

3D CAPTURE OF THE PARLIAMENTARY MACE

Ditto & iSPARX.group

3D CAPTURE OF THE PARLIAMENTARY MACE

The brief is to capture a 3D model of the Parliamentary Mace at Parliament Buildings.

We have two opportunities to capture the Mace. The first opportunity is during recess of Parliament in early July; & a further late August or early September with a conservator.

We propose a draft schedule for both the 3D capture & build of the Parliamentary Mace with other immersive media assets.

Finn Beattie CEO / Developer iSPARX.group

Michael Hurle CEO Ditto Limited

Capturing the Parliamentary Mace

PROLOGUE

The mace is a symbol of the House, & represents the Speaker's authority. It is a large, golden staff carried by the Serjeant-at-Arms, an officer of the House who is responsible for ensuring order is maintained in the lobbies & galleries. It is placed on the Table when the Speaker enters the Chamber, & is placed under the Table when the House goes into 'Committee' & the Speaker leaves.

We are capturing the Mace as a 3D object primarily for education purposes.

Creatively we have considered context & other relevant resources.

We are excited & honoured to have the opportunity to capture this significant Taonga.

PHASE 1

PROCESS FOR THE CAPTURE OF THE PARLIAMENTARY MACE

Undergo capture of the Parliamentary mace & generation of a series of digital assets suitable for digital representation & physical replication.

apture to take place over a week during a recess.

Access to the parliamentary mace for the duration, with oversight from necessary personnel where required.

- four technicians for capture process & crew for installation & removal of equipment;
- planning four day schedule: setup & capture day; second capture day; process day (off site); & a final capture day (if required);
- capture the parliamentary chambers in 360° to support the quality of the digital model & provides a context to present the 3D model.

Process will involve setting up a selection of panels & lighting on site to standardise & control lighting & create a suitable space for capture of the subject. Through a series of photogrammetry sessions / captures over the first 2 days (min 400 photos each) we will review settings & process & generate a series of models, with a day following to review & process. Reserving the last planned day of capture for any alternative settings that may be required or capture any additional elements that were low priority.

For the best possible outcome we would expect to return when the conservator disassembles the mace (expected September). We would use this opportunity to capture each component of the mace independently for best detail & quality results.

PHASE 2

DELIVERABLES

A series of digital assets suitable for digital representation & physical replication.

pigital files for a 3D model suitable for use in a range of applications, potentially including but not limited to; Hi res render & hero images, turntables animations, web based applications for learning & education.

- A high res .fbx or similar format model suitable for renders / hero shots (1 million+ polygons);
- A low res .fbx or similar format model suitable for realtime applications (approx 200,000 polygons);
- Normal, Roughness, Albedo, & Metallic texture maps at hi & low res (8k & 2k png's) for renders & realtime use respectively;
- Reflection Capture map & 360° environment (dependant on capturing a 360° image of the parliamentary chamber);
- Presentation of the subject via a private web link.

rint / Physical Replication Files

Print files will be usable on smaller scale reproductions of the mace (1:2 or 1:4); 1:1 reproductions would also be feasible - dependent on model detail capture quality & resolution;

- A high res .fbx or similar format model suitable for replication (1 million+ polygons).
- Though not included in this brief, the file may be suitable for a range of reproduction methods (3D print, CNC milling, etc) dependent on cost & use case.

Documentation of the capture process, images & video.

Possibility for additional 3D model files for the case & stands that hold the subject.

PHASE 3

IMMERSIVE MEDIA

Creating context for future use.

he Immersive Space Programme's platform iSPARX includes a powerful drag-&-drop web studio that enables anyone to easily create, manage, & track augmented reality experiences.

iSPARX is an augmented reality & immersive media platform that integrates interactive assets responsive to user preferences & requests. iSPARX build augmented reality experiences.

iSPARX software & modular system delivers location positioning as a blue dot on a map-like interface with BLE beacons, IPS, magnetic field mapping & spatial computing.

Rendering models of real world objects for AR, VR, MR & interactive installations. We have developed modular prescriptions for 3D & 2D assets & content on the iSPARX platform.

iSPARX produce 360° streaming media - from direction & capture to multiple platform distribution & delivery.

LINKS & INFORMATION

COMPANY & TEAM

Ditto & iSPARX.group

Ditto is a 3D Agency building 3D captures of various subjects. Ditto is the Agent for this project.

www.ditto.kiwi

iSPARX.group - the Immersive Space Programme is changing the way we interact with the world. Turn everyday objects, images, & places into new opportunities for engagement through striking augmented reality experiences.

www.isparx.group

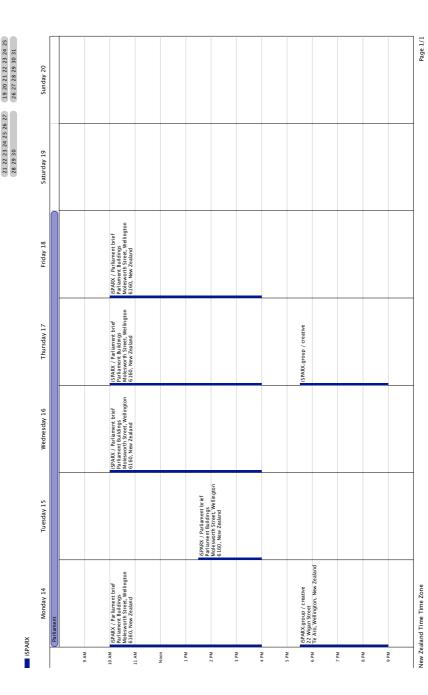
Our Team

Agent & Account - Michael Hurle Executive Producer - Joff Rae Producer / Project Manager - Finn Beattie Senior Developer - James Norling

