Chinese Art in Virtual Reality

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December 2, 2001
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Preface

- The National Palace Museum is home to many treasures collected by the emperors of previous dynasties. The artifacts represent the fusion of art and culture in ancient China.
- In Taiwan, many feel that youths nowadays lack an interest in and understanding of traditional Chinese culture, and many foreigners still find the intricacies of ancient Chinese paintings and calligraphy difficult to comprehend.
Preface (continued)

- Advances in digital technology have resulted in the spread of digital culture. The common access to the World Wide Web through the Internet means that information on museum websites can be accessible for study and appreciation by anybody, anywhere, anytime.
- To increase the interest in and understanding of art and culture among youngsters and the general public alike, lively virtual designs and tours of cultural artifacts using information technology allow for education in the form of entertainment.
Virtual Reality of Paintings

• A painting is a two-dimensional art form that is often still and silent. However, with the technology of virtual reality, two-dimensional paintings can be designed into three-dimensional spaces with sounds, thus adding another dimension for the appreciation of viewers.

• Using a three-dimensional method to tour two Sung dynasty (960-1279) paintings (Ma Lin’s “Waiting for Guests by Lamplight” for the exterior scene and “Scholar” for the interior scene), viewers are able to learn more about the leisurely activities of scholars in traditional China.

• Demo VR for Paintings
Virtual Reality of Antiquities

• Many of the treasures in the National Palace Museum, Taipei, come from the imperial collection that was amassed over the ages in the Forbidden City, Peking. Since the architecture of the Museum building in Taipei was not intended as a replica of a palace hall there, a virtual tour of the Forbidden City (including the T’ai-ho and the Yang-hsin Hall) provides a historical setting for the National Palace Museum collection.

• A virtual display of enamelware from the Museum placed in the Forbidden City.
Virtual Reality of Books and Documents

- There are many Buddhists around the world, but few have access to rare or ancient scriptures with beautiful paintings and illustrations.
- The National Palace Museum is home to many treasures of Buddhist scriptures.
- A virtual version of a mandala based on Hevajra has been designed on the basis of a description of this Buddhist deity found in a scripture.
Virtual Reality of Exhibition Halls

- Virtual tours of the display halls in the National Palace Museum have been specially designed to allow domestic and international website visitors to view them in cyberspace.
- At present, virtual tours have been designed for each outside landscapes and some exhibition rooms in the National Palace Museum.
Fun and Games

• Many people nowadays feel far removed from traditional Chinese painting. Therefore, various games and forms of appreciation have been designed to increase the interest in and understanding of Chinese cultural artifacts.

• Games completed to date include question and answer, tic-tac-toe, mix’n’match, and one for creating a traditional Chinese painting.
Conclusion

- The birth of a digital culture results from the trend of globalization. Applied digital technology makes it even easier to extend and raise culture quickly and with pluralistic means. Thus, high culture can become accessible to and understandable for many people.
- Cultural digitalization makes it easier to create new forms, three-dimensional tours, and lively ways for the appreciation of cultural objects.
- Every treasure of art and culture has a world of imagination and stories behind it. Virtual reality allows this hidden world to come alive.