



## STAR FESTIVAL: A RETURN TO JAPAN

The Star Festival CD-ROM chronicles the return of a real-life MIT Professor—played by Star Trek's GEORGE TAKEI—to his Japanese homeland. The user finds the Professor's high-tech diary in the street and reconstructs his journey. Star Festival is about cultural exploration and heritage, the mingling of east and west, the changes in Japan since WW2 and, ultimately, what it means to go home again.

Produced by Botticelli Interactive in collaboration with MIT  
Best of Show, MacWorld Expo, 1997

Freakin' Awesome (top rating), MacAddict Magazine, 1997

First multimedia-based curriculum to be adapted system-wide by the Boston Public Schools



**The Professor's PDA (Personal Digital Assistant) displays artifacts, videos, family albums and notes from his journey.**



## STARNETWORK — AN EDUCATIONAL SERIES FOR THE INTERNET

StarNetwork is a pioneering broadband television series that brings rich-media educational programming to the web. StarNetwork's six-episode narrative explores Japanese culture in a "you are there" documentary style through the eyes of a young American high school student who is searching Cyberspace for a lost Professor. Through motion graphics, animation, streaming media and games, StarNetwork represents breakthrough on-line programming that is both educational and entertaining.

Distinguished Award at Multimedia Grandprix 2000 in Japan.

Beta-tested and premiered on MediaOne, broadband connected schools.



**Megan discovers remnants of a Professor's diary on the web. She invites us to help find out what happened to him.**



## STAR FESTIVAL CURRICULUM AND BIG BOOK

“Star Festival: Exploring Cultural Heritage” is a K-12 curriculum based on the Star Festival CD-ROM. Botticelli helped write and develop the structure of the curriculum, produced by MIT and the Boston Children’s Museum. Botticelli worked with teachers in the Boston Public Schools for four years to beta-test and integrate classroom concerns into Star Festival. Themes of family and heritage are featured.

Curriculum adopted system-wide by the Boston Public Schools, 2001



**O**ji-chan, how do you do it? I asked. “Just hold the wood steady, like this,” he answered. “No, I mean how do you play music in public?” “Oh,” he put down the business, “Why do you ask?” “I have a violin concert. I just can’t stand up on stage all alone.” “Ah, Shigeru-chan, the first time is scary, but after a while you enjoy it. Give it a try. Now, I have a surprise for you.”

I followed Oji-chan into the house. He handed me an envelope. A letter from Father!

Dear Shigeru,

I was so happy to receive your pictures. I keep them in my desk to remind me of my dear family. You have become a very good photographer. I am sure you can do whatever you set your mind to. I hope you remember your promise to take care of Mother and Shigeo.  
Love, Father

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**O**ji-chan, you sent my pictures to Father! I beamed at my grandfather as he nodded.

**W**hen the night of my big concert came, I stood on stage, my heart pounding. My arms shook as I lifted the bow. Then I seemed to hear Father’s words, “You can do whatever you set your mind to,” and I bowed my first note clearly and strong. Soon the audience was clapping. Concerts weren’t really so bad after all.

**WHEN I WAS A BOY**, a big book written by Botticelli President, Ellen Sebring, is part of the Star Festival curriculum.

**Family photos help tell the story of a ten-year old boy—real-life MIT Professor Shigeru Miyagawa—who experienced a crisis of cultural identity when he left Japan and moved to Alabama.**



## TITIAN KIOSK — INTERACTIVE DVD KIOSK

The DVD-based kiosk introduces one of the Gardner Museum 's greatest paintings—Titian 's *Europa*—to museum-goers using a large touch screen and crystal-clear, full-screen DVD video images. The painting appears on screen like a rippling pool of water. When touched, a “nugget” of information floats to the surface. Each of the twenty “nuggets” is a silent blend of image, animation and words based on the writings of prominent Titian scholars.

