**Reference Projects : List of Possibilities**

*A list of online projects and resources compiled by the group to inform early discussions on collections presentation and research.*

<https://nuuchahnulthlivingarchive.com/>

The Nuu-chah-nulth Living Archive is a community driven research project intended to stimulate discussion and cultural renewal in partnership with diverse Nuu-chah-nulth community members. We are in the process of researching, locating and properly identifying thousands of Nuu-chah-nulth ancestral treasures, audio recordings, photographs and cultural documents that are currently being held in museums, institutions and private collections all over the world. This is a space to build deeper relationships between these collections and the knowledge held in our local and urban communities. Select material is open to the public but access to the content on the rest of the website requires a login so that material can be shared privately between Nuu-chah-nulth community members.

<https://yehawshow.com/> -- What if collectives like this were digital?

yəhaw̓ is a collective of Indigenous creatives providing interdisciplinary cultural, art, and design services. Our growing network features an expanded team of project managers and hundreds of artists working in a variety of mediums across Coast Salish territories. In all our work, we center Indigenous voices, particularly those of women, Two Spirit and young people. Our practices are accompanied by relationship-building and mentorship opportunities to support continued creative development in our communities, with the intent that all participants will gain experience and exposure, and build sustaining connections.

[Rijksstudio](https://www.rijksmuseum.nl/en/rijksstudio), the Rijksmuseum collection database, is compelling with an appealing user interface, but does nothing to expand its search tools. A priority for our project is a search mechanism that meets both art historians’ needs, and first time visitors.

[Tate’s re|cognition project](http://recognition.tate.org.uk/) used AI searches to move beyond language dependent queries, adding strategies such as object recognition and compositional analysis to compare artworks to contemporary photojournalism. The system makes use of computer vision and object recognition algorithms, facial recognition, scene understanding, contextual analysis, and natural language processing of associated captions and curations. However, it remained an aesthetic analysis and failed to achieve the potential of personal relevance that we are proposing is possible here.

[The Index of American Design](https://images.nga.gov/?service=search&action=do_quick_search&language=en&mode=&q=index+of+american+design&qw=&mime_type=&page=4&grid_layout=3&grid_thumb=7)

An 18,000 object index funded by the WPA’s Federal Art Project (FAP) defined design broadly enough to include objects both “decorative and practical”—and personal, commercial, and religious—from andirons to altar railings, butter molds to bedspreads, candlesticks to cattle brands, whirligigs to weathervanes. Each object was represented in the Index by a two-dimensional illustration and accompanied by a short title and the dimensions of the object. The illustrations were generally watercolor and pencil on paper and, as stipulated in Index guidelines, they were rendered in a meticulous fashion using a so-called Egyptologist’s technique that prioritized verisimilitude rather than artistic expression. The [Index of Design Inquiry (beta)](https://index.designinquiry.net/) is DesignInquiry’s contemporary exploration of and response to an Index of Design, which, as the design discipline has evolved forward 100 years, is much more process-based, borderless and open.

<http://www.servinglibrary.org/> (interface design)

The Serving Library is a non-profit organization that variously serves as a publishing platform, a seminar room, a collection of framed objects, and an event space.

<https://www.synopticoffice.com/project/artstor-arcades/>

Artstor Arcades is a gamified, crowdsourcing platform developed to gather metadata for the D. James Dee Archive, a vast collection documenting New York’s contemporary art scene of the past 40 years. Contributing players scored points and ‘leveled-up’ as they described the images.

The compiled data allowed experts to quickly catalog and release the images for scholarly use— a task once thought unimaginable since none of the images were labelled. Arcades was profiled in the Chronicle of Higher Education and noted by The Center for Craft, Creativity & Design. In collaboration with Artstor Labs.

<http://veryinteractive.net/library> -- interface, approach

This website is a hub for courses taught by [Laurel Schwulst](http://laurelschwulst.com/). It archives related materials as a resource for past and future students or web visitors, whether the class is in session or not.

<http://www.snackdata.com>

Snack Data is a publicly–accessible database of food.

It serves as a definitive resource for snack enthusiasts throughout the world.

Read more about data structures here: [en.wikipedia.org/wiki/Data\_structure](http://en.wikipedia.org/wiki/Data_structure)

<https://www.dimensions.guide/browse>

Browse provides an easy visual way to parse through our growing libraries of everyday objects and spatial properties of the things in our world.

