“WWI Memorial Virtual Explorer”

2020 Webinar Series
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Getting Started

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Control Panel

GoToWebinar Control Panel

Audio
Handouts: 1
Questions

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Theo Mayer
Chief Technologist &
Program Manager

World War One Centennial
Commission

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Poll

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AR / VR WHAT R?

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AR / VR WHAT R?

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IS AR HERE TODAY?

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Chief Technologist & Program Manager
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IS AR HERE TODAY?

Halsey Checks it out

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Halsey Hughes
Project Manager
US World War One Centennial Commission

Snapchat

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Halsey Hughes
Project Manager
US World War One Centennial Commission

YouCam Makeup

Virtual Makeovers in Real-Time
Beautify Selfies with Stunning Makeup Effects
Try On Makeup from Top Brands
Get a Cleaner Complexion with Instant Skin Analysis

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Measuring Kit

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“WWI Memorial Virtual Explorer”

FIRST PUBLIC REVEAL

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National WWI Memorial
Washington, D.C.

VIRTUAL EXPLORER
The WWI Memorial Virtual Explorer is an Augmented Reality Smartphone App that allows you to place a full-scale, detailed 3D model of the National WWI Memorial into your living room, back yard, driveway - and soon classrooms.

But it is also much more…
MORE THAN A SIMPLE A/R EXPERIENCE

**Story Telling Concepts Placed WITHIN The model.**

- 3D game style storytelling
- Over 50 embedded video clip
- Objects that narrate stories
- Objects that can be read
- AI Text Driven voices
- 360° spherical Slide shows
- And more…

Remote Visitor Experience

- A/R technology defines a flat surface
- Tap to place the model on the surface
- Pinch to scale up and lift to eye height
- Walk around the model and explore

(SEE PROOF OF CONCEPT DEMO)
ORIENTATION - THE WWI MEMORIAL AREAS

1. The Scrim Water area
2. The Soldier’s Journey Sculpture
3. The Peace Fountain
4. The Pershing Memorial area
5. The Belvedere Overview
THE SCRIM WATER AREA

We use the scrim water area as our stage, which offers a compelling space to tell stories… in 3D… using game engine style objects and animations.

In Vs 1.0 we will be telling stories from the **WWI War on The Seas** and **WWI War in the Skies**

In this example, we take the explorers under water during our story about the sinking of the Lusitania by simply lifting the entire ocean
A SOLDIER’S JOURNEY

When the user selects the Soldier’s Journey adventure, we fade away the park model and bring in the Digital Maquette where we tell the story of the war and the sculpture using narration, music and lighting to take the viewer on a 2 1/2 minute journey.

PLAY VIDEO 2
"STORIES OF SERVICE" REMEMBRANCES

The WWI Memorial Virtual Explorer will recognize organizations and families’ World War I heritage through Virtual Remembrance plaques.

Submitted by individuals or organizations the Virtual Remembrances will present the service history of the ancestor, their awards and medals, and the their “Story of Service” Text.

Every Story is narrated by a natural language AI service.

The Story of Kidoron, Pershing’s Favorite Horse

By William C. Parke, grandson of Gen. Pelham Davis Glassford

During World War I, Gen. John J. Pershing's favorite horse, named Kidoron, was among a group of 46 thoroughbreds captured by the French from the Germans in 1917.

While training his troops at the Saumur Artillery School, Gen. Pershing (Pelham Glassford was offered one of those horses by the French Colonel Godeau, commandant of the adjoining armament depot. Godeau's act on behalf of France was a gesture of sympathy for the king of the American Expeditionary Forces in the war. He also knew how skilled Pelham was on horseback, and that Pelham was respected by the French military and villagers, as he could engage them in their own language. Pelham refused French offers to join his father. Colonel William Alexander Glassford in the Army Signal Corps, took his two sons to Paris, France, to study the French signal ballons.)
"How WWI Changed America" Theater will feature a series of over 50 short video clips about different societal aspects of the war. The videos were sponsored by a grant from the Andrew W. Mellon Foundation and feature leading WWI historians along with historical video footage.
THE PERSHING MEMORIAL

In the area with the statue of General John J. Pershing is where we tell the “Military Story of WWI”.

Besides a very detailed model replica of General Pershing, various other “Objects” are spawned in the area including campaign maps, tanks, gas masks, Doughboy gear including a gas mask.

As it is tapped, each object tells a part of the Military Story of WWI.
THE BELVEDERE

Located at the Belvedere - the overview center of the Memorial - visitors can interact with an AR-generated dome theater. A series of spherical (360°) images play to narration for an immersive panoramic experience that transports the visitor to other key World War I locations such as museums, battlefields, cemeteries, and more.

For Vs 1.0, the first planned adventure was a virtual trip to the National WWI Museum & Memorial in Kansas City, Missouri. Sadly, the shoot had to be cancelled due to the Pandemic. The AMBC (American Battle Monuments Commission) has a series of 360° images of the US Flanders Cemetery which we are trying to access. Otherwise this feature will be added when travel is possible again.
SCHEDULE

Vs1.0 will be released as a smartphone AR app on Android and iOS

Beta Release (test release) By April 30, 2020

Release Public version 1.0 By Memorial Day Weekend May 21, 2020

We are also in discussion to release the app as a fully immersive VR experience on Oculus Quest.
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Q&A

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Wrap Up & Coming up

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“The 1918 Influenza Pandemic”
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Thank You

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