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MUSÉES DE LA VILLE DE STRASBOURG



**NEW EXHIBITION TRAIL
THE OEUVRE NOTRE DAME MUSEUM GOES DIGITAL
A MUSEUM FOR YOUR IMMERSIVE EXPERIENCES!**

**ŒUVRE NOTRE-DAME MUSEUM / ARTS OF THE MIDDLE
AGES**

6 MAY / 6 NOVEMBER 2022

Press Relations

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Press kit and visuals downloadable at:

www.musees.strasbourg.eu



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1. Project

New Exhibition Trail

**« The Oeuvre Notre Dame Museum goes Digital
A Museum for your immersive experiences! »**

**Œuvre Notre-Dame Museum / Arts of the Middle Ages
6 May – 6 November 2022**

“Where do these sculptures come from? What did they look like originally? And those paintings? How should we interpret them?” This journey through the collections explores the possibilities offered by the new digital technologies to help us understand the works of art presented in museums. It has been an opportunity to bring back to life eighteen art works or groups using a variety of devices, including virtual immersion, augmented reality and holograms, that give them a whole new background.

Here for the first time, sculptures and architectural features, mostly from the Cathedral, can be visualized in their original environment, while the new technique of virtual anastylosis allows us to restore works that have been damaged. Furthermore, with the help of augmented reality, we can now propose conjectured reconstructions of vanished pieces of architecture. Work on the paintings involves exploring their “material reality” through scientific imagery, identifying their sources or better understanding their meaning.

For several years now, the Museums of the City of Strasbourg have been developing different applications of digital technology, whether in their permanent trails or their temporary exhibitions (mobile applications, virtual tours, touch tables, online courses, etc.). These actions are always seen as aids to understanding the original work in its material reality and as tools for visitors, making them active participants in their visit !

14 of the 18 experiences were entirely created by the Inventive Studio company (content, development and installation design). Their partner Teekila was responsible for the development of augmented reality features.

The museum won the “CLIC France / Artmyn challenge” for the very high definition digitization of Sébastien Stoskopff's painting *The Five Senses with a Table Clock*

2. Museum Digital Trail

Romanesque Room (Room 2)

- **Pillars from the former Romanesque church in Mutzig**

3D reconstruction of the original nave, using 360° virtual reality immersion. A video screen relays what is experienced by the VR headset user.

Lodge Room (Room 5)

- **Statues from the Cathedral Spire octagon**

Using a 360° VR headset in immersion (+ relay screen), the statues can be seen restored to the balustrade on the lower storey of the tower.

As well as the original location of the sculptures, this installation provides visitors with architectural landmarks.

- **Prophet and Saint Barbara, statues from the Cathedral Spire octagon**

With the help of a photogrammetric scan of the copies now in place, these very fragmentary statues have been completed using anastylosis and restored with the help of a holographic system.

- **Cleric and Emperor, statues of the from the Cathedral Spire octagon**

These statues have been replaced virtually on the building using an animated 3D video projected onto their plinths.

Rood Screen (Room 7)

- **Former Rood Screen in the Cathedral**

The screen, destroyed in 1682, has been restored to its original surroundings in 3D using 360° VR immersion (+ relay screen).

The device facilitates architectural understanding of the lost Screen. It has also been possible to resituate the sculptures displayed in the museum (two spans have been restored), as well as to add the sculpture of the Virgin Mary, now in the Cloisters Museum in New York.

The 3D model of the Rood Screen offers a complete and realistic architectural reconstruction of the inside of the Cathedral, seen from the central nave, before 1682.

- **Statues of the Church and the Synagogue**

These are virtually restored to their places on the building in 3D, using a video that reconstructs the South transept portal as it was in 1230. It includes the statues of the Twelve Apostles and King Solomon, destroyed during the Revolution, and takes into account the latest archaeological discoveries.

- **Relief of Isaac's Sacrifice**

Restoration of the original polychromy has been based on the conjectures of a restoration report. Augmented reality with enriched content.

By moving the tablet across the relief of Isaac, the user discovers the result of this polychromic restitution in augmented reality.

- **Great Gable from the Cathedral's central portal**

The Gable has been reassembled in the museum with 360° panoramic views of the site (+ relay screen) showing its place in the Cathedral's west facade, under construction around 1340.

The setting, both historical and spatial, makes it possible to visualize building of the facade in progress. In this way the original fragments of the plaster casts can be made out on the gable reassembled in the museum.

