

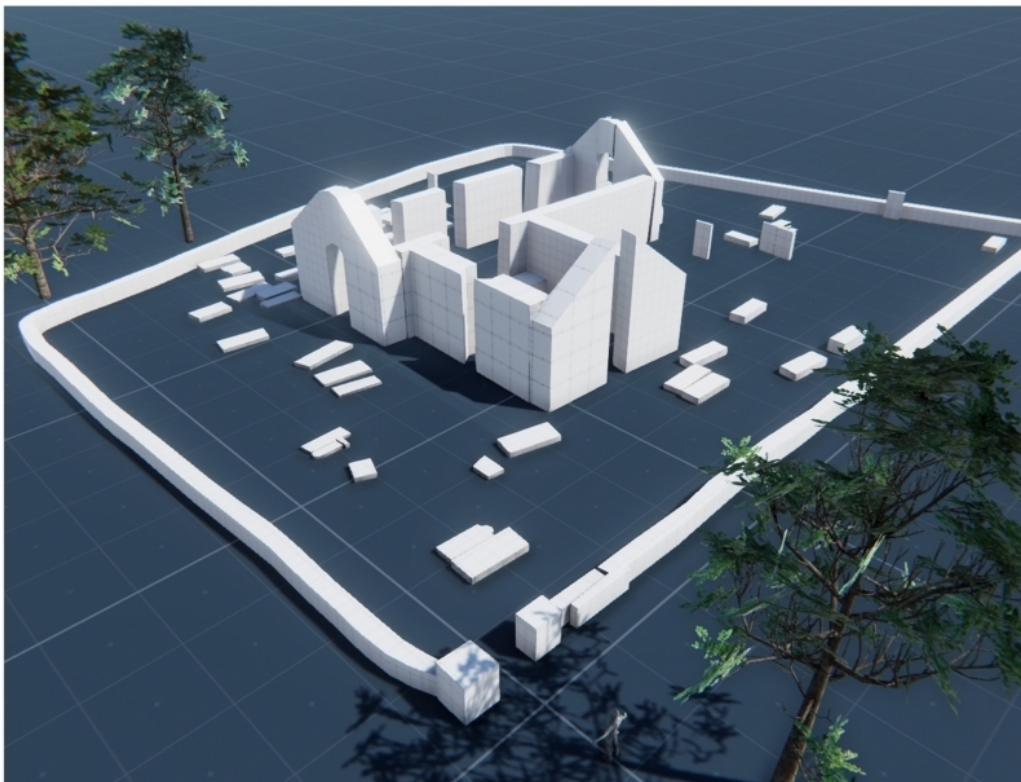
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Summer News

Time for some project updates before the start of the summer break...

The second period of the CINE project is in full swing. So much is going on, that it is a pleasure to bring you some detailed news and highlights from the project.

NEWS FROM IRELAND AND NORTHERN IRELAND



On 18 April, and as part of International Day for Monuments and Sites, Donegal County Museum and Ulster University organised a public event in St Catherine's Church and graveyard, Killybegs, to capture digital data including 360 images of the site using accessible technology such as Google Street View.

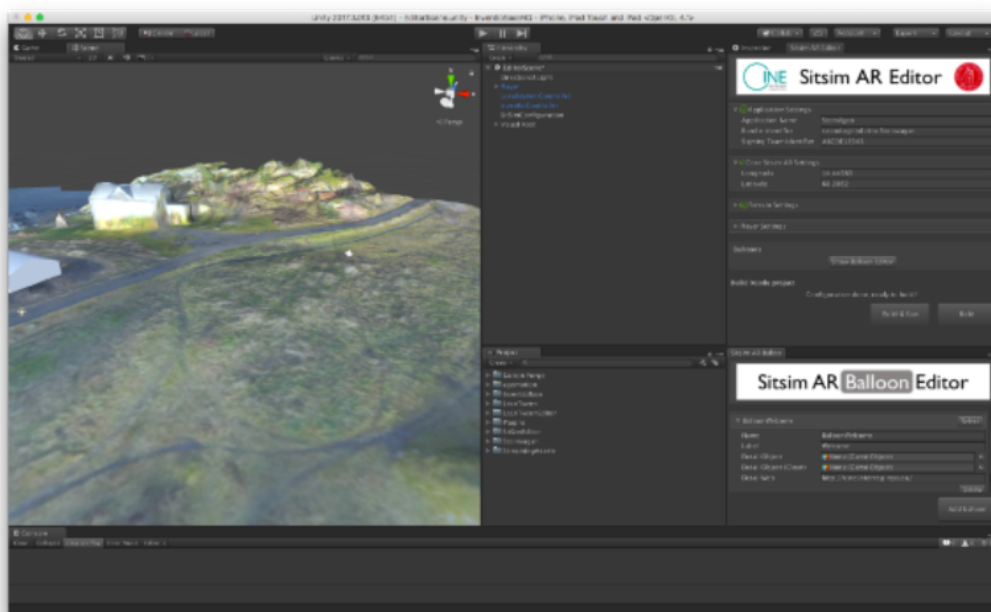
This was followed up with a visit on the 13 June to Killybegs International Maritime Museum and Carpet Factory where Ulster University undertook some photogrammetry and artefact digitization of architectural remnants from St Catherine's Church. Following this session, it is planned to digitize some of the iconic artefacts from the Carpet Factory Museum.

Over the summer a hand full of Master students will be lending Joan and Niall from Ulster University a hand, specifically working on the concept design of a map-based app that follows the conventions of a heritage trail.

Further community events with the Killybegs History and Heritage Group are planned during the [Irish Heritage Week 18-26 August](#).

[Read an informative article for further information on Ulster University's work.](#)

NEWS FROM NORWAY



Sit Sim Editor in Development; by Oslo University.

Work is progressing in Norway, getting resources together for the digitisation of objects for the Vágar model in Northern Norway. Birger from Museum Nord and Gunnar from Oslo University have been visiting the Tromsø University Museum this week to plan the scanning of 3D-objects for the first version of the model.

editor.

NEWS FROM SCOTLAND



Fish Mask for Virtual Reality Experience, by Timespan.

Timespan participated in the Scottish Festival of Museums last month with events around the Iron Age landscape of the Strath of Kildonan. This included the creation of [a sound map by MWB productions](#).

A new fish mask has been commissioned which hides an Oculus Rift headset and engages the user to explore the Virtual [Curing Yard](#) when wearing the mask. Hopefully, we all get a chance to test it!

The online platform CINE GATE created by St Andrews University is receiving more functionality. Plans are in place for further improvements along the way. [Why not check out the toolkit section](#) and give us some feedback?



Skriðuklaustur monastery virtual model, by St Andrews University.

In Iceland the 3D visualisation and digital reconstruction of Skriðuklaustur monastery is coming along. A virtual reality space will be opened in the cultural centre in July where you can try to “walk into the past”. St Andrews University have been digitising archaeological objects some of which you can find in [CINE GATE](#). See for example the [syphilis ridden skull](#) from one of the 295 graves that were excavated; it is of a woman who was a patient in the monastic hospital in the 16th century.

Over the summer Locatify and Skriðuklaustur will continue the development of the treasure hunt game Skriðða. It is entering the user testing phase now and will soon be field-tested by visitors.

Save the date: Mapping and Digital Heritage Seminar in October

Our partners at St Andrews University, School of Computing are organising a public seminar as part of our next CINE meeting in Scotland in October 2018.

The topic of the seminar will be on digital mapping practices and community heritage. Please keep the third week in October free in your diary, and we will send you updates soon.

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