

The potential of digital tools & scientific imaging to unlock museum collections for learning worldwide

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For hundreds of years museums have been collecting specimens and objects from our past for research and public programs. The majority of our collections never see the light of day, kept in cabinets and warehouses far from the public eye. However, museum researchers have recently begun to use new non-destructive digital 3D techniques – such as photogrammetry and CT scanning – that produce high resolution three-dimensional images, but these files too largely remain in institutional storage or academic repositories. Now, through online repositories like Sketchfab and Thingiverse is it possible to use scientific imaging to unlock museum collections and unleash their potential to engage the public through AR/VR experiences and 3D printing programs. In this session I will talk about how 3D imaging is being used by researchers and what role we envisage these models playing in the learning and public program at the Queensland Museum going forward.