

LAPITH: Locating and Performing Irish Theatre History

Illustrations to accompany Final Report

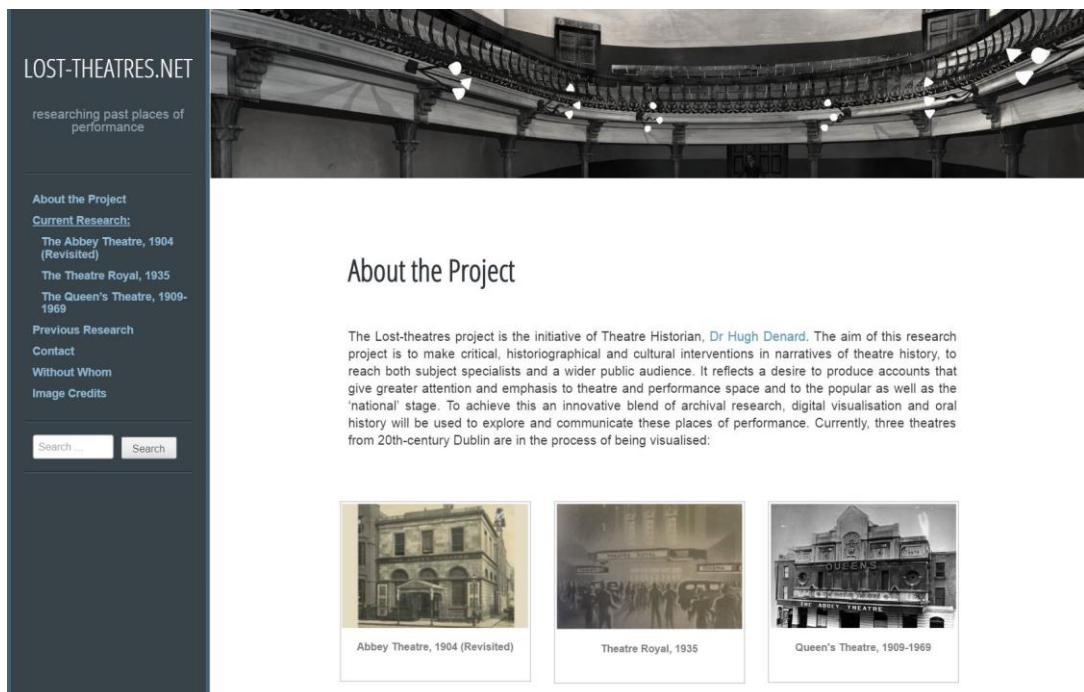


Fig. 1. Screenshot of project website: www.lost-theatres.net

The Old Abbey Theatre (1904-1951)



Fig. 2. Example of previously unknown post-fire photos of the old Abbey Theatre, Dublin City Library.



Fig. 3. 3D Model of old Abbey Theatre: front entrance with natural and artificial light.

