



## Virtual Gallery®

Art moves, connects, inspires and needs to be experienced first hand. The physical offering of art is no longer the only way to reach the general public. That is why works are increasingly shown through multiple platforms, both off and online.

## Objective

Virtual Gallery® brings the world of art and technology together in a unique user friendly, customisable platform. Designed to increase access to visual art, it can be used by museums, galleries, private collectors, auction houses, in fact anyone wishing to display works of art to the broader public.

Virtual Gallery® means you can:

- Choose from a variety of (gallery) environments or commission your own.
- Increase the space and number of galleries your art works are shown in.
- Have enormous freedom in how works of art are displayed.
- Give visitors a natural experience in your Virtual Gallery® as they walk through it at their leisure.

In collaboration with the Faculty of Industrial Design and Engineering at TU Delft, we have the capacity to scan works of art into the Virtual Gallery® at the highest possible quality available today.

Virtual Gallery® is uploaded into the latest standalone Oculus Quest VR goggles which deliver high quality resolution and are light to wear, making them user friendly for both visitor and gallery owner.

## Target Audience

Virtual Gallery® is targeted to bring 2D and 3D art to a broader audience within an established gallery experience.

It can further be used to enhance the gallery experience using different environments in which art work can be displayed.

It also offers a user friendly platform for viewing and experiencing VR art, enabling greater access to this newer art form to the general public.

*'Absolutely amazing! Best gift of the day.'*

Eppo van Nispen tot Sevenaer,  
Director, museum 'Beeld en Geluid' during Dutch Media Week