

2025-26 HIVE Summer Internship Project

“Art of Peace: Art After War” art exhibition virtual tour experience

Primary Academic Supervisor

Prof. Kit Messham-Muir

Project Background

Prof Kit Messham-Muir is a researcher of art from war and post-conflict contexts. In early 2025, he collaborated with the Art Gallery of Western Australia (AGWA) to co-curate “Art of Peace: Art After War”, a major exhibition of the work of nine contemporary artists from Bosnia and Herzegovina, Rwanda, and Timor-Leste, addressing their experiences of life during and following the conflicts and genocide in those places in the 1990s. The exhibition was based on extensive fieldwork in those countries during 2024. The fieldwork involved video recorded interviews with artists, video recorded workshops, and photographs from studio visits of Art of Peace exhibiting artists. The exhibition itself opened 1 February and closed 29 June 2025, and consisted of around 30 art works by nine artists (three from each country), at Gallery 1 in AGWA. Three of the artists created video installations, others created installations and sculptural objects, while some of the works were 2D photographic prints and paintings. During the exhibition the works were documented extensively with video, photography, 360 and 3D still photography, and photogrammetry. Prof Messham-Muir's curatorial tours were video recorded, and a two-day symposium in February, with many of the artists coming to Perth, was video recorded. And the exhibition walls carried interpretive texts created for the exhibition and individual works. All of this material is available to this visualisation project. An estimated 160,000 visited AGWA during the exhibition's five month run. During the exhibition, the exhibition also served as a teaching resource for Curtin students, such as those who undertook the After War Global Futures Challenge. The aim of this project, then, is to create a virtual representation of the “Art of Peace: Art After War” art exhibition, using selected digitised materials, to recreate the experience of the exhibition for future students and researchers.

Project Description, Expected Outputs, Possible Stretch Goals

The “Art of Peace: Art After War” art exhibition virtual tour experience visualisation project aims to bring to life a contemporary art exhibition that was shown at the Art Gallery of Western Australia (AGWA) in the first half of 2025. Drawing on digital imagery taken at the exhibition, "Art of Peace: Art After War", the project aims to recreate the experience of the three-dimensional exhibition space, as a rich research and educational resource available permanently and openly online. Available materials include extensive collected video, photography, 360 and 3D still photography, and photogrammetry. The goal of the intern would be to work with the academic supervisors to curate the digital visual documentation from the exhibition into a virtual tour experience. In consultation with the academic supervisors, the intern will determine which platforms would best suit the re-creation of the exhibition. The outputs would ideally include some form of virtual walk-through of the exhibition space, in which rich additional information about the artists, their individual works and the exhibition overall can be accessible to the public online, on a platform such as Matterport. Academic supervisors will assist with curating the available digitalised and interpretive material from the exhibition into links within the digital exhibition space. We would also ideally want a representation of the exhibition to be shown on via HIVE technologies, such as the Cylinder, HIVE Dome and VR headsets. Stretch goals for the intern include possibly creating a 3D VR model of the exhibition space that can be navigated by students visiting the HIVE, as well as possible contributions to the academic outputs for the larger Art of Peace research project.

Links to background reading and any relevant recent work in the field

Art of Peace video documentation by Art Gallery of Western Australia (AGWA):

<https://www.youtube.com/watch?v=PHkiAT8lTkc>

Art of Peace visual documentation:

<https://www.artinconflict.com/artofpeacevisualdocumentation>

Radio interview with Kit Messham-Muir about the Art of Peace project:

<https://rtrfm.com.au/shows/revolver/?date=2025-08-05>

Art of Peace Perth Symposium:

<https://www.artinconflict.com/artofpeacecurtinsymposium2025>

Why Remember? Testimonies of Light 2025:

<https://www.artinconflict.com/whyremember2025>

Art of Peace Sarajevo Workshop 2024:

<https://www.artinconflict.com/artofpeacesarajevoworkshop2024>

Art of Peace Kigali Workshop 2024:

<https://www.artinconflict.com/artofpeacekigaliworkshop>

Art of Peace Dili Workshop 2024:

<https://www.artinconflict.com/artofpeacediliworkshop>

Art of Peace from What's On page at AGWA:

<https://artgallery.wa.gov.au/whats-on/exhibitions/art-of-peace-art-after-war/>

Art of Peace public tours from What's On page at AGWA:

<https://artgallery.wa.gov.au/whats-on/events/art-of-peace-guided-tours-kit-messham-muir/>

Review of Art of Peace: Art After War in Art Margins:

<https://artmargins.com/art-of-peace-art-after-war/>

What type of visualisation will the student develop or produce?

