7 actors
Detail
100.0
0.0
100.0
Import
Z
X
Y
Content
Map Build
Data Registry


Save Current
Source Control
Content
Marketplace
Settings
Blueprints
Cinematics
Build
Compile
Play
Launch
Perspective
Lit
Show
LIGHTING NEEDS TO BE REBUILT (84 unbuilt objects)
'DisableAllScreenMessages' to suppress
10
10°
0.25
4
Z
X

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Models

- Make them through modelling
- Make them through digitisation
- Library
- Buy them from a market
- Library

Rendering

te jaw-dropping renders thanks to
igh-end production path tracer.

Modeling

Sculpting, retopology, modeling, curves. Blender's modeling toolset is extensive.

READ MORE >

Animation

Designed for animation, Blender is being used for award-winning shorts and feature films.

READ MORE >

blender®

https://www.blender.org/support/tutorials/

powerful simulation tools.

READ MORE >

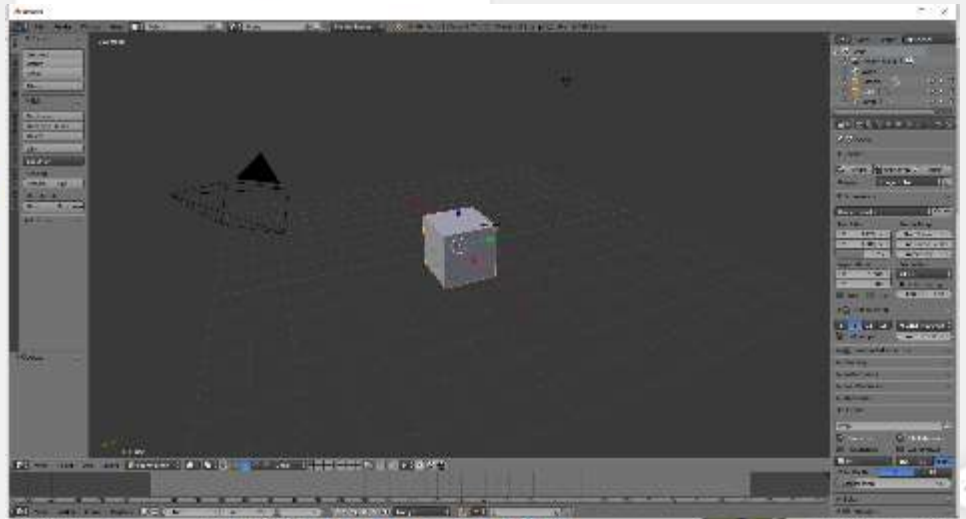
Game Creation

DEPRECATED

Blender logic enables quick game prototyping as well as interactive

Video Editing

The Video Editor offers a range of basic yet very efficient tools.



Think in 3D. Draw in 3D.

Have some fun while you're at it.

Get SketchUp

What's New?

Need Help?

GET GOOD FAST

CREATE 2D DOCUMENTS

FIND 3D MODELS

Get good fast

There's a reason SketchUp is synonymous with friendly and forgiving 3D modeling software: we don't sacrifice usability for the sake of functionality. Start by drawing lines and shapes. Push and pull surfaces to turn them into 3D forms. Stretch, copy, rotate and paint to make anything you like.

Watch a getting started video.
Learn by watching our beginner, intermediate, and expert video tutorials.

Learn about SketchUp's tools.
Our knowledge center is a fully loaded 3D modeling encyclopedia.

Ask a question in the SketchUp Forums.

Open World Demo Collection

- For larger assets such as rocks, ground tiles, cliffs faces and tree trunks:
  - Reconstruction was performed directly from photographs using a process called photogrammetry.
  - These assets were then put through a 'de-lighting' process to make them suitable for use in any lighting scenario.
  - Specular and roughness maps where then created
  - Game-optimized assets were generated with
    - normal maps
    - LODs
    - collision meshes.

https://www.unrealengine.com/marketplace/en-US/slug/open-world-demo-collection

3DS MAX

3D design software for modelling, animation and rendering

3ds Max® 3D modelling and rendering software helps you to create massive worlds in games, stunning scenes for design visualisation and engaging virtual reality (VR) experiences.

DOWNLOAD FREE TRIAL ›
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PLAY VIDEO (2.04 MIN.)