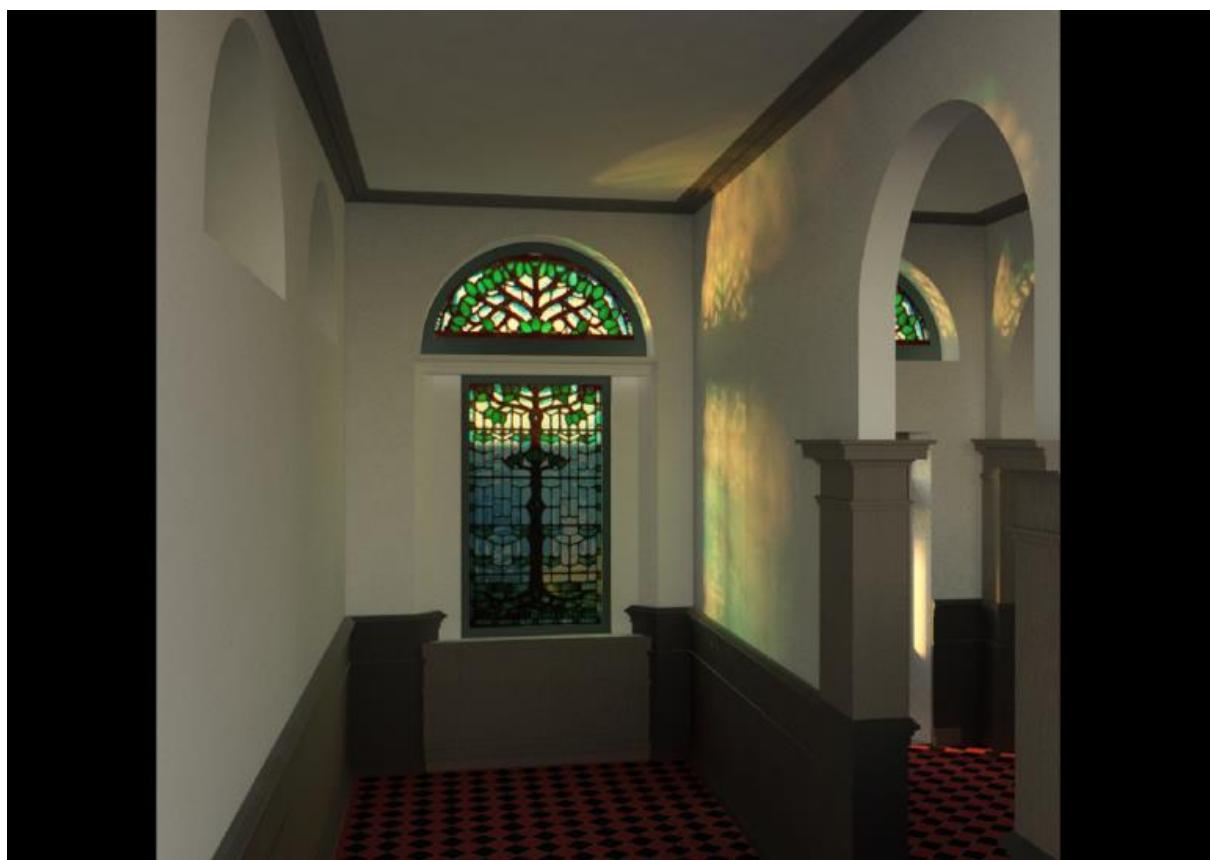


Fig. 4. 3D Model of old Abbey Theatre: Greenroom with stained-glass by Sarah Purser.

E.G. Craig's "Screens" at the Abbey Theatre

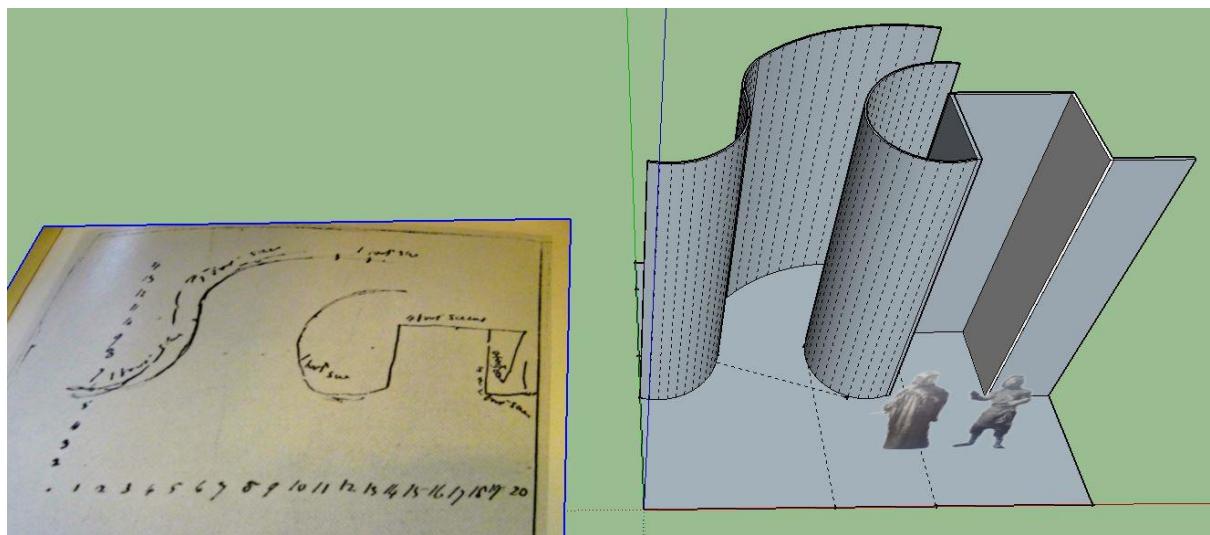


Fig. 5. Original rough plan of scene design for *The Hour-Glass* (L) and visualisation of how scene design would have been realised using Craig's screens (R)



Fig. 6. *The Hour-Glass* scenography coloured, lit and integrated into 3D model of the stage of the old Abbey Theatre.