A virtual tour experience of the “Art of Peace” exhibition, which embeds rich links to 3D images, video, other interpretive information, such as texts, video tours, and videos of the artists in interviews and symposia. The virtual tour should be a rich research and educational resource. In addition, the exhibition should be recreated for HIVE technologies, such as the Cylinder, HIVE Dome and VR headsets. Desirable skills include the ability to create a 3D VR tour of the exhibition at the HIVE.

How will the visualisation contribute to your research outcomes?

The visualisation will allow the virtual continuation of the “Art of Peace: Art After War” exhibition, which is a pivotal output of the Art of Peace ARC Linkage project with AGWA. It curate from the an array of field research and

interpretive information, making it publicly available and allow open access to much of the currently inaccessible data from interviews, workshops, symposia and other curatorial and academic research. Visualisation approaches will be incorporated into future ARC grants.

If the project is successful, where would you consider publishing the results?

The results would be made available online on <https://www.artinconflict.com/>, which would be linked from AGWA's website. Visualisation would also be available for viewing at the HIVE by Curtin students. There is possibility also for the intern to be invited to contribute to publications as part of the larger Art of Peace project, such as journal articles and book chapters; and they could potentially be involved in future grant proposals.

Draft Project Timeline:

Week 1

Nov 10 - Full day HIVE induction

Nov 11 - Area and Project Induction with Primary supervisor

Develop project plan with HIVE and academic team

Literature and relevant project review

Induction, followed by meeting with academic supervisors to establish core goals and stretch goals. Development of the ten-week project plan and discussion of literature to review.

Week 2

Development of an exhibition floor plan in Matterport.

Week 3

Working with Prof Kit Messham-Muir on content curation, from available 360 photography, 3D photography, tour and interview video and audio.

Week 4

Video editing, preparing raw digitised material for inclusion. Integration of the curated content into virtual exhibition

Week 5

Development of virtual tour using available HIVE technologies, drawing on lessons learnt from Matterport version; working with Prof Messham-Muir and HIVE staff to determine which technologies are appropriate for the recreation of the exhibition on HIVE visualisation platforms, such as the Cylinder and Dome.

Week 6

Working with guidance from Dr Adam Ruch and A/Prof Stuart Bender on HIVE-based visualisations

Week 7

Working with guidance from Prof Kit Messham-Muir, Dr Adam Ruch and A/Prof Stuart Bender on HIVE-based visualisations

Week 8

Completion of HIVE-based visualisations.

Week 9

Focus on report writing and presentation preparation

Reflective evaluation of the outputs in relation to the projected outcomes.

Week 10

Focus on report writing and presentation preparation

30th Jan Final Presentation Showcase Day and final report due

Reflective evaluation of the outputs in relation to the projected outcomes.

Final presentation.

Student Experience and Supervision:

How often will you meet with the student over the 10-week period?

Prof Kit Messham-Muir, Dr Adam Ruch and A/Prof Stuart Bender will meet both as a team and individually throughout the internship period, a minimum of once per week. Each brings a skill set that is complementary. Prof Messham-Muir is leading the larger Art of Peace project and intends check-in on the development of the project periodically throughout the week, and be available for consultation at any time throughout the day.

Week 1 - Nov 10: Kit, Adam and Stuart

Week 2 - Nov 17: Kit, Adam and Stuart

Week 3 - Nov 24: Kit, Adam and Stuart

Week 4 - Dec 1: Kit, Adam and Stuart

Week 5 - Dec 8: Adam and Stuart

Week 6 - Dec 15: Adam and Stuart

Week 7 - Jan 5: Kit, Adam and Stuart

Week 8 - Jan 12: Kit, Adam and Stuart

Week 9 - Jan 19: Kit, Adam and Stuart

Week 10 - Jan 26: Kit, Adam and Stuart

Your work desk location and the location of student desk

Building 202, Room 106; Building 202, Room 109 (Meeting room) is available during this time and is across the corridor from Prof Messham-Muir's office.

Student Attributes:

Please indicate any preference for student's academic discipline or field of study

This project may be suitable for a student in game design or screen arts; however, this should not be restrictive.

What competencies are required to start this project

Intermediate - 2D image and/or video software (e.g. Adobe Suite, Sony Vegas)

Beginner - 3D modelling software (e.g. Blender, 3ds Max)

Beginner - Unity 2D/3D Artistry (assets, lighting, cameras, materials implementation)

Beginner - Unity Programming (C# coding, animation syntax, debugging, problem-solving)

Intermediate - Unity Virtual Reality Development (rendering pipelines, scene content design, interaction)

Beginner - Matterport

Do you have any other student attributes you think are important to the project?

- * Creative problem solving skills
- * Willingness to work in consultation and with guidance of supervisors
- * Capacity to work autonomously
- * An art background is not essential