Are you a student? Get it free for 3 years (US site)

Scenes courtesy of Square Enix, Inc. / Eidos Montreal® & Urban Simulations S.L.

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Subscriber benefits
Includes support and more

System requirements
Available for:

Compare releases
2018 vs. prior releases

Why 3ds Max?

View all features

Easy, powerful modelling

Create, shape and define a range of environments and detailed characters.
See all 3D modelling features

High-end rendering

3ds Max works with most major renderers - including Arnold, V-Ray, Iray and mental ray - to help create striking scenes and visuals.
See all 3D rendering features

Realistic 3D animation

Build imaginative characters and realistic scenes in games and architecture.
See all 3D animation features

Flexible interoperability

Revit, Inventor and Fusion 360, as well as SketchUp, Unity and Unreal all work with 3ds Max. (video: 3.05 min.)
See all UI, workflow and pipeline features

What's new

3ds Max Interactive

Build immersive architectural visualisations with the combined power of 3ds Max and a virtual reality engine in one place.

Arnold for 3ds Max

The MAXtoA plug-in is integrated into 3ds Max, giving you access to Arnold's latest features.

3ds Max Fluids

Create realistic liquid behaviours directly in 3ds Max.

Spline workflows

Create and animate geometry in several intuitive ways with new and enhanced spline tools.

See 3ds Max in action

Digitizing Artefacts

Overview

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This is a detail of the Collegiate Church of St Mary (also known as Kirk O' Field) as it appeared in the late 1560s. Like many other Catholic churches, Kirk O'Field was damaged during Scotland's Reformation crisis of 1559-1560.

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What is a game engine

A game engine is the software that provides game creators with the necessary set of features to build games quickly and efficiently.

- Graphics
- Audio
- Networking
- Physics
- Graphical User Interface
- Scripting

Game Engines

- Lots of them
- Virtual Worlds
- UNITY
- UNREAL ENGINE 4
  - Unreal Engine 5 out late 2021
- Minecraft

List of game engines

From Wikipedia, the free encyclopedia

Game engines are tools available for game designers to code and plan out a game quickly and easily without building one from the ground up. Whether they are 2D or 3D based, they offer tools to aid in asset creation and placement.

Engines [edit]

Note: The following list is not exhaustive. Also, it mixes **game engines** with **rendering engines** as well as **API bindings** without any distinctions.