The Queen's Theatre (1909-1969)



Fig. 7. Sketch of the Queen's Theatre, *The Irish Builder and Engineer*, 29 May 1909.

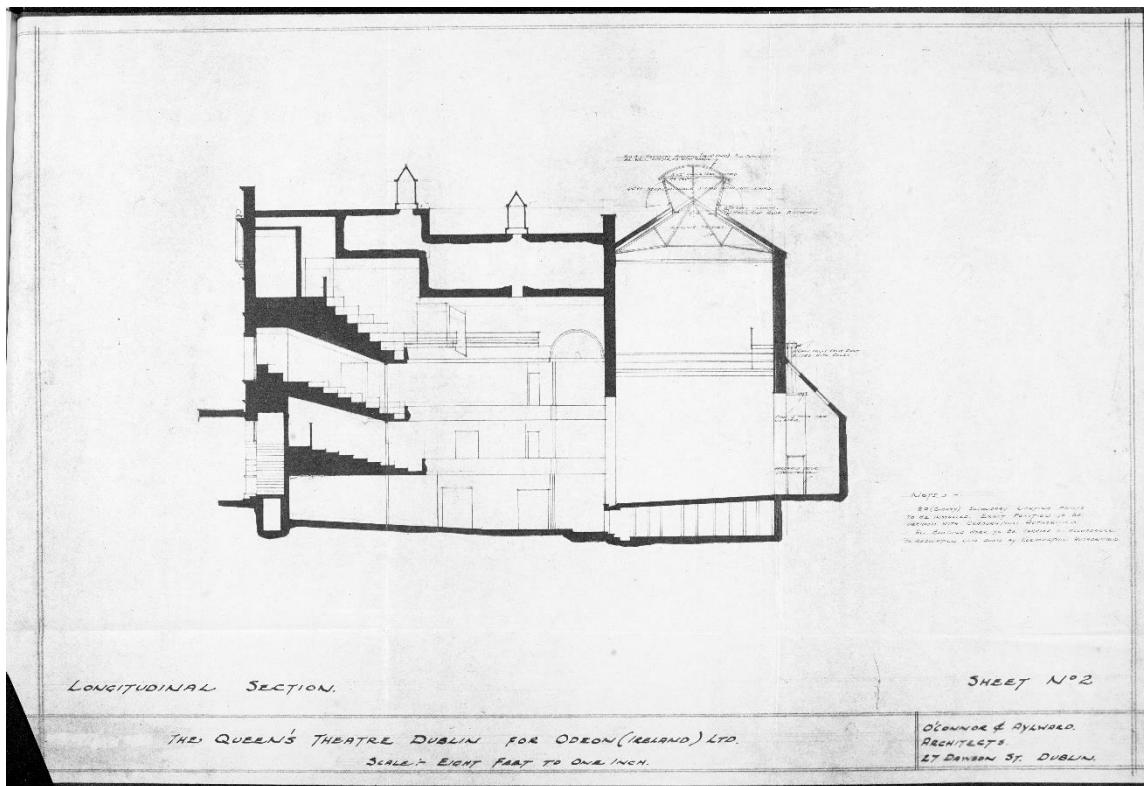


Fig. 8. Longitudinal section of the Queen's Theatre, from Letters Patent, 1951. National Library of Ireland.