Permanent Installation at the Isabella Stewart Gardner Museum  
Silver Medal, New York Festivals International Interactive Multimedia Competition, 1998  
Best Art Show of 1998, Boston Phoenix Best of Boston Awards

**Touch the rippling painting. The image silently animates. Text overlays provide information on the artist, story, pentimenti, provenance, technique and historical context.**

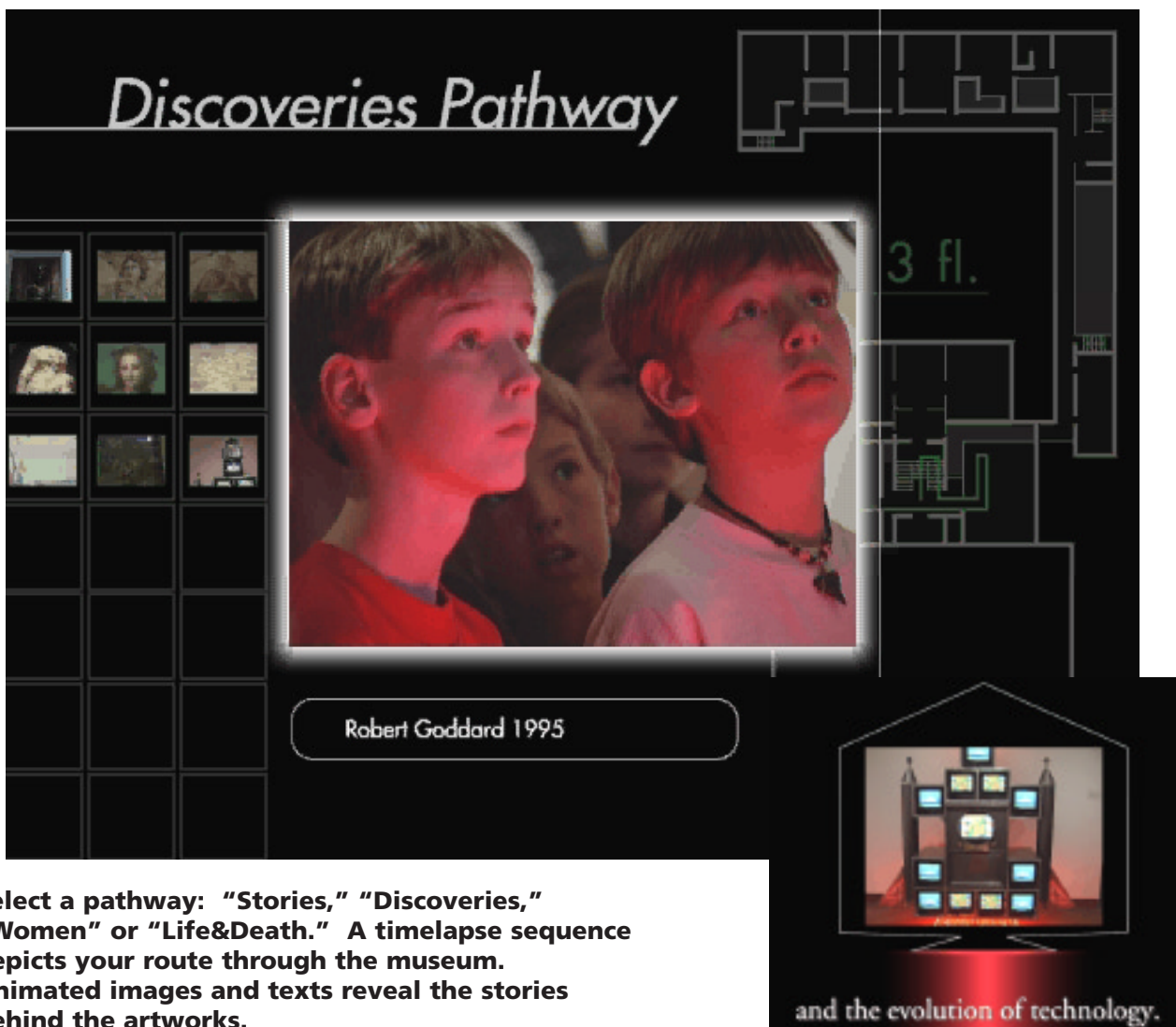




## DISCOVERY KIOSK

The kiosk serves as a prelude to the Worcester Art Museum collection. Targeted for first-time visitors, the kiosk features thematic pathways through the collection as mapped out by the Education Department. Visitors are given provocative introductions to artworks and are then invited to explore the real thing.