Name	Primary programming language	Scripting	Cross-platform	2D/3D oriented	Target platform	Notable games	License	Notes and references
4A Engine			Yes	3D	Windows, OS X, Linux, PlayStation 3, PlayStation 4, Xbox 360, Xbox One	Metro 2033, Metro: Last Light	Proprietary	
A-Frame (VR)	HTML, JavaScript	JavaScript	Yes	3D	Cross-platform	A Painter[1]	MIT	Open source Entity component system WebVR framework
Adventure Game Interpreter		C style	Yes	2D	DOS, Apple SOS, ProDOS, Classic Mac OS, Atari TOS	List	Proprietary	
Adventure Game Studio	C++	AGSScript	Yes	2D	Windows, Linux	Chzo Mythos, The Blackwell Series	Artistic 2.0	Mostly used to develop third person pre rendered graphic adventure games, one of the most popular for developing amateur adventure games
Alamo			Yes	3D	Windows, OS X, Xbox 360	Star Wars: Empire at War, Star Wars: Empire at War: Forces of Corruption, Universe at War: Earth Assault	Proprietary	
Aleph One	C++	Lua, Marathon markup language	Yes	2.5D	Windows, Linux, OS X	Aleph One (Marathon remake)	GPL	FPS engine
Allegro	C	Ada, C++, Clf, D, Lisp, Lua, Mercury, Pascal, Perl, Python, Scheme	Yes	2D	Windows, Linux, OS X, iOS, Android, Raspberry Pi, DOS	Factions[2]	zlib	Graphics, audio, input
Antryad Gx		C, C++, Go!	Yes	3D	Windows, Mac OS, Linux, iOS, Android, AmigaOS, AROS, MorphOS, NACL		Proprietary	
Anura	C++, FFL[3]	FFL[3]	Yes	2D	Windows, Linux, OS X, iOS, Android, BlackBerry 10	Frogatto & Friends, Argentum Age[4], Cubic Trains[5]	zlib	[citation needed]
Anvil	C++, Clf		Yes	3D	Windows, PlayStation 3, PlayStation 4, PlayStation Vita, Wii U, Xbox 360, Xbox One	List	Proprietary	
AppGameKit	C++, BASIC	C++, AGK BASIC	Yes	2D, 3D	Windows, Mac, iOS, Android, HTML5, Raspberry Pi	Echoes, Driving Test Success Apps, Squashies	Proprietary	
Ardor3D	Java		Yes	3D	Cross-platform		zlib	Fork of jMonkeyEngine 2.0
Aurora toolset	C++	NWScript	Yes	3D	Windows, Linux, OS X	Neverwinter Nights	Proprietary	
BigWorld		Python	Yes	3D	Windows, Linux, Xbox 360, PlayStation 3	List	Proprietary	
BlendWeb	JavaScript, Python, C, C++	JavaScript	Yes	3D	WebGL, Windows, Linux, OS X, iOS, Android	Copenhagen Connolly, Pelayo's Tale, Back to the Middle Ages	GPLv3 or commercial	Game content, including graphics, animation, sound, and physics, is authored in the 3D modeling and animation suite Blender[6]
Blender	C, C++	Python	Yes	2D, 3D	Windows, Linux, OS X, Solaris	Yo Frankie!, Sintel The Game, ColorCube	GPL	2D/3D game engine packaged in a 3D modeler with integrated Bullet physics library[7][8][9]
Bork3D Game Engine	C++		Yes	3D	iOS, OS X, Windows	List	BSD	
BRender			Yes	3D	Windows, DOS, PlayStation	Carmageddon, FX Fighter, I-War (Independence War)	Proprietary	
Build engine	C		Yes	2.5D	Windows, Linux, OS X, iOS	Duke Nukem 3D, Shadow Warrior, Ghost, Redneck Rampage	Custom, free non-commercial use	FPS engine, 2.5D, 2D grid based geometry
Buildbox	C++		Yes	2D	Windows, OS X, iOS, Android	Ball Jump, Sky, The Line Zen, Phaos	Proprietary	Drag and drop game builder without scripting
C4 Engine			Yes	3D	PlayStation 4, PlayStation 3, Windows, OS X, Linux, iOS	List	Proprietary	Retired, no longer available for licensing[10]
Calo Engine	C++	Lua	Yes	3D	Windows, Linux, OS X		GPL or Proprietary	Includes map editor and networking[10]
Chrome Engine	C++		Yes	3D	Windows, Linux, PlayStation 4, Xbox One	List	Proprietary	
Clanlib	C++		Yes	2.5D	Windows, Linux, OS X		zlib	
Clausewitz	C++		Yes	3D	Windows, OS X, Linux	All Paradox Development Studio games since 2007	Proprietary	
Clickteam Fusion			Yes	2D	Windows, iOS, Android, HTML5, Adobe Flash	Five Nights at Freddy's	Proprietary	
Cocos2d, Cocos2d-x, Cocos2d-html5	C++, Python, Objective-C, JavaScript	JavaScript, Java, Lua	Yes	2D, 2.5D, 3D	Windows, Linux, OS X, iOS, Android, BlackBerry, Tizen	Hardest Game Ever 2, DOMSL, Tiny Village, Badland, Small Street, Tiny Tower, Pocket Planes, Hill Climb, Star Thief, Geometry Dash	MIT	Android target binds to Java; iOS target uses Objective-C
Codea	Lua		No	2D	iOS	Cargo-Bot	Apache 2.0	
Coldstone			Yes	2D	Mac OS 9, OS X, Windows	Pillars of Garendall	Proprietary	
Construct	C++	JavaScript, Event System	Yes	2D	Windows, OS X, Wii U, HTML5 capable internet browsers		Proprietary, GPL Classic version	
CopperCube			Yes	3D	Windows, OS X, Android, WebGL, Adobe Flash		Proprietary	
CopyJD	Objective-C		Yes	3D	Windows, Linux, OS X, iOS	CopyReach	3D Engine MIT, Source Code	[11]