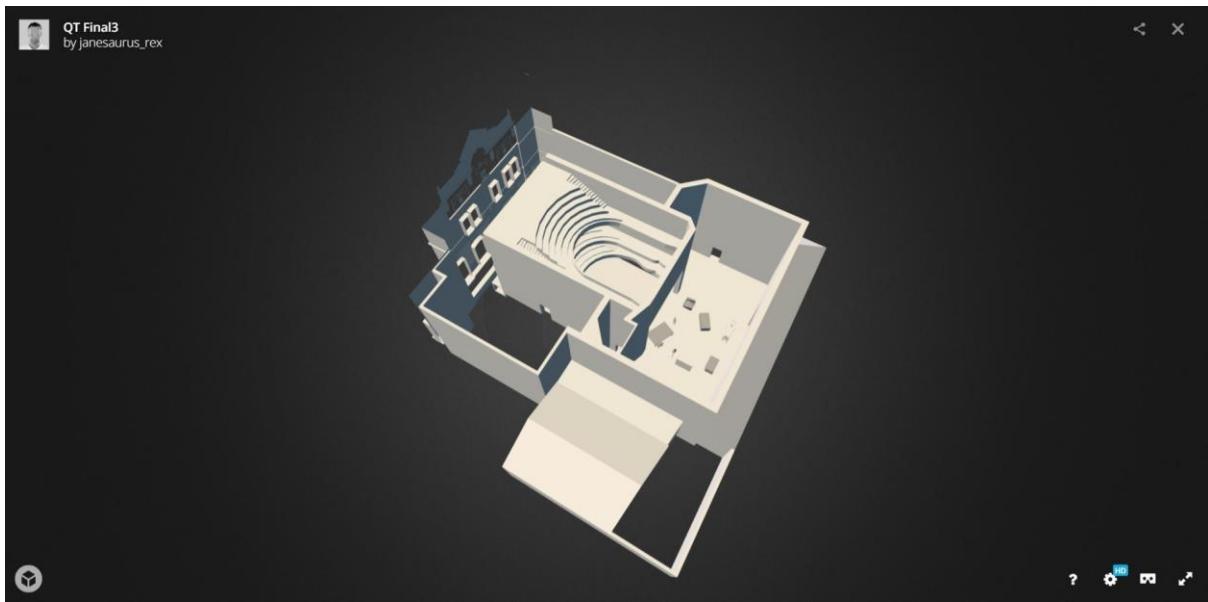


Fig. 9. Queen's Theatre, Dublin: [interactive 3D model](#).



Fig. 10. Façade of Queen's Theatre, Dublin: [interactive 3D model](#).

The Theatre Royal (1935-1962)

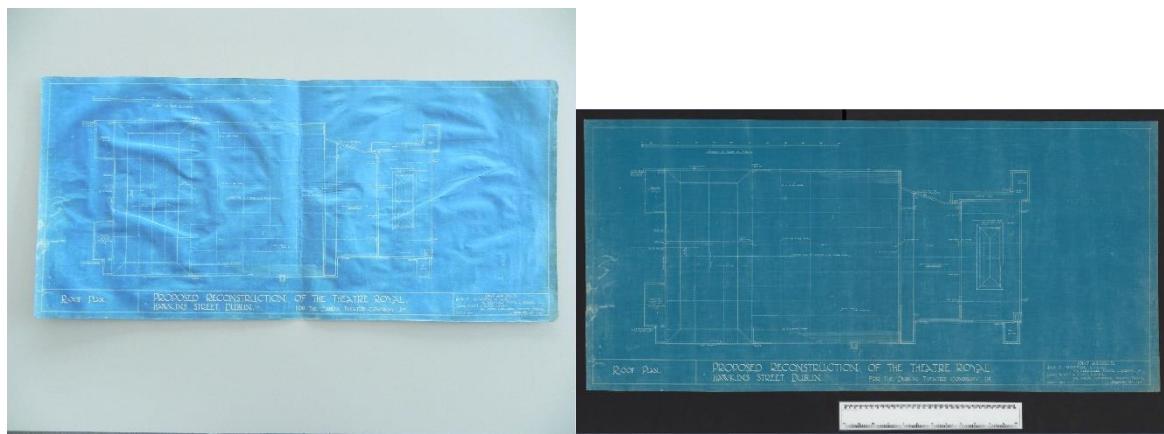


Fig. 11. Pre- and post-conservation images of blueprint (roof plan) for the 1935 Theatre Royal.
OPW/5HC/4/955/9 - DWG No.118, National Archives Ireland.

