The Story of the Beautiful: Freer, Whistler and Their Points of Contact
peacockroom.wayne.edu
Tech Notes

Site built using Omeka: PHP Zend Engine / CSS / JQuery (Javascript),
heavy use of the Omeka Simplepages plugin for various features on the site
UI for the Panos and the Item Display programmed in JQuery
Omeka: http://omeka.org
JQuery: http://jquery.com

PANORAMAS
Camera: CANON EOS Rebel T1i
Process: Photoshop HDR (exposure fusion/blending)
Stitching the image:
Hugein http://hugin.sourceforge.net
Final Panoramas
Pano2Vr: http://gardengnomesoftware.com/pano2vr.php

WORLD TOURS (MAPS)
Used a combination of technologies: Twitter Bootstrap for the layout, and two JQuery plugins: Fancybox
for the postcard carousels, and smoothZoom for the “travel” UI
Source maps: http://alabamamaps.ua.edu/historicalmaps/world/1876-1900.html
fancybox (postcards) http://fancyapps.com/fancybox/
bootstrap (tabs/layout): http://getbootstrap.com
smoothZoom (map functionality) http://codecyon.net/item/smooth-zoom-pan-jquery-image-viewer/511142

TIMELINE
Hard-coded HTML, incorporating three JQuery plugins: Fancybox for the modal lightboxes, qTip for the
hover captions, and Timelinr for the parallax scrolling
timelinr (timeline) http://www.csslab.cl/2011/08/18/jquery-timelinr/
qTip (hover captions) http://qtip2.com

VISUAL HISTORY
Uses a JQuery plugin, Gallerific 2
gallerific2 http://www.twospy.com/gallerific/
The Peacock Room Comes to America App for iPhone and iPad
Tech Notes

Download the app at the iTunes store: http://tinyurl.com/mdqzakb

The app was custom built in iOS (objective-c) by Arcade Sunshine Media using a combination of programming and design tools:

STRUCTURE
Xcode which is an IDE (Integrated Development Environment) used by Mac and iOS developers to build applications. It's a code editor and has autocomplete support, static code analysis (it finds bugs in your code before you compile, including memory leaks) and a variety of debugging and performance tools.

DEBUGGING
Testlink, Xcode and Redmine were used to debug the app. The first two do systematic stress testing, and Redmine is a project management tool that was used to highlight the bugs and assign tasks to Arcade Sunshine Media team members who need to address them.