Permanent Installation, Discovery Gallery, Worcester Art Museum



**Select a pathway: "Stories," "Discoveries," "Women" or "Life&Death." A timelapse sequence depicts your route through the museum. Animated images and texts reveal the stories behind the artworks.**

and the evolution of technology.

## CAMKIDZ — INTERACTIVE TELEVISION SERIES

The CamKidz television series taps into kids' natural interest in exploration and discovery. Documentary subjects are integrated with narrative television and online participation, with the mission of fostering creativity in children. CamKidz takes kids behind the scenes and enables them to interact with real-world creative processes.

Developed in partnership with Institute for Civil Society.



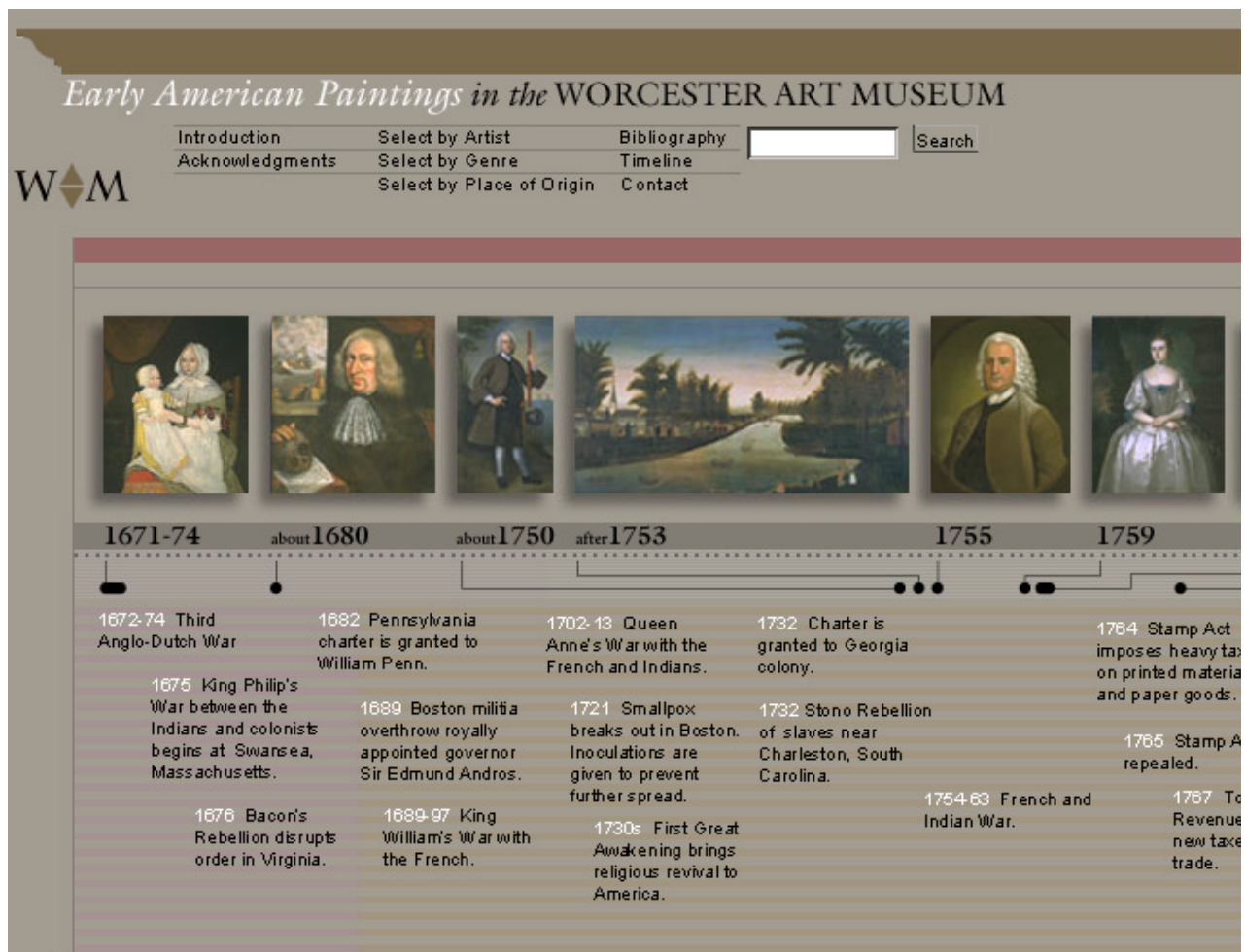
**The CamKidz meet online via webcams in their virtual clubhouse. They share their own movies and get involved behind-the-scenes in creative processes. In the first series, the CamKidz help a theater company create a play.**