- **The Holy Grave fragment from the St. Catherine Chapel**

The fragment has been reconstructed in its upper parts and restored virtually to its original location, in 3D augmented reality.

When the tablet is moved across the fragments of the Holy Grave, a 3D reconstruction of it reappears in its setting in the St. Catherine chapel. This is superimposed on the original, as seen by the digital tablet camera.

Room 21

- ***Master of the Paradiesgärtlein, Nativity of the Virgin, Joseph's Doubt*, painted panels, about 1430**

A film projected on a screen shows a conjectural reconstruction of the original altarpiece. To help understand the scenes, the source works are visualized and perspective arrangements materialized. In addition there are zooms and clippings, while animated details are linked up.

Room 23

- ***The Dead Lovers*, panel painted about 1470**

A double-sided 3D projection allows us to see the reverse of another panel (*The Betrothed Pair*) currently kept in Cleveland, Ohio.

Room 25

- **Busts by Nicolas Gerhaert van Leyden from the former Strasbourg Chancellery, sandstone sculptures, about 1467**

This 3D reconstruction shows several conjectures as to the position on the original late-15th century portal occupied by the two leaning busts; they are replaced on it in their original form (only the heads are currently preserved and only one of them in Strasbourg). The lost Chancellery building is shown in its original context.

- **Panel painted by Konrad Witz, *St. Mary Magdalene and St. Catherine*, about 1440**

A tutorial explaining the composition and symbolism of the painting was produced in 2014 by Emilie Lombrez and Flavie Perotin, students from the Visual Didactics workshop of the HEAR (Rhine Higher Arts School) and the Masters Degree Course in Art History at Strasbourg University.

Room 30

- **Hans Baldung Grien, *The Virgin of the Vine Trellis*, oil on panel, about 1540**

Here, the scientific imaging techniques of radiography and infrared imaging are used to help understand the nature of the work. By moving the tablet across it, the user will see the preparatory outlines and *pentimenti* in augmented reality.

Room 36

- **Sébastien Stoskopff, *The Great Vanity*, 1641**

Game-oriented applications promoting interaction between visitors and the painting have been developed by 26 students from a Masters in Engineering degree course, specializing in 3D images or systems and networks. The work was done under the supervision of Franck Hetroy-

Wheeler and Stéphane Cateloin, teachers at the University of Strasbourg's Mathematics and Computer Science Faculty. 150 work-hours and contributions from *Museums for Everybody!* student trainees were devoted to the project.

Room 37

- **Sébastien Stoskopff, *Five Senses with Clock*, about 1631-35**

The museum won the CLIC France / Artmyn Challenge for the very high definition digitization of a work from its collections.

In this immersive experience, HD digitization plunges the visitor into the heart of the painting, the digital “twin” helping him to understand its different components, its symbols and its formal treatment.

Room 42

- **Climbing the Cathedral Spire**

Visiting the Spire, normally an inaccessible part of the Cathedral, via a virtual reality experience. You will be able to see how it was built, identify the lower storey of the Octagon and its sculptures, and finally climb the stairs to the very top of the Spire. VR headset and relay screen.

See also on the Museum Trail:

Room 8 Video on the construction phases of the Cathedral (Inventive Studio, 2018)

Room 41 Digital corpus of architectural drawings of the Cathedral (Motion Agency, 2015)

Room 41 Excerpt from the film "The Builders' Challenge", 2012 (From Drawing to Stone, the Cathedral Spire, Inventive Studio animation)

3. Educational and Cultural Events

● VISITES

Du numérique aux collections : d'où proviennent ces sculptures ?

Dimanche 8 mai à 11h30

Durée : 1h / Tarif : entrée du musée

Quand la réalité augmentée resitue les sculptures dans leur environnement d'origine.

Un-e médiateur-trice vous accompagne dans cette expérience et vous présente les œuvres.

Du numérique aux collections : quel sens donner à ces peintures ?

Dimanche 22 mai à 11h30

Durée : 1h / Tarif : entrée du musée

Quand l'animation numérique oriente les regards et donne les clefs de compréhension de l'image.

Un-e médiateur-trice vous accompagne dans cette expérience et vous présente les œuvres.

Du numérique aux collections : à quoi ressemblaient ces sculptures ? (visite en LSF)

Dimanche 12 juin à 11h30

Durée : 1h / Tarif : entrée du musée

Quand la 3D reconstitue les sculptures les plus endommagées.

