# *de pinxi* enters the Portugal Museum of the Presidency.

*October 5th 2004: the Presidency of Portugal opens, in Lisbon, in the heart of the Presidential Palace, the Museum devoted to presentation of the republican institutions and symbols of the republic. de pinxi installs the entire audiovisual infrastructure, as well as a good few of the interactive shows for visitors to the new institution.*

The options for upgrading the media are pushed to their extreme: *de pinxi* has designed an integrated and automated system which enables operators to completely renew the content from the internal network.

*The Museum of the Presidency can be considered as one of the first digital museums to open in Europe!*

**The project:**

The Museum of the Presidency offers a path which develops into 8 thematic modules; for each of these areas, *de pinxi* has used audiovisual and interactive techniques specifically intended to magnify the information displayed.
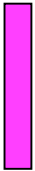
The diagram below presents a colour code for identification of the different modules:
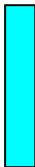
### Module 1: the Portuguese flag.

 The first contact with the country is strengthened by its colours: the public arrives in front of a giant flag of light, with a surface area of 7 x 4.5m.  The interactive management enables the definition of the animations of the flag, which is constituted of 300 light cells: simulation of the movement in the wind, definition of projection zones through the banner, display of symbols…  At any time, this wall panel can show a new form to the public: it is visible from everywhere in the Museum.

 At the foot of the flag, a console fitted with 3 touch screen consoles enables navigation through the timeline of the history of the republic.  These screens are equipped with illuminated bases which light up in the colours of the flag, according to the movement of the finger on the screen, and the zone selected.  The three interaction zones are fitted with an independent directional sound system: magic!

### Module 2: the honorific orders.

 Portugal has a long history of honorific distinctions.  The option chosen in this module consists of creating a dialogue between a limited selection of decorations and medals, with the existing media; the projections are integrated into the furniture that display the objects; sensors react to the demand of the visitor.

### Module 3: the individual information zone.

 This zone comprises a multimedia information server that the Museum keeps constantly updated.  It integrates perfectly into the architecture of the place, in the 8 pillars that support the central glass roof of the building.  Each pillar incorporates a touch screen surface for intuitive consultation of information, from the mezzanine which juts out over the Museum.

### Module 4: the portrait gallery.

 The second biggest area of the Museum is devoted to the gallery of presidential portraits.  Seventeen figures which have guided Portugal to the republic it is today. The portraits are hung into niches housed behind the glass surfaces: when the public approach, or on request of the operator, the glass opacifies to serve as support for a projection recounting memorable facts about the president illustrated in the portrait. The gallery constitutes a giant animated panorama of 17 projection zones!

### Module 5: the photo point.

This kiosk enables the visitor to keep a souvenir of his visit to the Museum: he pauses in front of a picture of the Presidential Palace (facing the screen opposite him) and presses the trigger which captures the moment and issues a ticket with a link so he can

obtain his photo from the Museum Internet site.  The system retains the picture, protected by individual password (on the ticket), for one month.


### Module 6: the virtual visit to the Presidential Palace.

 How can you visit and understand the Presidential Palace without interrupting its operation?  By organising a virtual visit!

In order that the immersion is total, the public is installed in an interactive theatre, with 3D projection: the screen covers the surface of the wall facing the public, nothing to see other than the image to be discovered.  The theatre broadcasts the information of the guided tour via the *argoGroup*™ multilingual system.

By breaking (virtually!) the wall of the Museum, the public finds itself at the main entrance of the Palace, and begins its journey by discovering the official reception rooms; next come the gardens, the private apartments, all populated with highly symbolic objects, representative of the Portuguese nation…

The show is presented as the unique integration of interactive computer imagery and 3D filming with our stereoscopic camera mounted on a steadycam: *a worldwide first*!


### Module 7: the oval room.

 This room presents the President's activities and powers.  The audiovisual installation makes the most of the architectural configuration: the visitor is truly immersed in the giant images that follow the morphology of the room.  Once again, the flexibility of digital offers the Museum the option of adapting the area according to the latest presidential news.


### Module 8: computer assistants.

 During the visit, it will be possible to hire a personal computer assistant: he or she will offer additional information to the visitor, and present objects and archives from the Museum's reserves.  He or she also serves as a personalised and multilingual guide.