## EARLY AMERICAN PAINTINGS — ONLINE GALLERY

The Early American Paintings website, designed for curator David Brigham at the Worcester Art Museum, provides a highly accessible online catalog for both scholarly research and new audiences. The timeline design presents an overview of the Collection and provides an easily navigable interface.

Yahoo "Pick of the Week," 2001

Worcester Art Museum at: [http://www.worcesterart.org/Collection/Early\\_American/](http://www.worcesterart.org/Collection/Early_American/)



*Early American Paintings in the* WORCESTER ART MUSEUM

Introduction    Select by Artist    Bibliography        Search  
 Acknowledgments    Select by Genre    Timeline  
 Select by Place of Origin    Contact

WOM

1671-74    about 1680    about 1750    after 1753    1755    1759

1672-74 Third Anglo-Dutch War

1675 King Philip's War between the Indians and colonists begins at Swarsea, Massachusetts.

1676 Bacon's Rebellion disrupts order in Virginia.

1682 Pennsylvania charter is granted to William Penn.

1689 Boston militia overthrow royally appointed governor Sir Edmund Andros.

1689-97 King William's War with the French.

1702-13 Queen Anne's War with the French and Indians.

1721 Smallpox breaks out in Boston. Inoculations are given to prevent further spread.

1730s First Great Awakening brings religious revival to America.

1732 Charter is granted to Georgia colony.

1732 Stono Rebellion of slaves near Charleston, South Carolina.

1754-63 French and Indian War.

1764 Stamp Act imposes heavy tax on printed material and paper goods.

1765 Stamp Act repealed.

1767 To Revenue new tax trade.

**The scrollable timeline interface provides historical context for the paintings and an overview of the Collection.**



## THIS PLACE CALLED HOME — EPA ENVIRONMENTAL RESOURCE CD-ROM

A resource for environmental groups, the CD-ROM depicts a journey across America's environmental landscape. The program highlights case studies on: urban sprawl in San Diego; a family farm in Nebraska; revitalizing post-industrial Trenton; and the quest for non-polluting industries on the Virginia coast.

Developed for and distributed by the US Environmental Protection Agency.



**The Trenton episode focuses on urban renewal. Video testimonials are also accessible as text. Historical photos highlight “then and now.” A resource guide directs users to research and organizations to help them take action.**





## EDUCATION DEPARTMENT WEBSITE — ISABELLA STEWART GARDNER MUSEUM

Website for the Department of Education includes curriculum materials, online learning, monthly features on teachers and educational events at the Museum.

**Welcome!**



On a cold New Year's night in 1903, Isabella Stewart Gardner opened the doors of her Museum to the people of Boston for the very first time. Following a concert, mirrored doors that blocked the view to the courtyard were rolled away revealing a magical scene: the courtyard softly illuminated by hundreds of Japanese lanterns and filled with flowers...

[full story](#)