Un-e médiateur-trice vous accompagne dans cette expérience et vous présente les œuvres.

Du numérique aux collections : les dessous de l'œuvre

Dimanche 26 juin à 11h30

Durée : 1h / Tarif : entrée du musée

L'imagerie scientifique révèle les étapes de création de l'image, du dessin sous-jacent aux repentirs du peintre. Un-e médiateur-trice vous accompagne dans cette expérience et vous présente les œuvres.

Musées pour tous ?!

Dimanche 5 juin de 14h30 à 17h30

Durée : 3h / Tarif : gratuit

Les étudiants de l'Université de Strasbourg s'invitent dans le parcours et vous accompagnent dans les expériences numériques.

● ATELIERS

L'ascension virtuelle de la flèche

Les samedis et dimanches de 14h à 18h

Durée : 20 min / Tarif : entrée du musée

Vivez l'ascension de la flèche de la cathédrale comme si vous y étiez...

À partir de 13 ans.

La dictée du mois

Dimanches 8 mai et 5 juin à 14h30

Durée : 45 min / Tarif : entrée du musée

Chaque premier dimanche du mois, participez à la dictée collective...visuelle !

Crayon à la main, dessinez le tableau du mois grâce à la description fine dictée par un-e médiateur-trice. Corrections devant le tableau !

Les tactiques du numérique

Dimanche 22 mai à 14h30

Durée : 1h / Tarif : entrée du musée

Immersion virtuelle, réalité augmentée, anastylose... au service des œuvres d'art du musée.
On teste, on compare, on donne son avis, en famille.

Le jeu de l'œil

Dimanche 26 juin à 14h30

Durée : 1h / Tarif : entrée du musée

Un plateau de jeu, un dé, des questions, des crayons. Entrons dans un tableau sur la pointe des pieds pour percer les secrets de l'artiste.

Et du 1^{er} juillet au 6 novembre

Des visites musées / cathédrale cet été, une rencontre avec l'équipe des concepteurs des dispositifs numériques, des visites, des ateliers...

● JOURNÉE D'ÉTUDES À L'AUDITORIUM DES MUSÉES (MAMCS)

La médiation numérique à l'Œuvre

Enjeux des dispositifs immersifs dans les musées

Vendredi 14 octobre de 9h30 à 17h

Laboratoire d'expérimentation en matière de médiation numérique, le parcours proposé au Musée de l'Œuvre Notre-Dame va de pair avec une réflexion sur les objectifs, les apports et les limites des dispositifs déployés. C'est ainsi l'occasion pour les Musées de la Ville de Strasbourg de convoquer le regard de chercheurs et chercheuses en muséologie et sciences de l'information et de la communication, pour explorer les enjeux de la médiation numérique au sein des musées et des sites patrimoniaux. De la production à la réception des dispositifs, cette journée invite les recherches les plus récentes à dialoguer avec les expériences de terrain des professionnel.le.s, sans omettre l'éclairage apporté par les enquêtes auprès des publics. Programme détaillé à venir.

4. Service providers and partners

- **Inventive Studio**

The INVENTIVE team is a studio specialized in Image, Architecture and Design created by Stéphane Potier, architect, and Jean-Luc Weimar, designer.

With more than 15 years' experience, it has specialized in the field of historical studies, implemented in particular for the recreation of Strasbourg Cathedral in 3D, in partnership with the Œuvre Notre Dame Cathedral workshop. A series of studies has made it possible to create a first-hand documentary base; this contributes not only to describing the stages of the Cathedral's construction but also to general understanding of the building.

Initiated in 2016, the project to recontextualize the works at the Œuvre Notre-Dame Museum, resulting in the Digital Trail presented in 2022, was the winner of the Tango&Scan call for digital projects organized by the Eurometropolis of Strasbourg.

www.inventive-studio.com



- **Teekila**

Olivier Legras, developer of web, mobile, virtual and augmented reality applications. Founder of the BROZERS & Co studio and of the TEEKILA company specializing in the production of innovative digital applications.

www.olivierlegras.com



- **CLIC France and Artmyn**

The Œuvre Notre-Dame Museum was a winner in the challenge organized in 2021 by *Club Innovation et Culture Clic France*, associated with the Artmyn Art Work Digitization Centre.

Sébastien Stoskopff's painting "The Five Senses with Table Clock" was thus able to benefit from high-resolution exploration and innovative digital content.