<http://dada-data.net/en/gram>

[StoryCorps](https://www.loc.gov/folklife/storycorpsfaq.html)

So much potential. On the StoryCorps website, all you get is this explanation [that staff do the searching](https://storycorps.org/discover/archive-partners/).

[San Andreas Streaming Deer Cam](http://bwatanabe.com/GTA_V_WanderingDeer.html)

2015-16, studies for computer-controlled installation.

Modification of GTA V that creates and follows a deer wandering through the fictional state of San Andreas. The deer character is autonomous and will wander and respond to it's surroundings, interacting with the existing GTA V artificial intelligence. The piece is presented as a live stream on sanandreasanimalcams.com. This project uses the [Script Hook V library](http://www.dev-c.com/gtav/scripthookv) to interface with GTA V. More information on modifying Grand Theft Auto can be found [here](https://www.gta5-mods.com/) and [here](http://gtaforums.com/).

<https://dlibrary.stanford.edu/>

We love libraries as much as we love design (almost). That’s what inspired these digital collections. They’re built to help you go beyond the basics and dive deeper into the nuances of design.

<http://artistarchives.hosting.nyu.edu/Initiative/>

The Artist Archives Initiative was founded at New York University to promote research and disseminate knowledge about the display and care of contemporary art. The initiative responds to a growing need for art world professionals and academic researchers to work with artists in building information resources to aid future exhibition and re-activation of their work.

The focus is equally on the content of these resources and the software technology used to house the information. In addition to creating artist-specific resources, our aim is to stimulate discussion about variability and authenticity in the display of contemporary art through symposia, workshops, and publications.

[Philadelphia's Franklin Institute provided Virtual Reality](https://www.fi.edu/virtual-reality) access to various installations in 2016.

October 2019, the Louvre opened "[Mona Lisa: Beyond the Glass](https://www.youtube.com/watch?v=Au_UpzhzHwk)" which provided a VR experience that explored Renaissance painting.

[The National Museum of Singapore](https://www.nationalmuseum.sg/our-exhibitions/exhibition-list/the-digital-showcase-digimuse?sc_lang=en) opened an Augmented-Reality experience called "Story of the Forest" in which images were converted to immersive animations within the studio. The exhibition features a selection of five international projects that include Virtual Reality explorations, micro-CT scanning technology and innovative optical systems, and augmented reality as well as a fascinating performance that employs the use of brainwave technology.

[Microsoft's "Pix2Story" source code.](http://pix2story.azurewebsites.net) The tool is capable of generating stories about visual images, using object recognition to access a large corpus of art curation text.

[In a collaboration with Microsoft in 2019](https://www.metmuseum.org/blogs/now-at-the-met/2019/met-microsoft-mit-exploring-art-open-access-ai-whats-next), The Metropolitan Museum of Art in Manhattan has developed its ["Art Explorer"](https://art-explorer.azurewebsites.net/search) which not only provides online access to the Met's expansive collection, but also supports intelligent associative searches.

NEW / MAY 2020

<http://thepeopleandthetext.ca/about>

The People and the Text: Indigenous Writing in Northern North America to 1992 is collecting and studying one of the most neglected literary archives in English Canada, an archive neglected because settlers used literature to consolidate a narrative of Canada starring the British-descended resulting in university curricula that featured the British canon.

Rather than subject this archive to the typical methods of a field that until recently has ignored or appropriated Indigenous intellectual production, we ask how it might be possible to work out specifically Indigenous literary research methods to study it.

<https://www.youtube.com/watch?v=4-UT2MYSjMo&t=99s>

From what has now become the all-too-familiar comfort of home, users can enter Eliasson’s cabinet of curiosities and ‘collect’ natural elements, small artworks, and experiments from the artist’s studio. In an interview via video call with Nowness creative director Bunny Kinney, Eliasson reveals how AR is significant to his life and practice.

Through the app a user can place a raging sun in the middle of any room; play with a puffin; experience the northern lights; summon a rain cloud and more. “The artwork is about challenging our perception of the everyday,” says the Berlin-based artist, “and actively welcoming that which lies on the boundary between the known and the unknown.”

**Articles/References**

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<https://www.travelandleisure.com/attractions/museums-galleries/museums-with-virtual-tours>

**Places to Share Outcomes**

<https://jitp.commons.gc.cuny.edu/call-for-submissions/?utm_source=Words+of+Mouth&utm_campaign=8681a49b42-EMAIL_CAMPAIGN_2020_06_14_01_59&utm_medium=email&utm_term=0_d4310f52d6-8681a49b42-242871945>