**EDUCATION@**  
ISABELLA STEWART GARDNER MUSEUM

Museum info | Teacher's Room | Art On-Line | Learn at the Museum



**Credits**

Isabella Stewart Gardner Museum Education Department



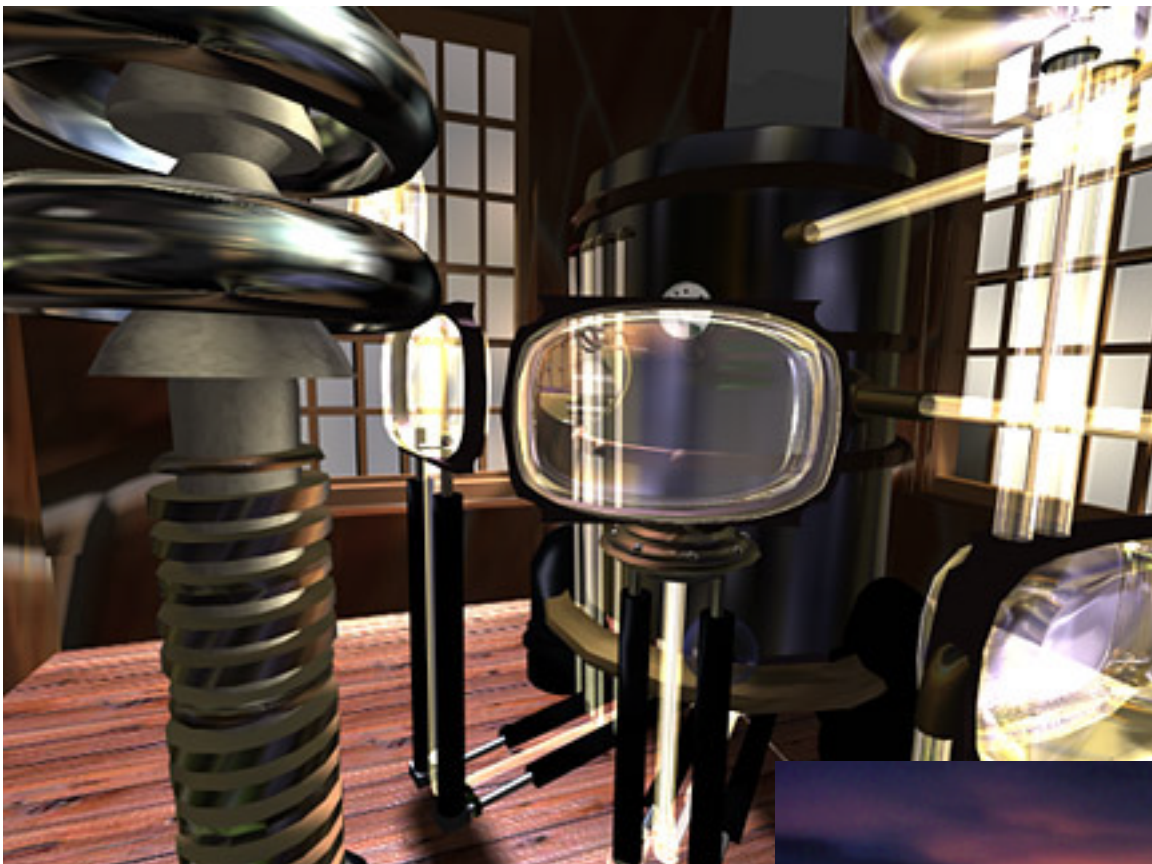
**The home page highlights the uniqueness of the Gardner Museum. A museum that is also a home, visitors are welcomed by the engaging "Mrs. Jack."**



# Presentation Media

## SYBASE TRADE SHOW PRESENTATION — 3D LAB INTERFACE

A fantastical "Edisonian" lab, designed for Sybase trade shows, features full-screen 3D animation. The modular structure allows for customization by presenters and facilitates updates with new products and marketing materials. The dramatic style is designed for maximum impact in a busy trade show environment.



