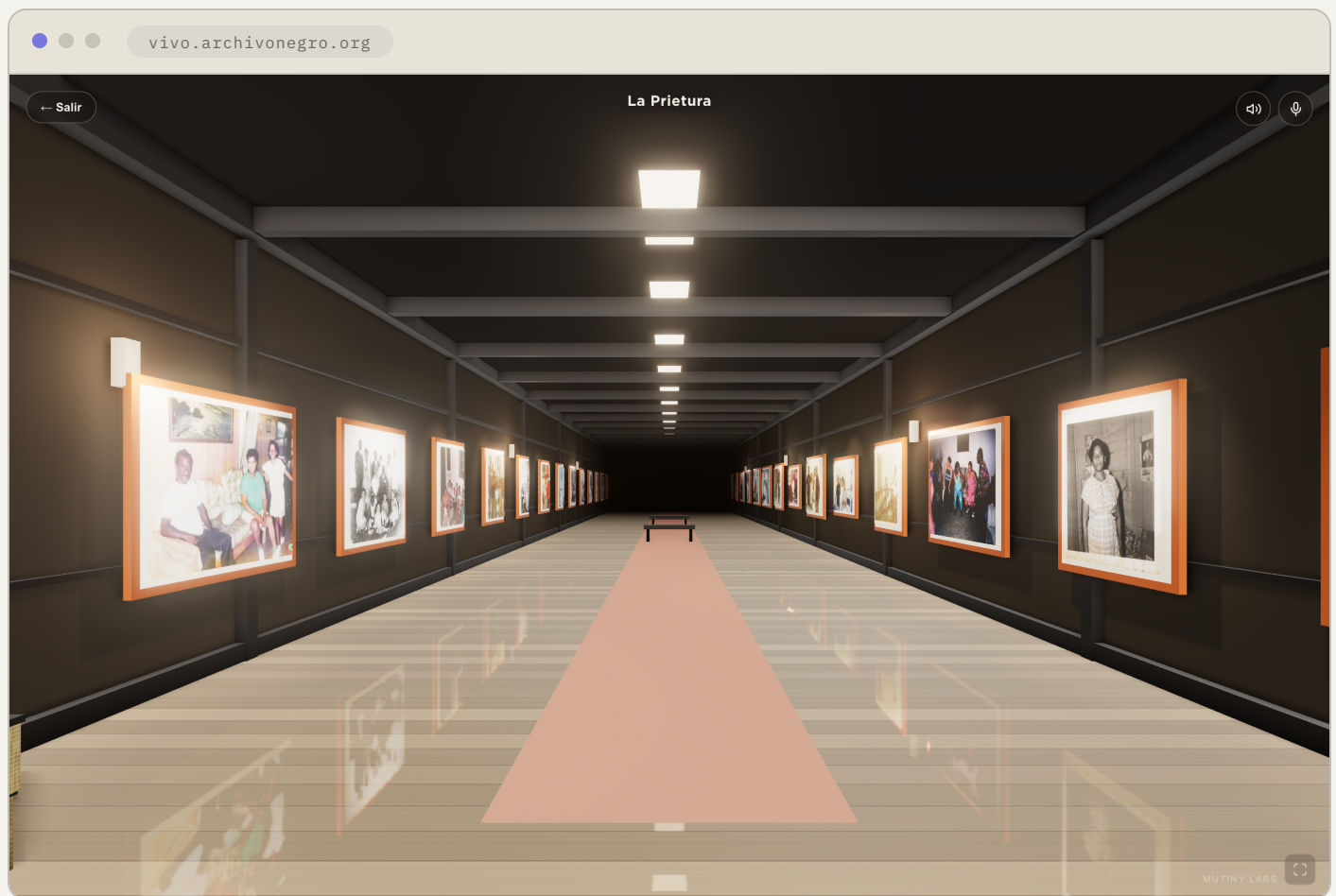


ARCHIVO NEGRO · MOVIMIENTO ANANSE

El Archivo Vivo

A living museum of Puerto Rico's Black memory: thirteen galleries you can walk through from any browser.



486

WORKS WALKABLE IN 13
GALLERIES
MUTINY-LABS.COM • INNOVATION & STRATEGY · PUERTO RICO

3

TIMELINE VIEWS OVER ONE
ARCHIVE

VR

READY, FROM ANY
BROWSER

FRONTIER

3D

CULTURE

// 01

The context

Archivo Negro, a project of Movimiento Ananse and Revista Etnica, keeps a growing digital archive of Puerto Rico's Black history at archivonegro.org, the platform we built for them in 2023: family photographs, documents, portraits of cultural figures, the bomba and plena tradition. The collection lived as images on that website. Powerful, but flat, and physical exhibitions end.