### Module 9: general automation.

This is clearly not a module that is "visible" by visitors to the museum, but the automation module is an important element of the success of the operation.  Although presenting a large number of new technologies, under very varied forms, the operation of the museum boils down to just two or three control buttons!  The operator is able to monitor precisely through real time graphics of all the components.

**Technical Information**. *Exhibition area 450 m2.*

All the modules detailed above have been exclusively developed and installed by *de pinxi*, which has realised: the IT, the audiovisual engineering, and the control electronics.  Modules 1, 2, 3 and 7 have been designed to receive audiovisual content developed by the Museum or its suppliers.

> • Wall of lights 7m x 4.5m, managed in colour (RGB) and movement.
> • 13 touch screen monitors.
> • 29 video projection zones served, of which 18 in animated glass.
> • Multilingual stereoscopic interactive theatre (PT, EN, ES, D, FR).
> • General automation of the museum, central management of 50 information and projection systems.
> • Monitoring of all equipment in real time.
> • more than 2000 metres of cable.
> • 5 different lighting techniques: LEDs, TL, cutouts, fibre optics, gobo holders.
> • 30 mobile guides.
> •  DMX512 Control.
> • Remote maintenance.

### Crédits.

See credits for the virtual Palace visit, appended.

Architecture & scenography : Rui Barreiros Duarte & Ana Paula Pinheiro RBD.APP arquitetos lda. Lisboa.

The electro mechanics were developed in collaboration with Triline.
The audiovisuals of module 4 were produced with Screenshot – Erik, and Olivier.

Thanks to John Catry, Sarah Lammers and VSV for their valuable help over more than a year.

Thanks to Diogo Gaspar, project manager, for his motivation and his constructive approach throughout this prestigious project.  Thanks also to the whole of the Museum team: Luis, Jorge, Vitor, …, Ruggero and the Presidency computer department, and all those that we cannot cite here.

### de pinxi – www.depinxi.be

Since 1993, *de pinxi* has realised more than 50 interactive creations throughout the world. These experiences are created through the assembly of virtual worlds (computer graphics and sound), videos, light effects, control electronics and informatics, put into the hands of visitors.

Our job consists of translating an idea, a scenario or a museographic path into an interactive experience for the general public, *out of the ordinary!*

**Documents disponibles sur demande.**
Map of the exhibition.
High definition photographic path.
The path on video.
Stereograms of the interactive show.
Further information: phil@depinxi.be - Philippe Chiwy: +32 2 245 75 01

Virtual visit 3D : produced for the
*Museu da Presidência da República*
Diogo Gaspar - Head of Project

Written and directed by Philippe Chiwy

Denis Dufays - Director of photography & steadycam®
Anne-Françoise Tran - Script & Editor
Guy Talin - Camera assistant
Bernard Vandermolen - Video engineer
Damien Defays - Sound Engineer
Aude Salmon - Production and administration
Bénédicte Moulard - Production assistant
Anne Decueninck POI - Local logistics
Antonio Miguel Dias Barreira - Local assistant

*Computer graphics and special effects - de pinxi*

Jean-Michel Trauscht - Modelling and animation
Eugène Gérin - Texturing and additional graphics
Jérémy Belly - Modelling and animation
Stephen Sobad Keen - Post-production and tuning
Pierre Generet & Philippe Chiwy - Stills & stereograms

*Soundtrack*

Raquel Ribeiro Costas - Portuguese
Margaret Lysack - English
Maria del Rio - Spanish
Heike Kossmann - German
Béatrice Marlier - French
Frank Purcel - Music for soundtrack
Philippe Chiwy - Additional music
Studio 5/5 - Post-production and mixing

*Programming and interactivity - de pinxi*

Emmanuel Léonard - Electronics and programmming
Daniel Hussenet - Engineering and programmming
Hugues De Keyzer - Programming and configuration
Geoffrey Haulotte - Additional scripting
Anis Fetouaki - Engineering and configuration

**dpCam3D designed by de pinxi**

Triline - Mechanical assistance
B&L - Ligting equipment
Athalys - Additional video equipment
BFC - Additional camera equipment