**Rotating machine displays  
"liquid video."**



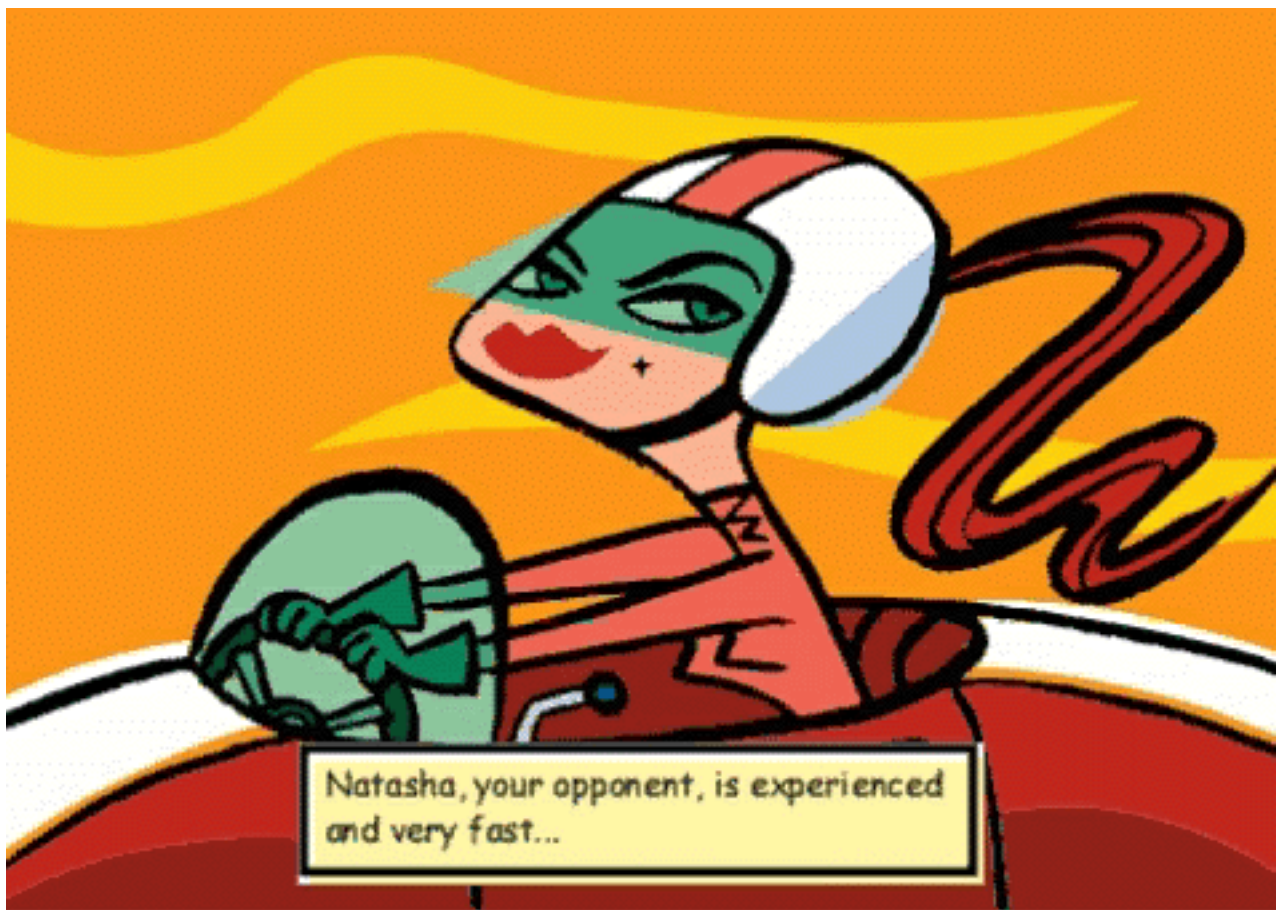


# Presentation Media

## IRIDIUM KIOSK — 3D GAME AND KIOSK

The Iridium kiosk was developed as a means to entertain while educating consumers about Iridium technology. Four games in remote and exotic regions reinforce the application of Iridium satellite communication technology in extreme conditions. The gaming environment utilizes comic book animations coupled with 3D environments.

Best of Show, Geneva Telecom '99  
Recorded by CNN for broadcast



**Compete with one of several opponents in the 3D game.**

# Presentation Media

## POWERPHONE — FIRST COMMERCIALY DEPLOYED MULTIMEDIA PAY PHONE

Developed original MPEG motion graphics and advertising for world's first commercially deployed multimedia pay phone. Oversaw the design and production of motion graphics, tutorials, advertising, and original music for the PowerPhone, including special event programming for Hong Kong's hand over ceremony in 1998. Produced for PowerPhone Network Limited of Hong Kong.



