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Tiber Valley VR Museum

EXPERIENCING THE PAST



(<http://lr.v.ugr.es/DH2015/wp-content/uploads/2015/09/181.jpg>)

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The Virtual Museum of the Tiber Valley has been conceived in order to increment and disseminate the knowledge, the interest and the affection towards the territory north of Rome. In order to do this an integrated communicative system has been created for museums disseminated in this area and in Rome. Starting from a cross-disciplinary study and documentation of the territory and of its evolution across the time, 3D representations at different scales have been realized, from the whole landscape, to specific sites. One of the results of the project is a spectacular VR application characterized by gesture-based interaction, by an innovative approach in interactive storytelling and by an artistic and evocative style. It has been presented as permanent installation in the National Etruscan Museum of Villa Giulia Museum, in Rome.

It consists of four different scenarios that are visualized on three aligned screens, aiming at creating a new evocative and narrative access to the territory of the middle valley of the Tiber. We use poetries and literary quotes taken from the ancient and modern authors, referring about the history, the populations and the identity of this territory. Moreover we use the archaeological and historical context as scientific background to build an interactive and engaging story seen from the perspective of specific characters. Characters are real actors, shot in a virtual set while

performing in front of a green screen and then integrated in the 3D scenarios. So a novel integration of different paradigms and media has been experimented, combining virtual reality, natural interaction, gaming rules, cinematographic and theatric paradigms, augmented reality.

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