



October 2014 CAMELOT Project Newsletter

Hello and welcome

We are looking back over October, probably one of the busiest months of the CAMELOT Project so far, lots has been happening as we move toward the project half way meeting next month. Sadly one of the consortium members, Heike Philp is in hospital poorly and we wish her well, sending our very best wishes for a speedy recovery. Get well soon Heike!

Tuncer Can presented the CAMELOT Project at the KEYS Conference in Istanbul

Dr Tuncer Can from [Istanbul Üniversitesi](#), Partner and Work Package Leader of the CAMELOT Project presented, along with [Irfan Simsek](#) — at [KEYS Conference 2014](#).



The CAMELOT Project for teachers in Greece

Christel Schneider had the great opportunity to present the CAMELOT Project at a teacher conference in Greece from a distance. What could be the best medium to introduce machinima? Yes, she did the presentation with a machinima :-)
<http://youtu.be/azcjRXS1dew>

Spotted at EuroCALL 2014!

screen as technique to engage her students in filming and being filmed. The films are produced in front of a green screen in her real life classroom and the background is created and added from Second Life to make the videos look more lively and professional. Helen points out sound issues they faced when filming and provides solutions how to overcome these.

[A conversation about machinima use in the classroom with Helen Myers](#)



For more EuroCALL videos please visit The CAMELOT Project YouTube Channel

CAMELOT Project You Tube Channel

15 November, 2pm UTC Webinar: Dr Randall Sadler talks about PADS: **Telecollaboration, Virtual Worlds, and Integrated Language Learning**
<http://lancelot.adobeconnect.com/randallsadler/>



Joe Rigby of MellaniuM presented a webinar for CAMELOT partners and friends on the 24th October 2014

The presentation illustrated how any 3D exhibit can be captured by laser scanning and/or photogrammetry and then imported into a virtual environment.

At the very end of last year Cosmo Wenman released his mesh model of the very famous “Winged Victory of Samothrace.” This statue and the “Aphrodite of Milos” from the Louvre museum are seen as the most important art exhibits ever to have been produced by the Classical Greek civilization.

MellaniuM has taken these 20 million polygon models and decimated them to a mesh size that could be imported into a virtual museum generated in AVAYALIVE ENGAGE. These two models, now rendered with ~850,000 polygons still possess clear details of the folds in the draped fabric and the exquisite sculpturing of the feathers.

This ability is a watershed for 3D worlds, where previously very small, unrealistic models have been available giving a very unreal image of what a famous sculpture would look like.

Joe’s 3D virtual museum is hosted on the AVAYALIVE ENGAGE engine that is an online, immersive collaboration environment platform that lets you communicate with others as though you were face to-face.

AVAYALIVE ENGAGE is embedded as a browser plug-in with auto-configured VOIP and that integrates with your local network, security and business software tools.

[Click here to watch the webinar](#)

Recent international dissemination activities by The CAMELOT Project partner TELLConsult

TellConsult presented the CAMELOT Project in September at the third Tabula Alba workshop on [Interactive Whiteboards](#)



and more recently at [the two-day workshop](#) (18-19-2014) for the Irish teachers participating in the [EU project TKEYHIL](#).

TELLConsult’s representative, Ton Koenraad, also had opportunities to share information about the CAMELOT Project nationally. For example, the project's objectives were discussed with participants at a workshop (9/10) he attended on video in education organised by the related [Dutch HE professional Community](#).

MEDIA & LEARNING ASSOCIATION

Get in the Picture: Innovative Use of Video in Higher Education
Location: Ministry of Education and Training, Brussels
19 November 2014, 10:00 - 17:15

Media & Learning pre-conference event - A Workshop to be held on 19 November called “Get in the Picture: Innovative Use of Video in Higher Education”. To find out more and sign up visit: <http://media-and-learning.eu/pre-conference-events>