**Still frame from PowerPhone Tutorial. Graphics were produced in AfterEffects and then encoded into MPEG-1.**

**Chinese and English were used together to convey specific messages to tourists and local residents.**

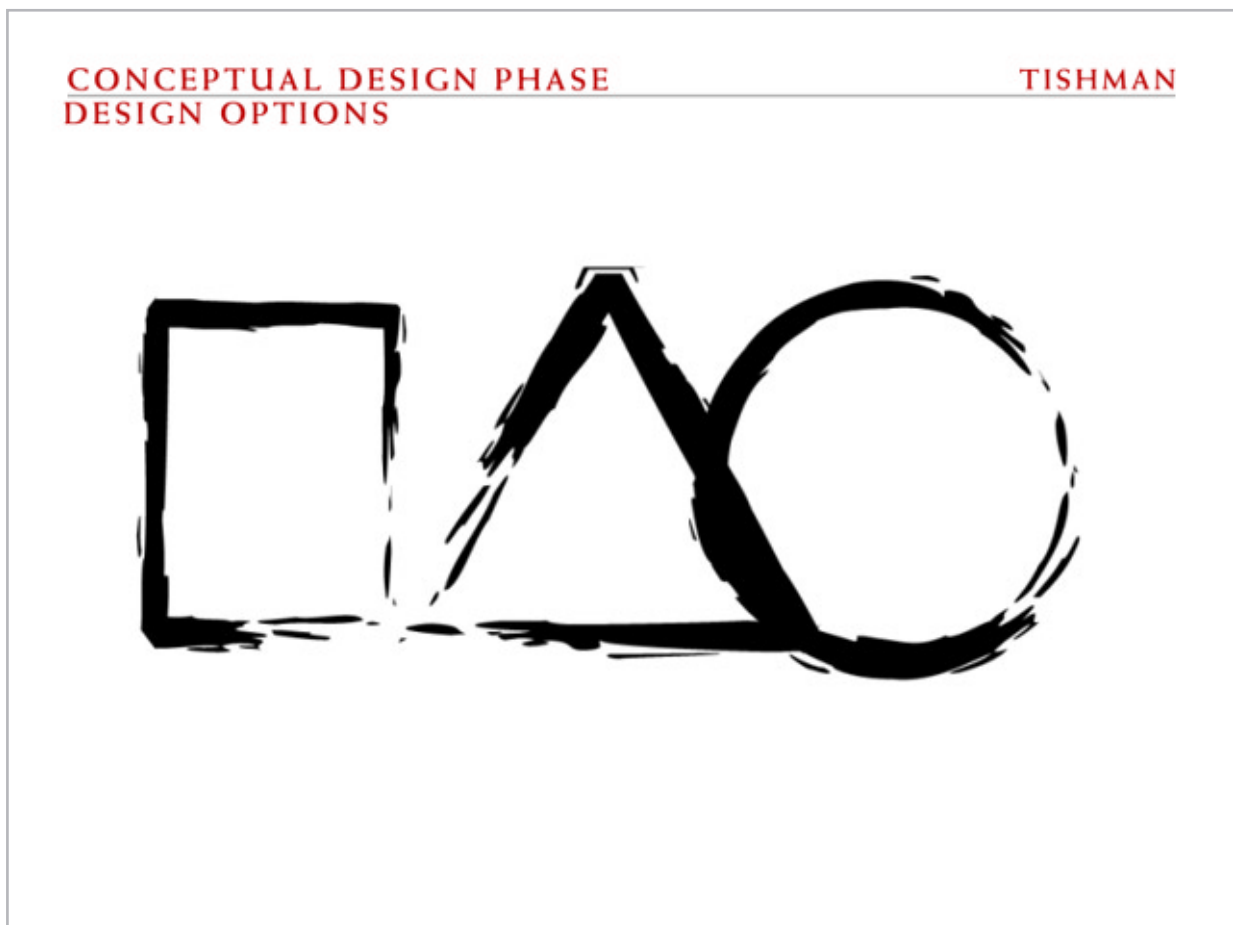


# Presentation Media

## TISHMAN PRECONSTRUCTION PRESENTATION

Animated graphics illustrate the preconstruction process in a more engaging form than a traditional power point presentation. Simple, subtle and beautiful, the animation communicates in minutes what might take hours to explain. Adaptable and updateable, this is the "next step" in presentation media.

Botticelli translated Tishman's preconstruction process into storyboards based on discussions and their presentation outline.



**"Circle, Triangle and Square" by Zen master Sengai Gibon (1750-1838), is the inspiration for the animation. In this screen, the symbols represent three design choices that fit within the scope of the building project.**