5. Visitor Information

Musée de l'Œuvre Notre-Dame / Arts du Moyen Âge

3, place du Château, Strasbourg

tel. +33 (0)3 68 98 50 00

Opening hours: every day - except Monday – from 10 am to 6 pm

Group Visits:

Advance telephone booking is essential at Service Éducatif des Musées de la Ville de Strasbourg

tel. 03 68 98 51 54 (Monday to Friday 8.30 am – 12.30 pm; 9 am - 12 noon during school holidays).

Admission rates: € 7.50 (reductions: € 3.50)

Admission free:

- visitors under age 18
- Carte Culture card holders
- Atout Voir card holders
- Museums Pass Musées card holders
- Éduc'Pass card holders
- disabled visitors
- art history, archaeology and architecture students
- employment seekers
- social assistance beneficiaries
- badge-holding employees of Strasbourg Eurometropolis

Free admission to all visitors: 1st Sunday in the month

1 day pass: € 16, reduced rate: € 8 (access to all Strasbourg museums and temporary exhibitions)

3 day pass: € 20, reduced rate: € 12 (access to all Strasbourg museums and temporary exhibitions)

Museums-PASS-Musées: 1 year, 320 museums: more info at www.museumspass.com

Parcours "Le numérique à l'Œuvre". Vivez des expériences immersives au musée !

Musée de l'Œuvre Notre-Dame / Arts du Moyen Âge
6 mai - 6 novembre 2022
LISTE DES VISUELS TÉLÉCHARGEABLES SUR LE SITE
WWW.MUSEES.STRASBOURG.EU

Demande à adresser à :
Service communication
Musées de la Ville de Strasbourg
Julie Barth
2 place du Château, Strasbourg
julie.barth@strasbourg.eu
Tél. + 33 (0)3 68 98 74 78



1. Reconstitution du *Buste d'homme barbu* de Nicolas de Leyde
© Inventive Studio

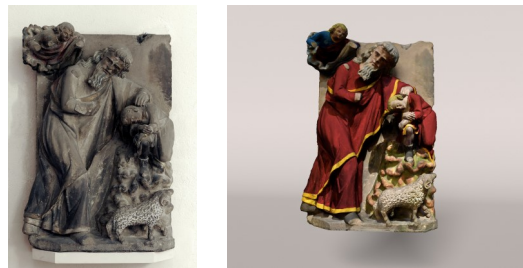


6. Réalité virtuelle, Jubé disparu restitué dans la cathédrale © Inventive Studio



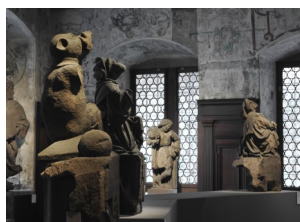
2. Prophète de l'Octogone, état fragmentaire actuel,
Strasbourg, Musée de l'Œuvre Notre-Dame.
Photo : Musées de la Ville de Strasbourg

3. Hologramme, Prophète de l'Octogone,
reconstitué par anastylose © Inventive Studio



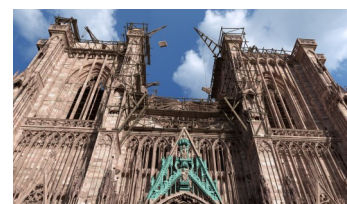
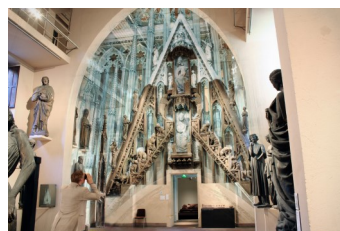
7. Le sacrifice d'Isaac, sculpture, Strasbourg, Musée de l'Œuvre Notre-Dame.
Photo : Musées de la Ville de Strasbourg

8. Réalité augmentée. Le sacrifice d'Isaac - polychromie © Inventive Studio



4. Les Spectateurs de l'Octogone, salle de la Loge,
Musée de l'Œuvre Notre-Dame.
Photo : Musées de la Ville de Strasbourg

5. Réalité virtuelle. Les Spectateurs de l'Octogone
dans leur contexte d'origine © Inventive Studio



9. Le grand gâble du portail central remplacé sur la façade ouest de la cathédrale. Musée de l'Œuvre Notre-Dame © Inventive Studio

10. Écran panoramique 360°,
Éléments du gâble remplacés sur la façade de la cathédrale en construction
© Inventive Studio