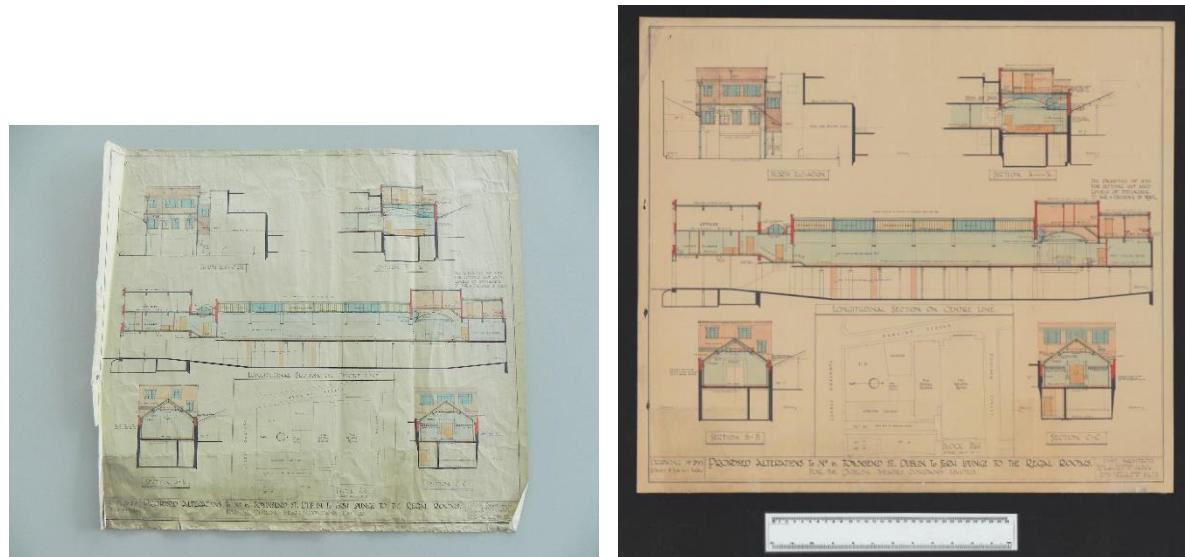


Fig. 12. Pre- and post-conservation images of a diazotype print (plans for a proposed lounge to the Regal Rooms), Theatre Royal. OPW/5HC/4/955/26 - DWG No.295, National Archives Ireland.

