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A case study of the development of a 3D virtual object handler and digital interactives for museums by Canalside Studios (University of Huddersfield).

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Designing software for Xbogeneration

The Xbogeneration project is an ongoing and increasingly sophisticated tool for technology developers and educators to engage in teaching and learning about the principles of programming and game development. The project aims to provide a platform for developers to create and share their own experiences, learn from each other, and contribute to the growth of the community. This process involves creating a shared repository of code, documents, and resources that can be accessed and modified by anyone, allowing for a collaborative and dynamic learning environment.

1. Knowledge Transfer and Translational Research

Translational research is traditionally seen as the domain of the life sciences. The translational research methods are being applied across the research sector within many disciplines, including the technology sector. This framework provides a mechanism for the integration of knowledge development and digital research. The project is designed to provide a platform for developers to create and share their own experiences, learn from each other, and contribute to the growth of the community. This process involves creating a shared repository of code, documents, and resources that can be accessed and modified by anyone, allowing for a collaborative and dynamic learning environment.

2. 3D Objects

The use of 3D scanning technology to create digital representations of objects is not new, and it has been widely used in many fields, including archaeology and animation. The 3D scanning process involves the use of specialized equipment that captures detailed information about the object, including its shape, color, and texture. This information can then be used to create digital models of the object that can be used for various purposes, such as for educational or research purposes. The 3D scanning technology is not only used in the field of archaeology but also in other fields, such as art and design, where it can be used to create digital replicas of famous works of art.