The Haggerty Collaborates with Marquette’s Visualization Lab

The Haggerty is currently collaborating with the College of Engineering, utilizing the new MARquette Visualization Laboratory (MARVL) to present work from the museum’s permanent collection as it’s never been seen before. The Visualization Lab is a world-class facility offering an immersive environment where realistic versions of just about anything can be created and used as interactive content. The facility will be accessible to all members of the Marquette University community to (1) demonstrate how visualization technology can be used in learning, research, and industry, (2) teach the theory rooted in this technology, and (3) create technologically advantageous visualization content.

Mr. Christopher Larkee (Visualization Technology Specialist) is currently recreating the 100-foot-long mural Keith Haring painted for the construction site of the Haggerty, so it can be experienced full-scale, in situ, as it was in 1983. Salvador Dali’s *Madonna of Port Lligat*, will come to life three-dimensionally as an interactive experience where the viewer moves through the painting and can click on various components within the work to learn more about the painting’s history and
content. The Lab will further allow minute details and facets of artwork normally obscured in a typical museum installation to be clearly seen. Viewers will be able to page through the Haggerty’s 15th century Book of Hours and study the diminutive, intricate drawings in life-size. Special events and classes will be conducted in the fall for 3D viewing of these works.

Dr. John LaDisa (Associate Professor, Biomedical Engineering) serves as director of the Visualization Lab. According to Dr. LaDisa, “This collaboration offers a unique way of further appreciating details within some of the most important pieces in the Haggerty collection. This result is aligned with the goals of MARVL to convey important details from analyses in a given discipline to audiences in an aesthetic and impactful manner by leveraging concepts from the world of art.”

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