DOWNLOAD REALMS

MINECRAFT

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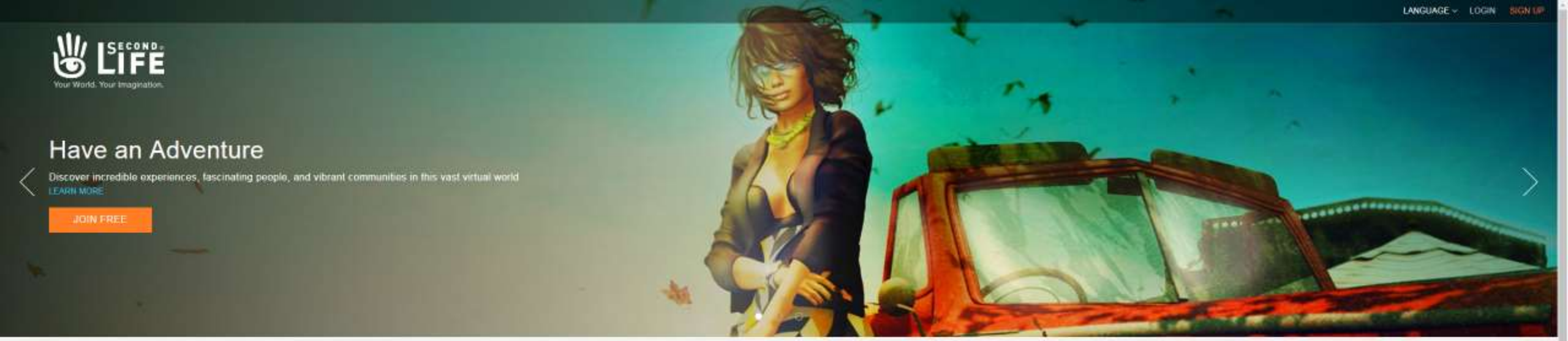
UPDATED TEXTURES
CHECK OUT OUR NEW PIXELS! TELL US WHAT YOU THINK!

MARKETPLACE
AN EVER-GROWING LIBRARY OF COMMUNITY CREATIONS!

MINECRAFT: STORY MODE
AN EPISODIC ADVENTURE SERIES FROM TELLTALE GAMES

ALL CULTURE INSIDER MERCH NEWS

SECOND LIFE
Your World. Your Imagination.



Have an Adventure

Discover incredible experiences, fascinating people, and vibrant communities in this vast virtual world

LEARN MORE

JOIN FREE

Explore Second Life

General
- Main Page
- News
- Foundation

For Administrators
- Admin Home
- download
- Running
- Configuration
- Building
- FAQ
- Related Software
- Support
- Report a Bug

For Developers
- Dev Home
- Contributors Policy
- Bug Tracking

For Creators
- Content Creation
- Scripting

For Grid Users
- Connecting
- Grid List
- Screenshots

Related Links
- Related Software
- Grids Stats
- OSGrid User Forums

About This Wiki
- Recent changes

Search
Go | Search

Tools
- What links here
- Related changes
- Special pages
- Printable version
- Permanent link

Main Page

Home | Download | News | Support | Admins | Developers | Screen Shots | Grid List | Forge

Languages: English | Deutsch | Español | Français | Italiano | 日本語 | Magyar | Nederlands | Português | Русский

What is OpenSimulator?

OpenSimulator is an open source multi-platform, multi-user 3D application server. It can be used to create a virtual environment (or world) which can be accessed through a variety of clients, on multiple protocols. It also has an optional facility (the Hypergrid) to allow users to visit other OpenSimulator installations across the web from their 'home' OpenSimulator installation. In this way, it is the basis of a nascent distributed Metaverse.

OpenSimulator allows virtual world developers to customize their worlds using the technologies they feel work best - we've designed the framework to be easily extensible. OpenSimulator is written in C#, running both on Windows over the .NET Framework and on Unix-like machines over the Mono framework. The source code is released under a BSD License, a commercially friendly license to embed OpenSimulator in products. If you want to know about our development history, see History.

Out of the box, OpenSimulator can be used to simulate virtual environments similar to Second Life™, given that it supports the core of SL's messaging protocol. As such, these virtual worlds can be accessed with the regular SL viewers. However, OpenSimulator does not aim to become a clone of the Second Life server platform. Rather, the project aims to enable innovative feature development for virtual environments and the Metaverse at large.

OpenSimulator is getting more stable over time but is still a high complex software system that can suffer various bugs and quirks; handle with care!

