

Where you can find us

## National Etruscan Museum of Villa Giulia

The installation .... *E, CON UN PASSO, NE L'OPACO FIUME LIETAMENTE ENTRARO.* VIRTUAL MUSEUM OF THE TIBER VALLEY is the most spectacular and advanced outcome of the project. It is permanently hosted in Rome, at the National Etruscan Museum of Villa Giulia, (room no. 31 on the first floor, dedicated to Falisci and Capenati populations), after being previewed at Villa Celimontana, in occasion of the Festival della Letteratura di Viaggio, 2014. The user, in front of three large screens, lives a multi-sensorial experience interacting through his/her body movements inside 4 virtual scenarios, related to the different aspects of the Tiber Valley.



Shifting from one avatar to another one you can:

- 1) swim like a fish, under the water of the Tiber, among the images and the sounds of ancient myths and past memories;
- 2) flying, like a bird, over the territory, traveling back in time to the geological evolution and the birth of the first cities;
- 3) visiting the Volusii's Villa rebuilt in Augustan age, becoming thus a participant of the drama of Mena, a freed slave;
- 4) walking inside the Roman settlement of Lucus Feroniae rebuilt in the I-II cent. a.C, interacting with its inhabitants and evoking the ancient presence of the Italic goddess Feronia.

This installation marks the overcoming of the traditional paradigms of virtual reality to contaminate them with diverse techniques coming from cinema, theater, video games and augmented reality.

A PROJECT DEVELOPED BY CNR ITABC

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## *Archaeological Museum of Lucus Feroniae*

In the new museum in the archaeological site of Lucus Feroniae (Augusteum room) a short video is shown, telling the story of Feronia. This ancient Italic goddess was worshipped in a "Lucus" - which means a sacred wood - further transformed in a sanctuary, famous to the peoples of central Italy before the Roman conquest. Despite this cult was abandoned when the Emperor Augustus turned Lucus Feroniae in a Roman colony, the memory of the ancient goddess still lives today.

The video shows a possible 3D reconstruction of Lucus Feroniae colony in the Tiberian and Trajan periods. Main characters that populate the old city are actors shot in virtual set. It calls back the style of the silent cinema typical of the '20s of '900, here interpreted with a modern key.

In the same venue, a movie dedicated to the "Volusii's Villa" is also presented, combining real and virtual which alternate and overlap through the use of camera tracking techniques. The virtual reconstruction refers to the Augustan age.

The reconstruction of the two sites in their earlier phase facilitates the understanding of the current archaeological context, supporting the public during their experience.

## *Museum of River at Nazzano*

## *Biblioteca della Società Geografica Italiana*

In the Museum of River at Nazzano and in the Library of Villa Celimontana at Rome, an interactive application has been presented. Here the middle Tiber valley landscape is told through multiple perspectives, in its holistic dimension and also referring to some specific sites.

A landscape is the result of a complex and evolving process which sees the convergence of so many great and small events: geological transformations, types of settlement, land usage and natural resources, cultural and economic models, agricultural techniques. The landscape is also linked to symbolic, religious and mythical values, to an individual and collective memory that change over the time. Physical, symbolic emotional space constantly intersect together: from the physical-geographical landscape to the interpreted, mapped and then reconstructed one, until the definition of internalized and dreamed landscape.

