



Cromford's 2nd Mill

What has Tommy been doing?



123D Catch



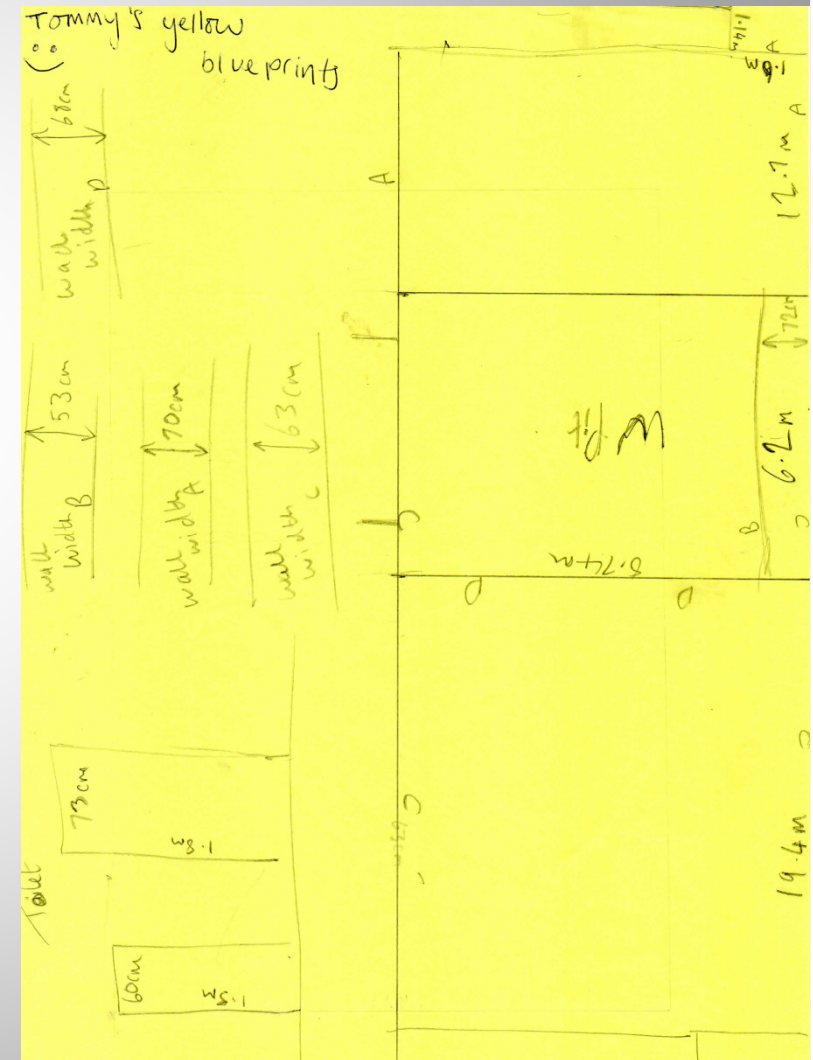
I used 123D Catch to create virtual 3D models of 'things' around the Derwent valley mill sites that we visited.

Here you can see a virtual model of one of the stone pillars in the basement of Strutt's North Mill.

More pictures of virtual 3D models



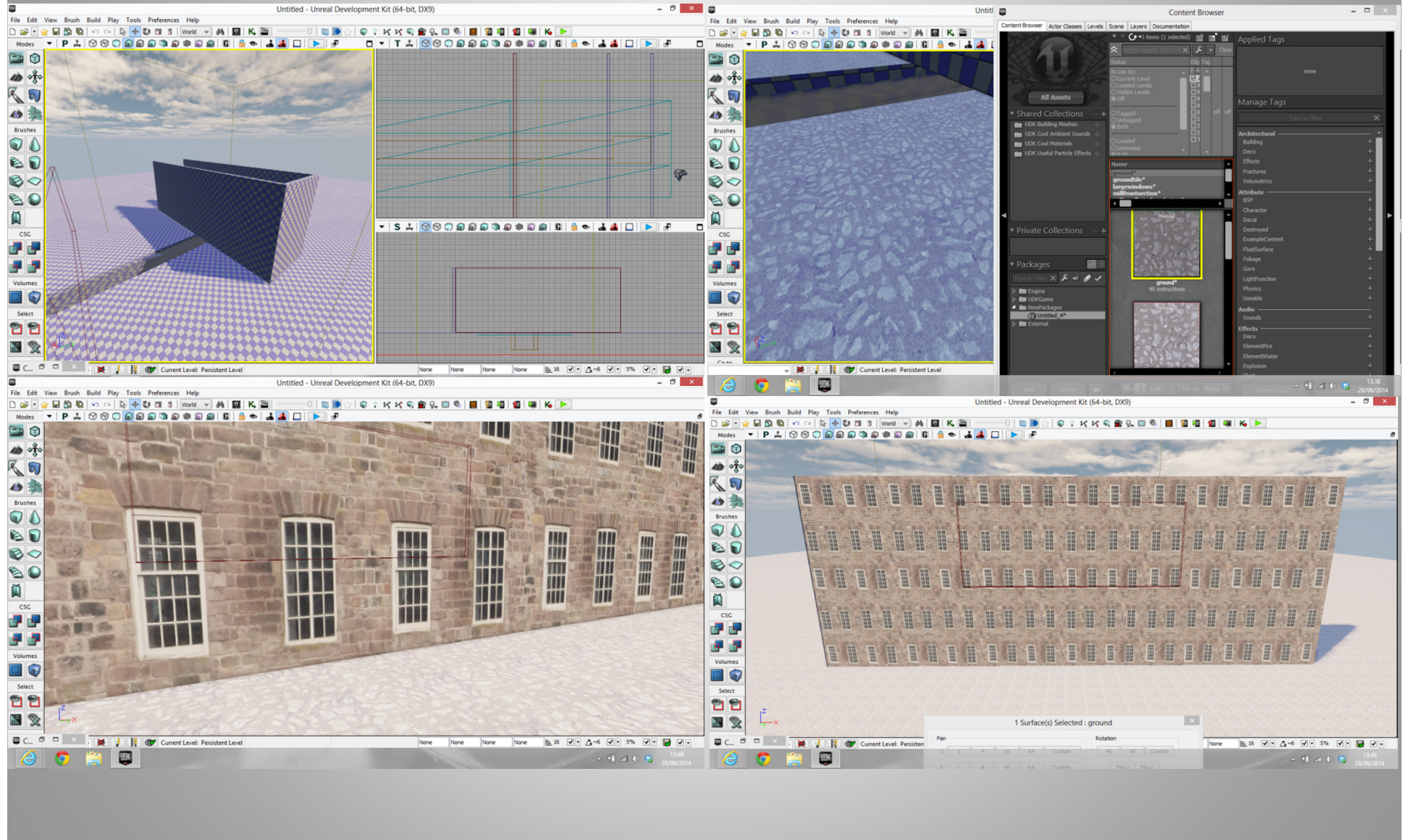
My Main Project



Building the mill

- As my main project, I chose to digitally rebuild the second mill building at Cromford that burned down.
- The two pictures on the previous slide (measurements from the ruins, and a watercolour artists impression of the building) were the only two pieces of information I had to use.

UDK (Unreal Development Kit)



UDK

- On the previous slide are a few screenshots of my work on UDK.
- The Mill: I managed to completely build the mill out of 'blocks' and I started to tile the outside walls with windows
- The Floor/River: I used Photoshop to make an image that would join together seamlessly so that I could tile the floor with one image repeated over and over again, I also build the river to have moving digital water.

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*Created by
Tommy Shaw*

With thanks to