Features

- Supports online, multi-user 3D environments as small as 1 simulator or as large as thousands of simulators
- Supports 3D virtual spaces of variable size within one single instance
- Supports multiple clients and protocols - access the same world at the same time via multiple protocols
- Supports realtime Physics Simulation, with multiple engine options including Bullet and ODE
- Supports clients that create 3D content in real time
- Supports inworld scripting using including LSL/OSSL and C#
- Provides unlimited ability to customize virtual world applications through the use of scene plugin modules

For a more extensive list, see the Feature Matrix.

Running an OpenSimulator-Based World

- Downloading OpenSimulator
- Required Dependencies
- Building OpenSimulator
- Configuring and Running OpenSimulator
- Server Commands
- Frequently Asked Questions

Participating in the OpenSimulator Community

OpenSimulator is an open source project, and is powered by the community members that devote time and energy to the effort. There are many ways to participate and contribute to the community:

- Participate via IRC. There are channels for users and developers.
- Participate via the Mailing Lists. There are mailing lists for OpenSimulator use and development, as well as broader topics such as education and the Hypergrid.
- Contribute to this wiki, making the OpenSimulator documentation even better. Don't be afraid of making mistakes - they can be easily corrected.
- Report bugs or submit patches via our mantis bug tracker. If you're submitting code, please read through the Contributors Policy before starting.
- Create an OpenSimulator related project hosted on the Forge or elsewhere on the web. In the forge there are over a dozen registered projects, and it's a great way to further extend the OpenSimulator community.
- Participate to open content creation for OpenSimulator. More details at Artist Home.
- Participate in the weekly Office Hours for OpenSimulator development.

Image of the Moment:

Downloads:

Download Binaries Zip (0.9.0.0)

Download Binaries Tarball (0.9.0.0)

Download Source Zip (0.9.0.0)

Download Source Tarball (0.9.0.0)

Download Dive distro (0.9.0.0). Binary, all OSs

alpha1 hashes

Other downloads may be found at either the Download page, or the OpenSim Release Repository.

Pages by Category:

Getting Started , Support , Technical Reference Pages , Help , Configuration Pages , User's Pages , Development Pages , Scripts , Recent Wiki Changes

Digital reconstruction

- Landscapes
- Digital Models
- Digitisation
- Animation
- Characters
- Interpretation

Unity 2017: The world-leading creation engine

Unity 2017 introduces new features that help teams of artists and developers build experiences together. Powerful new tools, such as Timeline and Cinemachine, empower artists to create cinematic content and gameplay sequences without the need of an engineer. Creators can now spend more time doing, less time queueing.

Personal	Plus	Pro	
Free	$35/month	$125/month	Get Unity
For beginners, students, and hobbyists	For serious creators	For professionals and studios	

New tools. More creativity.

Unity 2017 introduces new features that help teams of artists and developers build experiences together. Powerful new tools, such as Timeline and Cinemachine, empower artists to create cinematic content and gameplay sequences without the need of an engineer. Creators can now spend more time doing, less time queueing.

Make Something Unreal

with the most powerful creation engine

GET STARTED NOW

EPIC GAMES
SIZZLE REEL 2017

PROVEN POWERFUL TECHNOLOGY

Uncompromised Quality, Proven Results

Unreal Engine is a complete suite of creation tools designed to meet ambitious artistic visions while being flexible enough to ensure success for teams of all sizes. As an established, industry-leading engine, Unreal delivers powerful, proven performance that you can trust.

Getting Started in Unreal 4

https://docs.unrealengine.com/

Operating System	Windows 7/8 64-bit
Processor	Quad-core Intel or AMD, 2.5 GHz or faster
Memory	8 GB RAM
Video Card/DirectX Version	DirectX 11 compatible graphics card

Operating System	Windows 7/8 64-bit
DirectX Runtime	DirectX End-User Runtimes (June 2010)

