Recreatus-Episode00\_1

**Jesse Rouse:** [00:00:00] Hello. Welcome to the second episode of the podcast. I'm Dr. Jesse Rouse. I'm Caleb Merkel.

**Saree Porter:** I'm Saree Porter.

**Jesse Rouse:** So we're going to talk a little bit about that stuff called virtual heritage. Last time we talked about digital heritage and yeah. So, virtual heritage, does anybody have a definition or should I?

Virtual heritage, building on last time's discussion of digital heritage, it is still a digital representation, but we're going through and trying to recreate. These items that we're interested in preserving, whether it's a building or an object or an artifact or a story or whatever it is that we're interested in capturing, we're creating a virtual Virtual representation, recreation of that thing.

That is the purpose of virtual heritage is to create this representation and it's never going to be one to one. It's never going to be [00:01:00] perfect. But in the fact that, you know, we were talking last time about how things degrade over time, how can we can capture them and share them. Basically is looking at that same idea.

How can we create these things that will still be representations of things that exist now or recreations of things that we have some documentation of to share with the future. So what's an example of virtual heritage that you can think of?

**Saree Porter:** I recently worked on a project through SketchUp to recreate campus as it is now, as well as in the past.

We're supposed to tell, each of us were supposed to tell a story and mine was focusing on where we are now and how we got there. So I wanted to start from the from now and go all the way to the beginning. It was a lot of work, but I really enjoyed it.

**Jesse Rouse:** So basically taking a building on campus and other portions of campus as well, but rebuilding that [00:02:00] sketch up using documentation, not just of what it looks like now, because of course you can go and look at it now, but documentation of how it's changed over the decades as well.

Yeah. Okay. How about from a graphic design perspective?

**Caleb Merkle:** I think my example still applies here even though it is a little more modern, but correct me if I'm wrong. Recently I had to do a project in one of my senior graphic design classes which dealt with wayfinding in the Edwards College. Specifically we had to study what wayfinding resources were available to us.

Used throughout the years and what are currently used now, and, and using that information to improve upon the wayfinding in Edwards you know, Edwards may have been built more recently than the other buildings around here, however it still has a lot of cultural and Yeah, frankly, digital heritage everywhere.

I mean, it's plastered on the walls, pretty much. [00:03:00] And, yeah, essentially I tried to use the philosophy, per se, of Edwards to create a different wayfinding technique that people can use while keeping the style. What kind of wayfinding techniques did you come up with? So currently Edwards uses a mixture of, like, little plaques with engraved type on it and symbols.

But they also use like decals that they can put on the walls And I actually, for a more sustainable option, I chose the decals only. And I implemented those for for different signage around Edwards. Specifically for a more complex sign, like, like a an office building. Or, not an office building, an an office door.

They need corkboard and stuff around it. So I had to implement that along with, like, a decal that would sit. Seamlessly with it. Yeah. I also tried to use like typefaces that mimic Edward's style, if you will. But I would [00:04:00] say that's a more modern example. It's not quite in the same room of what you did,

**Jesse Rouse:** but yeah.

So we have different examples and, you know, we'll talk about more through the, the podcast as we get to the video episodes, we'll have examples from work that I'm, I'm doing with other faculty here and, on my own and with other people in other places. But, you know, it's about, from a, a perspective where I'm coming from archaeology, cultural resource management on that side of things it's, you know, going out, it's doing everything from doing 3D scans of sites and being able to bring those virtual environments from the GIS side of things that I do, you know, building things in SketchUp or getting access to existing models from other people's activities and putting those into a landscape, a digital landscape.

So it's this combination of things where we're trying to bring together what we have now our understanding of the past to be able to create something [00:05:00] that will, you know, hopefully endure into the future. And of course it's digital. We don't know what technologies we're going to have in five years. I come from a time when there were floppy disks and zip drives and jazz drives and things that don't exist anymore.

DVD drives. I don't, I'm looking around this lab and no, no, none of the computers in here have a DVD or Blu ray drive in them. So, you know, these media that we relied on very heavily in the not too distant past we don't have now. So there's whole other sets of questions around that later in the series that we'll talk about, you know, how do we.

Going back to the idea of sustainability, create things that we're confident will still be around in 15, 20 years, whenever we're creating these virtual heritage. creations, we want them to be available to a lot of people and keeping them out. There is a giant question mark. I don't know. So anything else on virtual heritage?

**Saree Porter:** I think we went over it like [00:06:00] pretty simply.

**Jesse Rouse:** It's exam week, right? Everybody's kind of ready to do things a little bit shorter. So that's it for our second episode come back around in another month and we'll in May when we'll have another episode for you. And hopefully over the summer, we'll. be able to start getting out the first video episodes.

So keep an eye on not just the RSS feed and webpage, but also eventually on the YouTube channel, which of course you can find the audio on there as well. So thanks for joining us. And here at the end of the semester where both of my, my current co hosts are graduating and will not be. Co host in the future.

Thanks for joining us for the first two episodes. Yeah. Thank you very much. It's been a really interesting experience.

**Saree Porter:** Yeah. Thanks for having me. I had fun.

**Jesse Rouse:** Okay. So if you're looking for a graphic designer, email Kayla Merkel. If you're looking for a digital heritage slash museology focus person, email Saree Porter.

And yeah, jobs are never bad over the summer. Yeah. [00:07:00] Okay. Thanks.