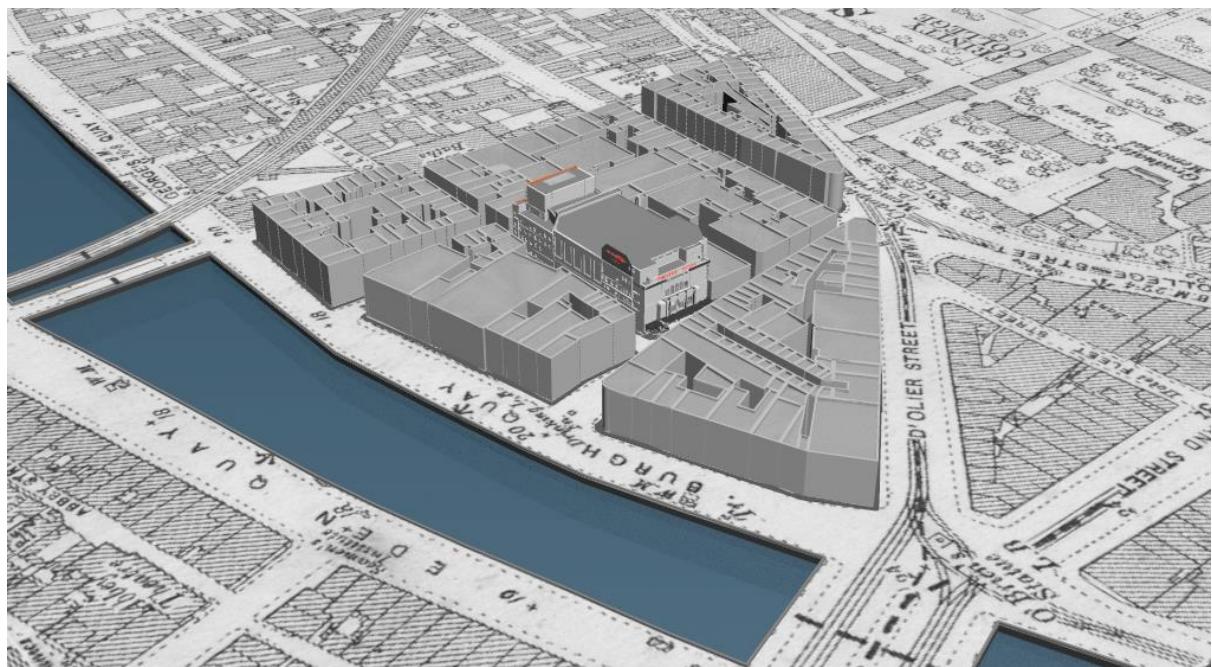


Fig. 13. Visualisation of the Theatre Royal in its immediate urban context.



Fig. 14. Longitudinal section of 3D model of the Theatre Royal.



Fig. 15. View from stage over auditorium: work-in-progress rendered image, 1935 Theatre Royal

