**MFGI. A Virtual Photographic Museum for Archives Masterpieces**

**Seminar: Virtual Museums and Photographic Heritage**

Pisa, 4th May 2016

Venue: Museum of Graphics, Palazzo Lanfranchi Lungarno Galileo 9

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CRDI
CENTRE FOR IMAGE RESEARCH AND DIFFUSION

CRDI is a Department inside the Record Management, Archives and Publications Service of Girona City Council http://www.girona.cat/sgdap/cat/

Photographic material (1840-2016)
- Positives: 363,653
- Negatives: 2,000,000 ca.
- Digital: 600,000 ca.
- Glass Plates: 60,000 ca.
- Total: 3,000,000 ca.

Audiovisual material (1910-2016)
- Video: 12,000 hours
- Films: 1,387 films
- Audio: 3,000 hours
CRDI mission is to “know, protect, promote, offer and disseminate Girona’s documentary heritage on images to society”.

Since its founding moments, it has had among its objectives:

- “to provide citizens and professionals with an exhibition space for the promotion of the documentary heritage on images and works of artistic creation”

- “explore the ways of new technologies to improve our contribution to the preservation and use of the documentation”.
About the idea of access.

“If one word should encompass and summarise the vision of the Comité des Sages, it would be « access ». When it comes to our common cultural heritage, there is no bigger challenge, there is no more urgent question than to secure the access of current and future generations to this heritage. Access to the largest population, both European and non-European. And access to one of the richest cultural heritages in the world, a universal common good.”
About the idea of **future**.

“Our cultural heritage is not only the legacy of the past, but **is a body of knowledge, imagination and creativity** which is constantly evolving and growing every day. Today’s wealth of cultural expressions and knowledge will be our common cultural heritage tomorrow. ... one of our core missions is to ensure **full access to cultural expressions and knowledge of the past, the present and the future.**”
The digitization of collections of documents has allowed the creation of multiple cultural resources accessible through the Internet and other communication networks that can be a focal point of interest to businesses and consumers.

From the perspective of cultural industries: What are the new businesses dealing with the creation and distribution of digital content? and how can collaboration between the public and private sectors be articulated to advance business creation?

The perspective of the general population: What are its interests and cultural consumption habits, and what future trends may arise?
3D modelling

http://www.girona.cat/sqdap/cat/recurs_tecnica.php
MFGi has been developed by Evol Company (Online Virtual Spaces) with the same 3D technology applied to video games, which represents a step forward from existing projects such as Google Art.
The realization of these projects counts on high-performance computer equipment and the latest software: Autodesk Maya for 3D modelling, Adobe Photoshop for photographic textures of designs, and Unity 3D as a videogame graphics engine to enable movement in virtual spaces.
As for the **architectural design**, the museum’s rooms are characterized by a minimalist design, with simple lines and a cubist modular structure.
The walls are dark and photographs are displayed in large format inside light boxes in order to direct the user’s attention towards the images.
MFGI is a latest generation 3D virtual space with videogame technology from a powerful graphic engine, which allows the inclusion of several interactive resources that make it a highly attractive space for users.

The application is ready for access from mobile devices, like iPad, as well as from any computer in a Web environment. http://www.girona.cat/sgdap/cat/MFGi.php
Thank you!

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https://www.youtube.com/watch?v=5DUlICyFwCU