14 September to 20 September, 2020

MTWTFSS September 2020

MTWTFSS

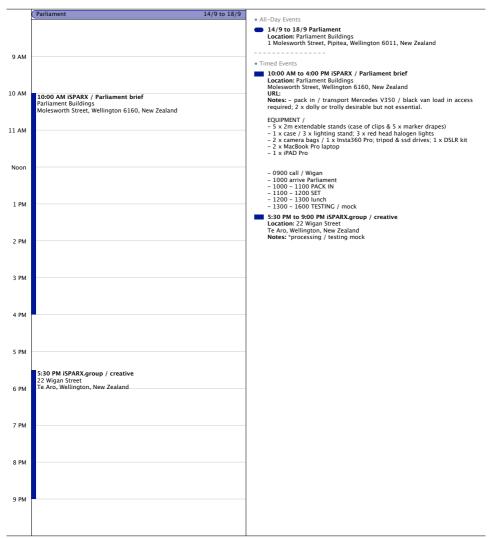


Monday, 14 September

Week 38 of 2020

iSPΔRX

September 2020 October 2020 M T W T F S S M T W T F S S 1 2 3 4 5 6 1 2 3 4 4 5 6 7 8 9 10 11 12 13 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 12 12 23 14 25 26 27 28 29 30 31



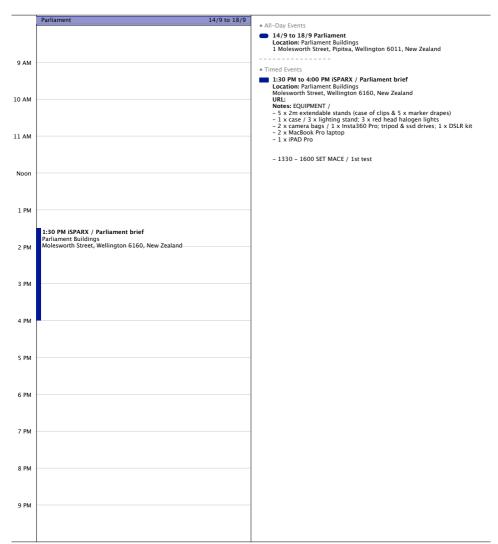
New Zealand Time Time Zone Page 1/5

Tuesday, 15 September

Week 38 of 2020

iSPARX

September 2020
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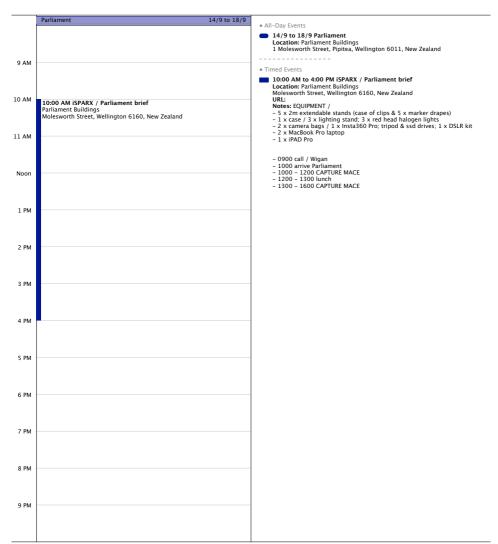
New Zealand Time Time Zone Page 2/5

Wednesday, 16 September

Week 38 of 2020

iSPARX

September 2020
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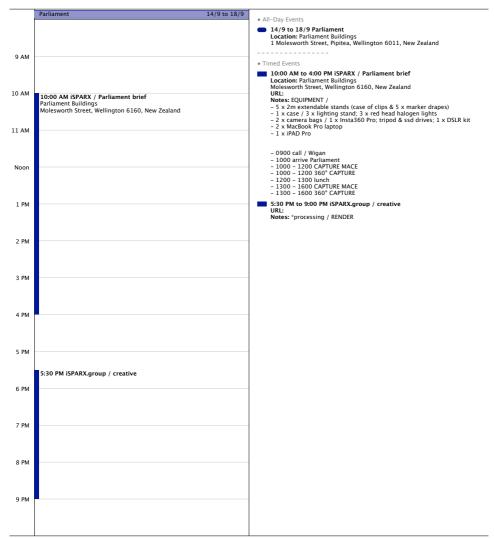
New Zealand Time Time Zone Page 3/5

Thursday, 17 September

Week 38 of 2020

iSPARX

September 2020 October 2020 M T W T F S S M T W T F S S 1 2 3 4 4 5 6 1 2 3 4 4 7 8 9 10 11 12 13 5 6 7 8 9 10 11 14 15 16 17 18 19 20 12 22 23 24 25 26 27 19 20 21 22 23 24 25 28 29 30 31



New Zealand Time Time Zone Page 4/5

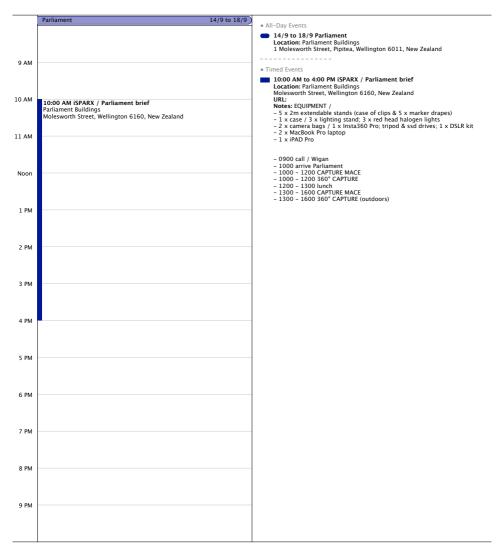
Friday, 18 September

Week 38 of 2020

ISPARX

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October 2020
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26 27 28 29 30 31



New Zealand Time Time Zone Page 5/5