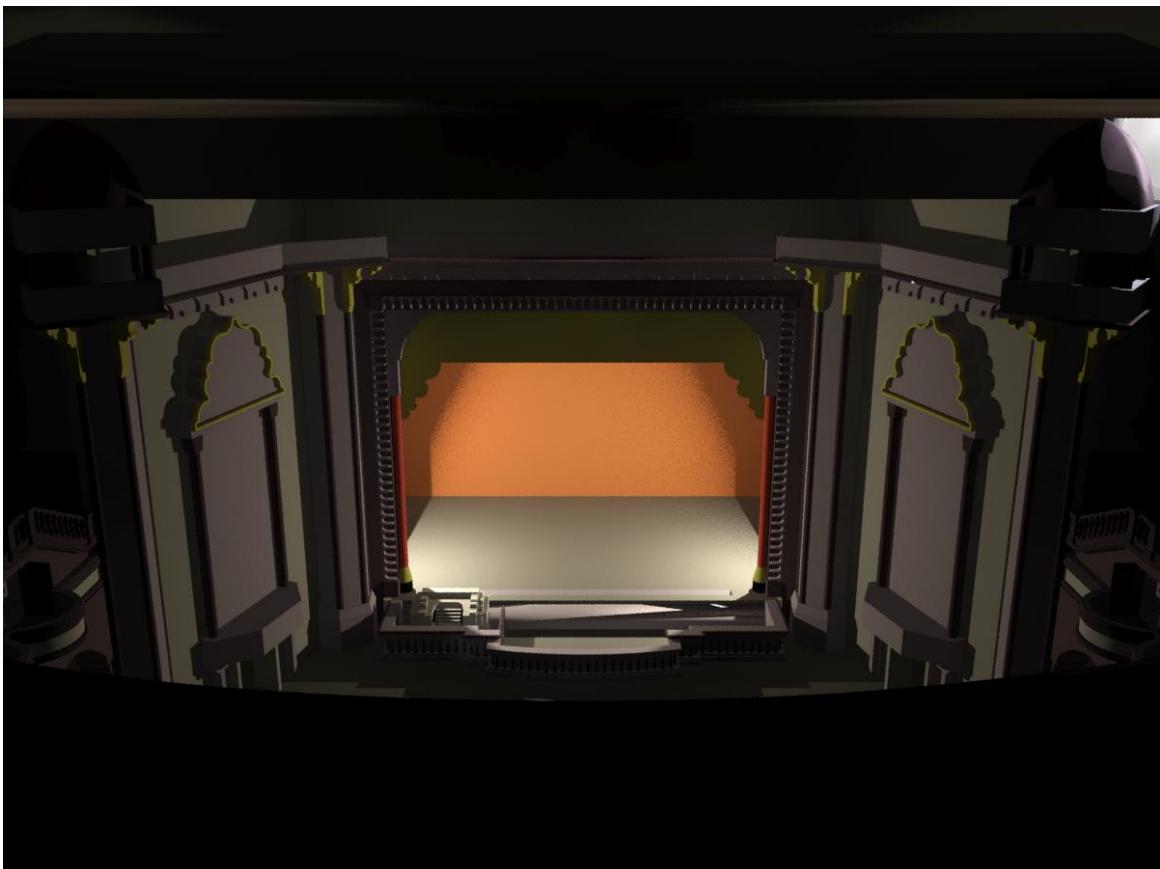


Fig. 16. View towards stage: work-in-progress rendered image, 1935 Theatre Royal

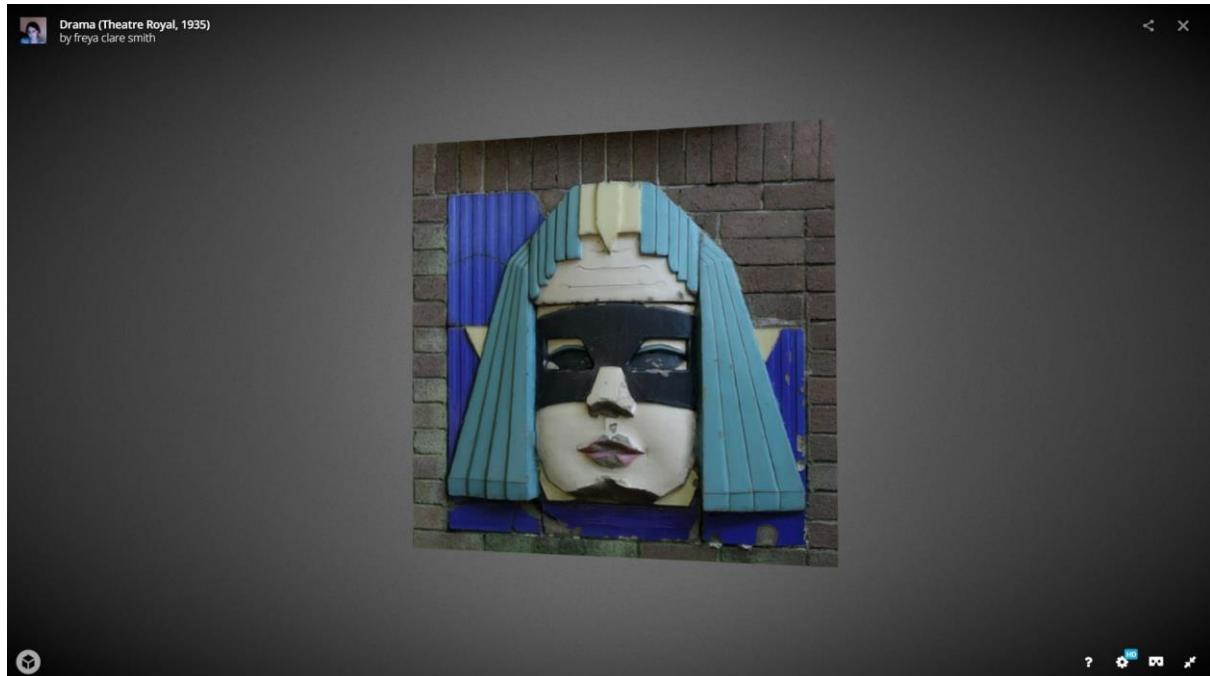


Fig. 17. "Drama", relief sculpture from the 1935 Theatre Royal façade: [interactive 3D model](#).