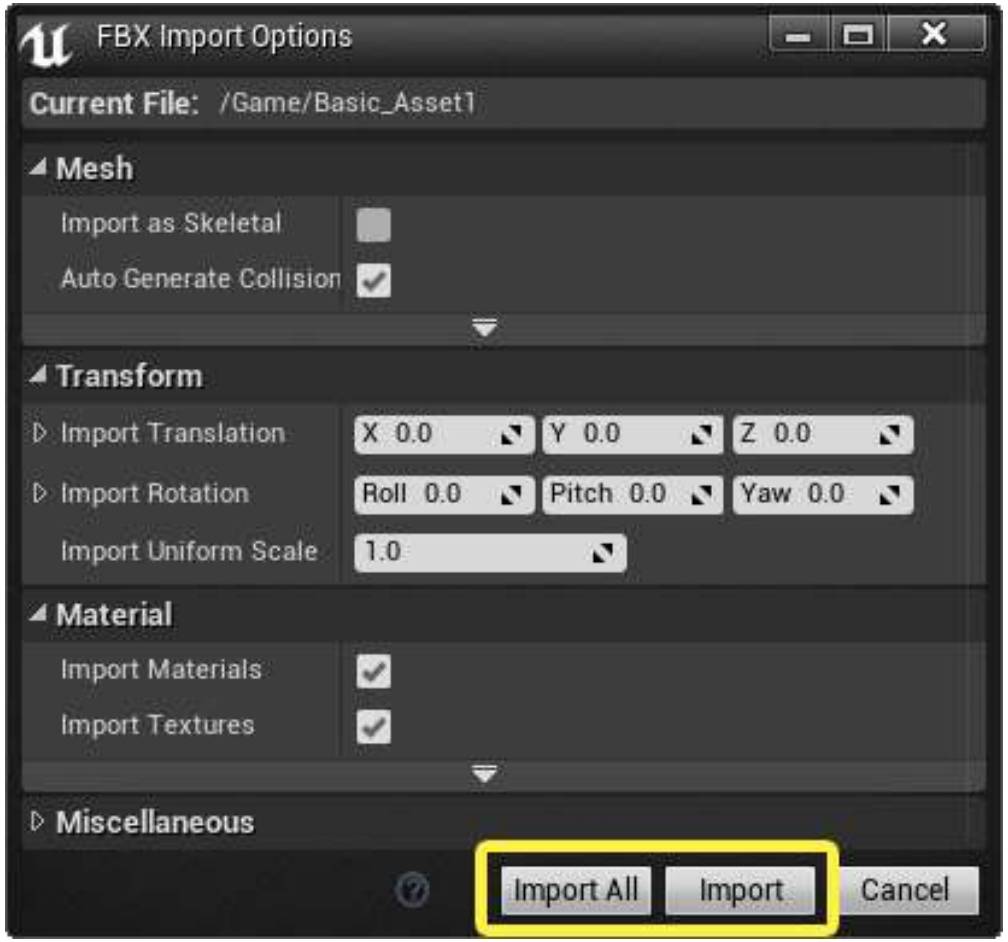
Community
Learn
Marketplace
Library

Installing 46%
Unreal Engine 4.19.0

Documentation | Video Tutorials | Community Wiki

Engine Feature Samples

UNREAL Importing digital assets



- Import
  - Static meshes
  - Audio
  - Skeletal Meshes
  - Textures
  - Animations
  - Level of detail

https://docs.unrealengine.com/en-us/Engine/Content/ImportingContent

Overview

- Virtual Reality: Past, Present and Future
- Games and gaming:
- Landscapes:
- Modelling:
- Interpretation:
- Game engines:
- **Virtual Reality: exhibits and exhibitions**
- Case Studies

