

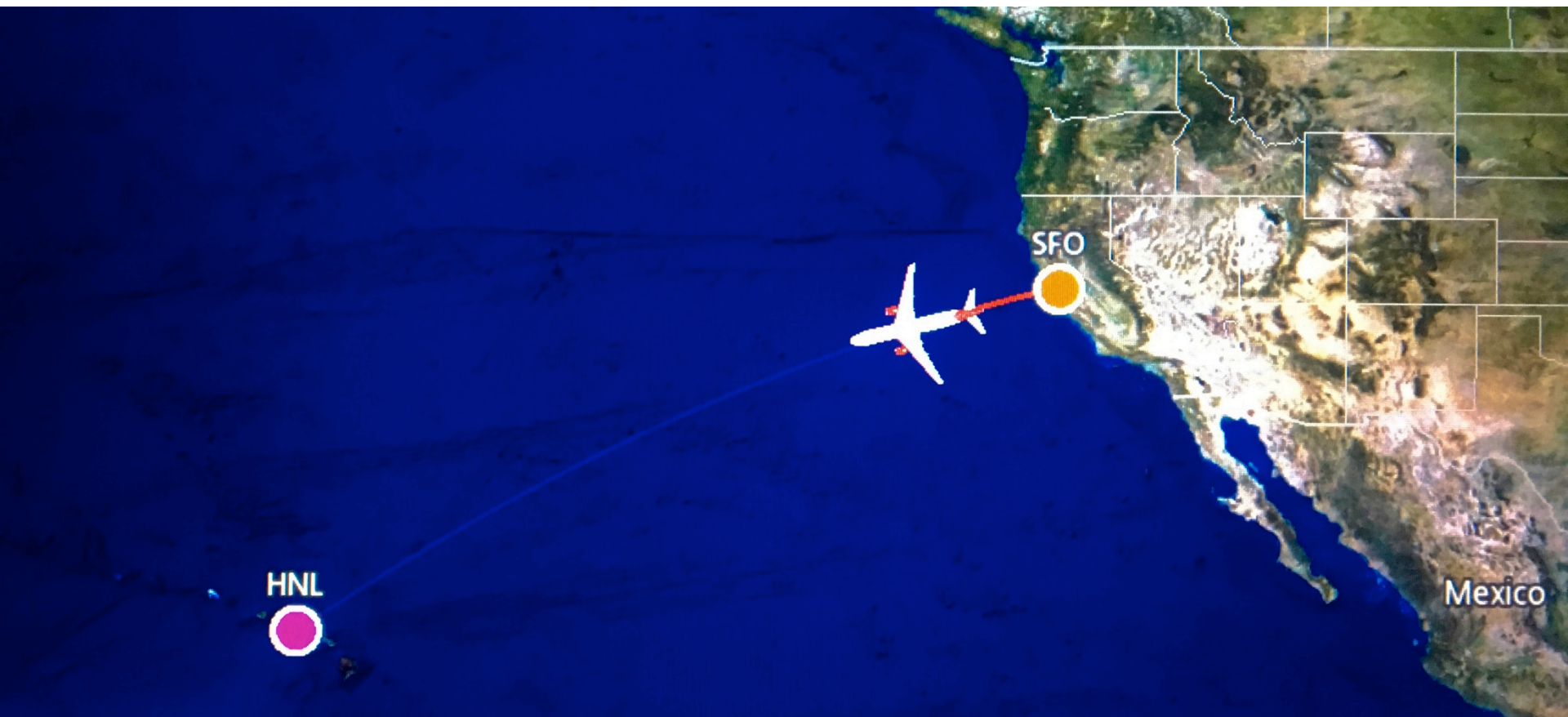


# Reigniting the Many Voices of a Communal Bison Hunt in Virtual Reality

Caroline & Michael Running Wolf

Buffalo Tongue

# Introduction

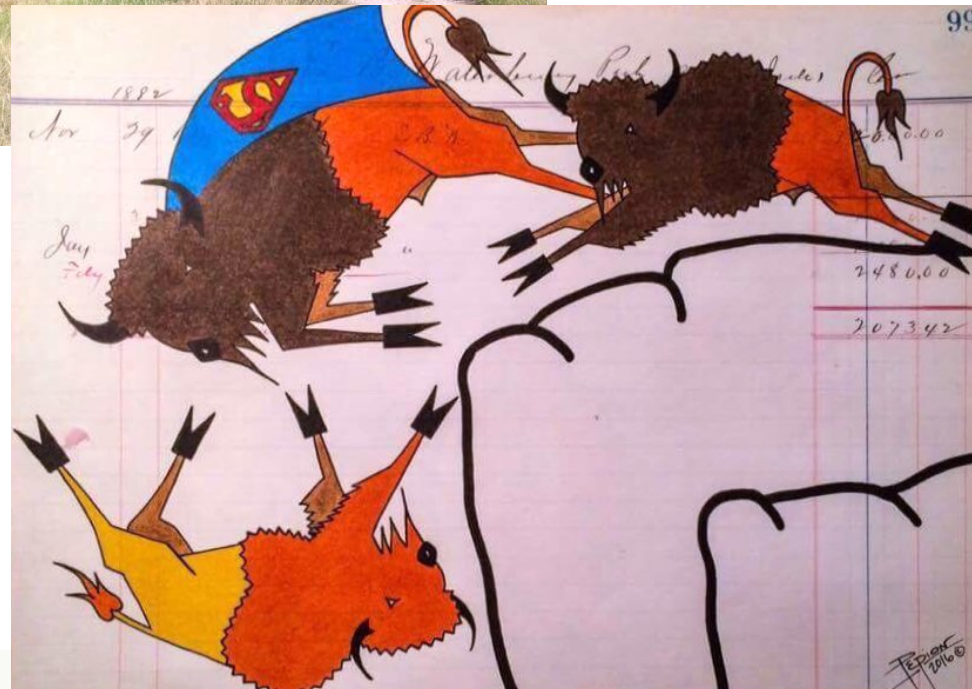




# Madison Buffalo Jump

Tying:

- ▣ Land
- ▣ Culture
- ▣ Language
- ▣ Diversity
- ▣ Art !



# Overview Augmented Reality

The Madison Buffalo Jump Project is currently creating interpretive trail markers with Augmented Reality.

Components:

- ▣ Narration
- ▣ Oral Histories
- ▣ 3D Tools
- ▣ 3D Plants
- ▣ 3D Animals



# Overview Virtual Reality

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# Applied Technology

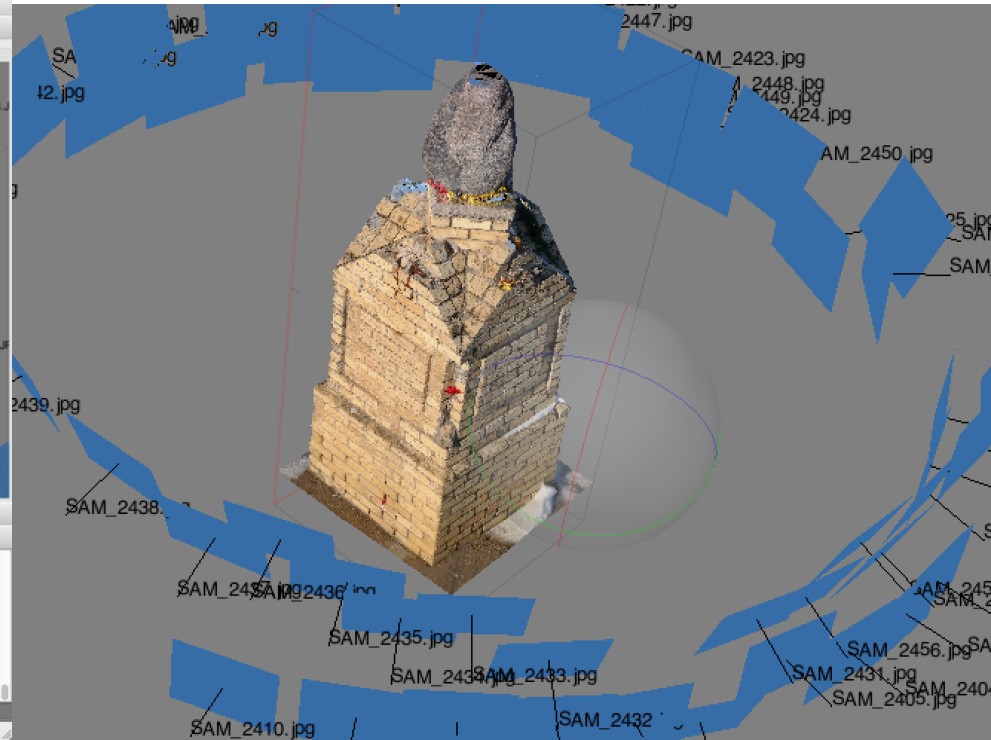
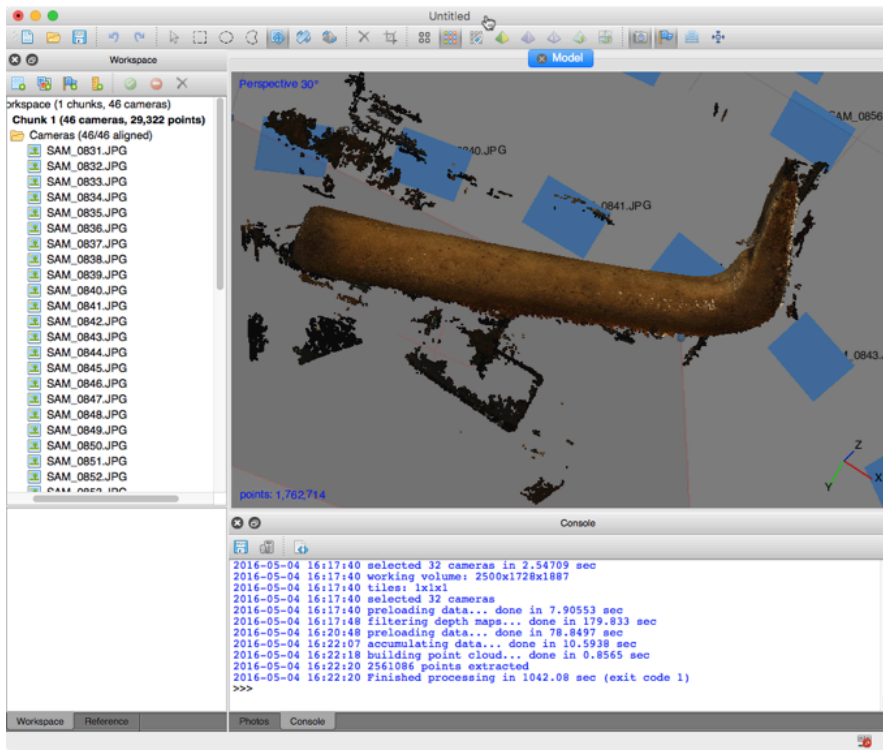
- ▣ GIS data
- ▣ Audio
- ▣ 360 film & 2D film
- ▣ 360 photography & 2D photography
- ▣ 3D Scanning/Photogrammetry
- ▣ Animation
- ▣ Games
- ▣ Software coding

***Anything digital!***



# 3D scanning / Photogrammetry

- Step 1: take 70 – 200 pictures of object
- Step 2: process in photogrammetry software
- Step 3: import into Virtual Reality environment or Augmented Reality app



# Community





# Demo: Augmented & Virtual Reality

On your phone go to:

<http://runningwolf.io/entrance>

# Discussion / Q & A

**How could AR/VR be useful for your language program?**



***Thank you!***

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