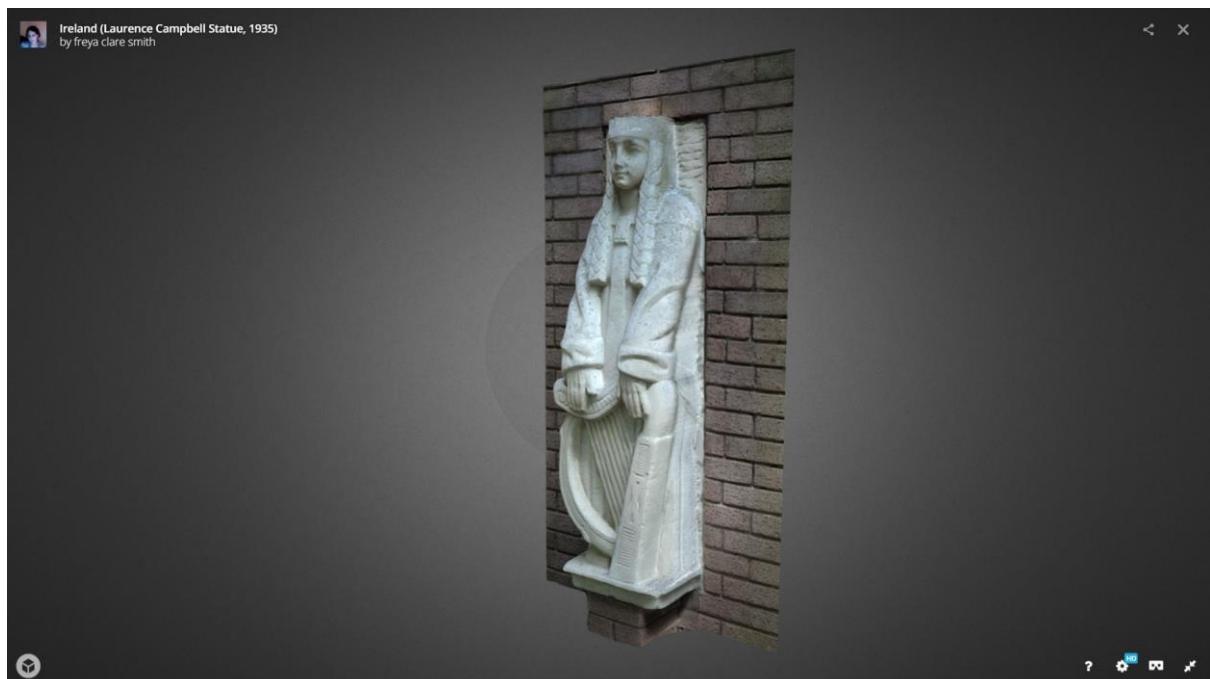


Fig. 18. "Ireland" by Laurence Campbell for the 1935 Theatre Royal: [interactive 3D model](#).

Associated Activities & Initiatives

londoncharter
for the computer-based visualisation of cultural heritage



Enabling evaluation

THE LONDON CHARTER

FOR THE COMPUTER-BASED VISUALISATION OF CULTURAL HERITAGE

Establishing internationally-recognised principles for the use of computer-based visualisation by researchers, educators and cultural heritage organisations.

[A New Introduction to The London Charter](#)

[Download The London Charter \(2.1, February 2009\)](#)

NEWS

- [The Hungarian translation](#) by Kelemen, Kavanagh, Szenes & Rácz is revised, March 2016
- [The Portuguese translation](#) is created by Botelho, Dias, Madeira & de Almeida, November 2014
- [The Hungarian translation](#) is created by Kelemen, Kavanagh, Szenes & Rácz, October 2014
- [The German translation](#) is updated by Susanne Krömer, July 2013
- [The Bosnian translation](#) is created by Selma Rizvić, November 2012
- [The Japanese translation](#) is created by Go Sugimoto & Reiko Kadobayashi, November 2012
- [The Farsi \(Persian\) translation](#) is created by Mahdokht Farjamirad & Morteza Lak, November 2012
- [The Chinese translation](#) is launched in Beijing, 18 October 2012

Introduction

Preamble

Objectives

Principles

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Fig. 19. The London Charter. <http://www.londoncharter.org/>

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VIRTUAL HERITAGE NETWORK
IRELAND

Virtual Heritage Network aims to bring together people who work for the support, improvement and promotion of virtual heritage in Ireland and beyond across the academic, business, education, cultural heritage, policy, and tourism sectors. It welcomes people from a diverse range of backgrounds including archaeology, cultural studies, social sciences, arts, conservation, education, engineering, computer science, business, and industry. Our objectives are to make connections between people from a variety of sectors who share an active interest in virtual heritage, to encourage and support the carrying out of virtual heritage activities of the highest international standards and to promote knowledge, understanding and appreciation of virtual heritage. We particularly welcome international researchers and professionals who work on Virtual Heritage outside Ireland.

The objectives of Virtual Heritage Network are:

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[Recreating the Ancient Past](#)

[The Archaeology 2025 Assembly | 7 April 2016](#)

[Call for Expressions of Interest to host VHN: Ireland 2016](#)

[Masterclass in Digital Humanities by Dr. Jacopo Tabolli](#)

Tweets by @VHNireland

VHNireland Retweeted [ForasFeasaDH](#) @Dforasfeasa Multimodal Engagements with #CulturalHeritage Applications until 17 July. Bursaries available goo.gl/EGMSws



Fig. 20. Virtual Heritage Network: Ireland <http://www.vhnireland.org/>