The visitor journey

- Deciding to visit
- Enhancing the Experience
- Sharing and recommendations

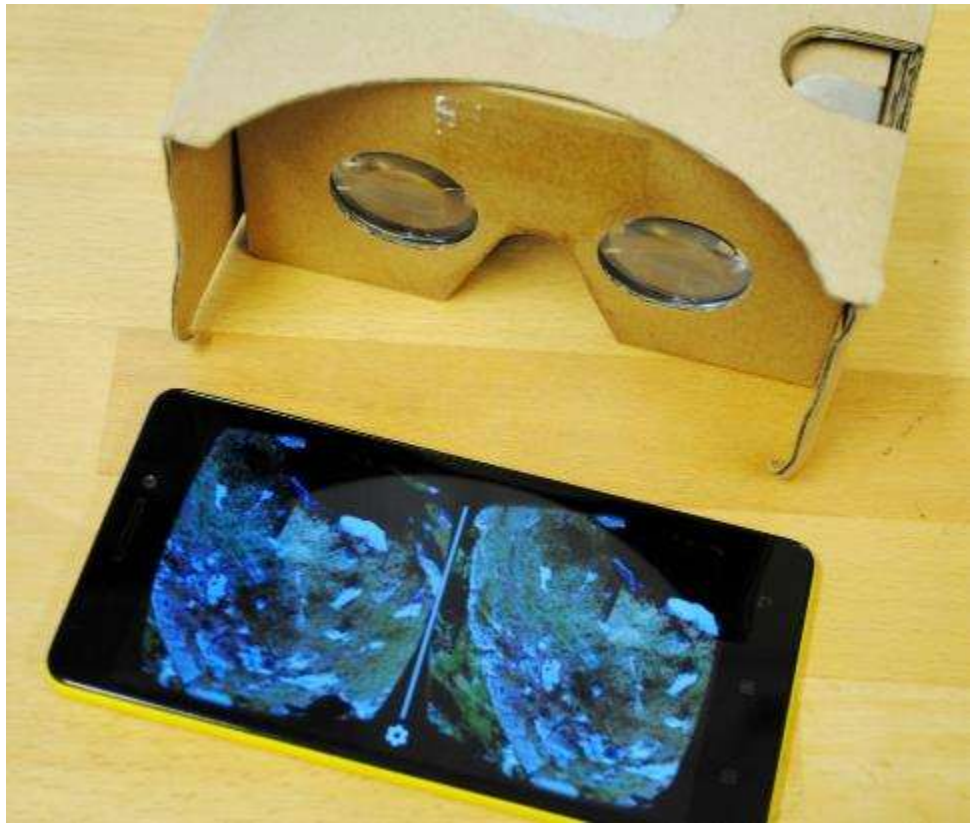
Virtual Reality Application Types

- 3D Models
- Virtual Time Travel
- Museum without Walls
- Virtual Visits

Applications

- Mobile Virtual Reality
- Social Archive Sites
- Virtual Reality Exhibits

Immersive 3D Apps



http://openvirtualworlds.org/omeka/exhibits/show/user-guide-for-photosphere/photosphere-for-android-device