// 02

The challenge

The stories attached to each photograph, written with care in Spanish, deserved a place people could inhabit rather than scroll past. The team wanted presence: rooms, light, the feeling of standing in front of a work. And it had to run on a phone in a classroom as well as on a gallery projector, without gatekeepers like Google Arts and Culture deciding who gets in.

// 03

How we worked

We started from the archive itself: a pipeline that reads every gallery, image, story and document from archivonegro.org into a structured database, so the museum is always an expression of the real collection, never a copy that drifts. Then we built the experience around presence: rooms, spotlights, benches, ambience, and three ways to see time. The client's editorial voice leads; the engine serves it.

CLIENT

Archivo Negro · Movimiento
Ananse

SECTOR

Culture and heritage

YEAR

2026

LIVE

vivo.archivonegro.org

BUILT WITH

Three.js and WebGL, structured
content pipeline over managed
Postgres, WebXR

A living museum of Puerto Rico's Black memory: thirteen galleries you can walk through from any browser.

// 04

What we built

01

Walkable 3D salas

A first-person museum for each of 13 galleries: framed, individually spotlit works, documents hanging as pieces, benches and light the way a real sala breathes.

02

Three-view timeline

The whole archive zoomable as Rio (chronological river), Constelacion (threads by category) and Estratos (era bands), each gallery positioned by the era of its subject matter.

03

Nothing invented

486 images with their full Spanish stories and 18 documents, all sourced from archivonegro.org. If it is not in the archive, it is not in the museum.

04

Real instruments in 3D

Five bomba and plena instruments stand on pedestals in the music rooms as scanned 3D objects.

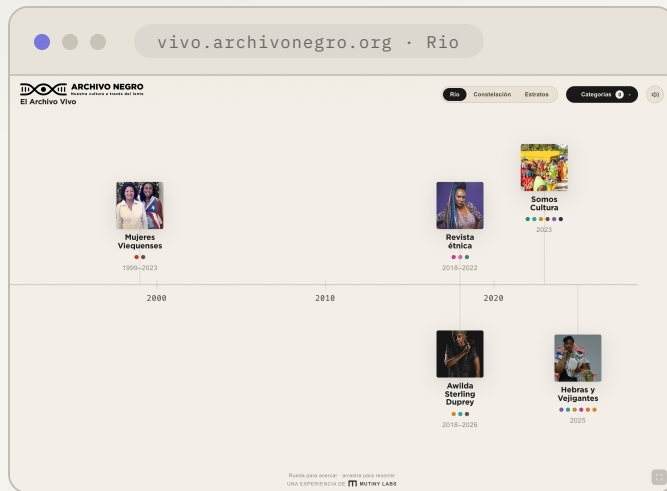
05

Made to be shared

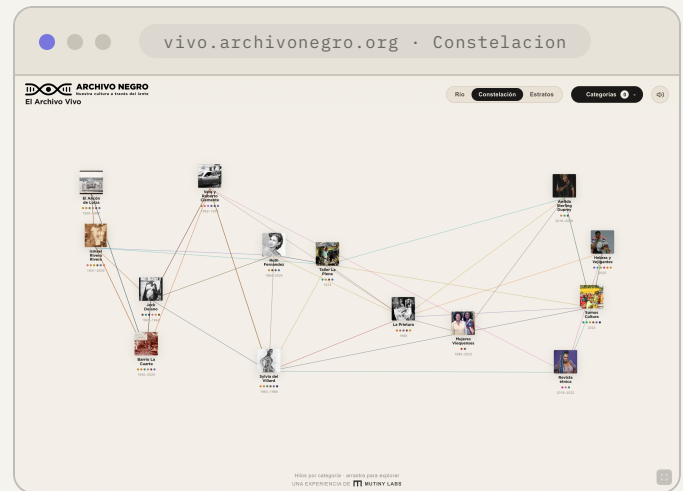
Every work deep-linkable; VR-ready; a light mode for modest devices; procedural ambience throughout.

// 05

In the product



The Rio timeline: galleries positioned by the era of their subject matter, filterable by category.



Constelacion: category threads weaving through the collections on an infinite canvas.

// 06

What this demonstrates

- Immersive experiences most agencies subcontract, built in-house
- Content pipelines that respect the source: scraped, structured, never invented
- Cultural work treated with museum-grade care

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