LORDS OF THE ISLES

15TH CENTURY FINLAGGAN

THE FINLAGGAN TRUST

INTRODUCTION | MODELLING THE PAST | WATCH VIDEO | INSTRUCTIONS

Social Media - Social Archive

vimeo

Roundme
Virtual Tours Made Simple

YouTube

flickr

Sketchfab

Roundme Virtual Tours


ST KILDA

Head Mounted Displays


MOVE INTO VIRTUAL REALI
STEP 1
STEP 2


MOVE INTO VIRTUAL REALITY...
STEP 1
STEP 2
STEP 3
STEP 4

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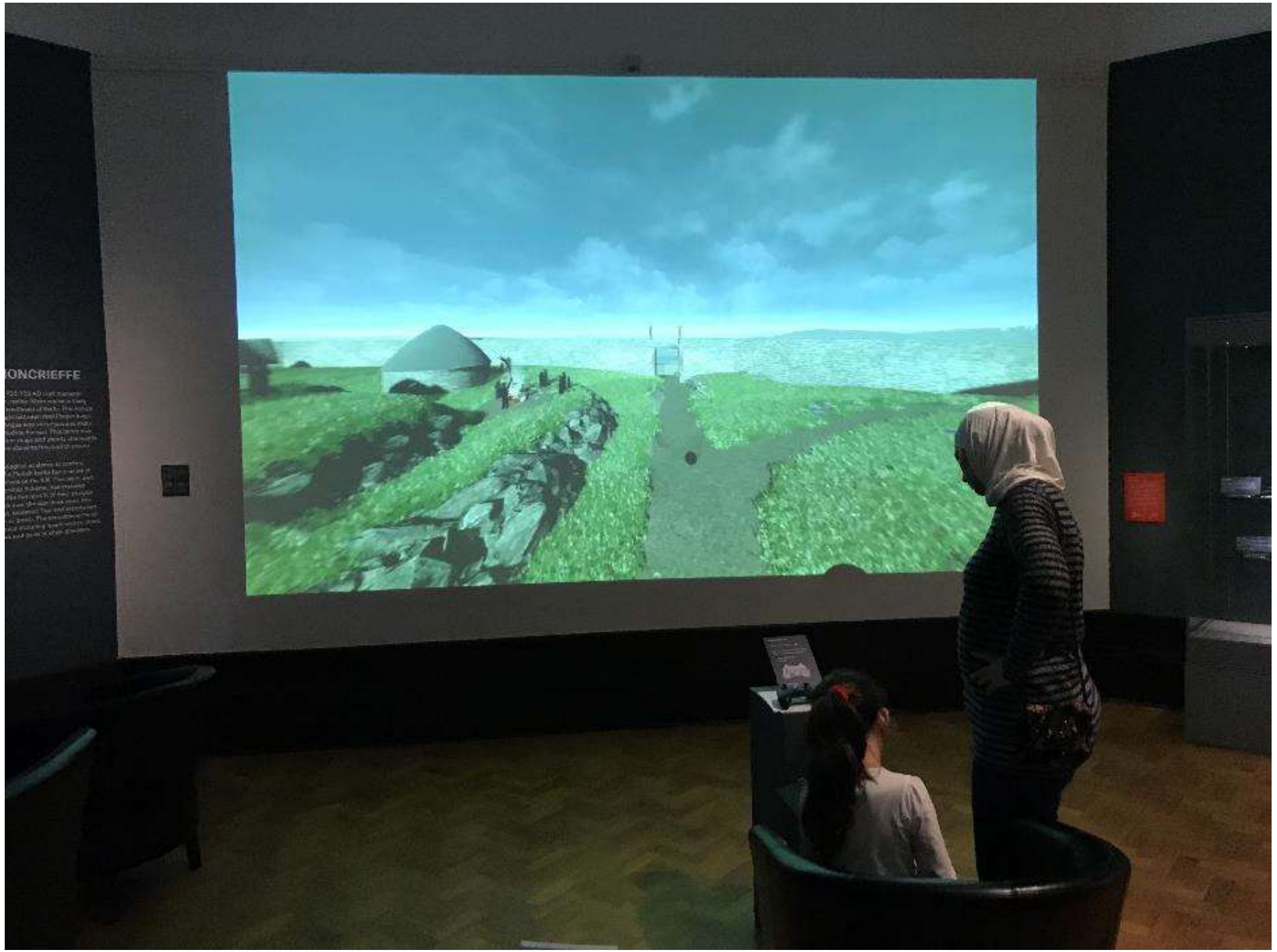
Case Studies

- **Moredun Hillfort**
  - **Multimodal interaction VR exhibition during *Picts & Pixels***
- The Illicit Still Experience
  - Installed VR exhibition
- Finlaggan
  - Installed VR exhibition
  - VR mobile app for remote access
- Skriðuklaustur
  - Installed VR exhibition
  - 3D objects placed within reconstruction – interactive Oculus Go




DRESSING FOR SUCCESS

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The Illicit Whisky Experience: where virtual reality an’ whisky gang thegither!

HIE
Highlands and Islands Enterprise
Iomairt na Gàidhealtachd 's nan Eilean

University of St Andrews

CINE

Our Community Our Future
Tomintoul & Glenlivet Development Trust

TOMINTOUL AND GLENLIVET LANDSCAPE PARTNERSHIP

heritage lottery fund
MAOINEACHTE LEIS A' CHRANNCHUR LOTTERY FUNDED

Context

- Managed by the TGDT on behalf of the Tomintoul and Glenlivet community.
- Complete refurbishment into Tomintoul & Glenlivet Discovery Centre
- Heritage Lottery Fund (through TGLP) and Leader funded
- Re-opened in April 2018
- First season 11,000 visitors

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heritage lottery fund
MAOINEACHTE LEIS AN CHIANNACHAIR LOTTERY FUNDED

Exhibit Structure

- Interactive and immersive
- Recreation of a lost settlement, Ballanloan
- Celebrates the landscapes and the heritage

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MAOINEACHTE LEIS A' CHRANNCHUR LOTTERY FUNDED


Illicit Still Experience - Field
The Square, Tomintoul, Ballindalloch AB37 9ET, UK
https://roundme.com/tour/226570/view/716875/
Field
Inside the Malt Kiln
Cave - Illicit Still
Cottage - Outside
Cottage - Inside
Tour by Smart History

https://roundme.com/tour/379891/view/1304121/

Installation

Impact and results

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CINE

Tomintoul & Glenlivet Development Trust

Tomintoul and Glenlivet Landscape Partnership

heritage lottery fund
Maoinichte leis a' chrannchur Lottery funded

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Northern Periphery and Arctic Programme
2014–2020

EUROPEAN UNION
Investing in your future
European Regional Development Fund

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