

THE ETRUSCANNING PROJECT

Virtual exploration
of the Regolini – Galassi tomb
using natural interaction interfaces

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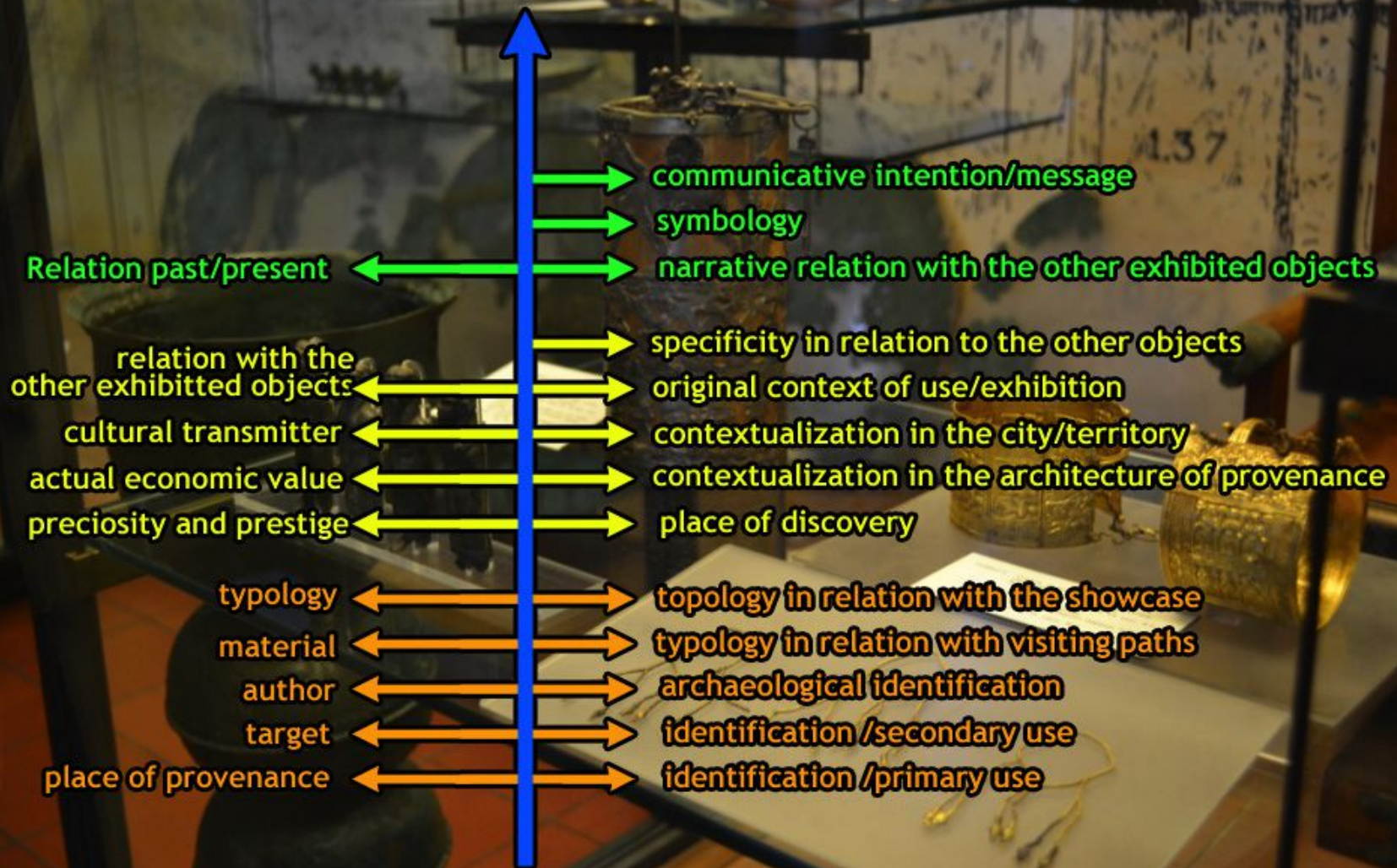


The funerary goods from this tomb are decontextualized in the Vatican Museum: analytic organization of the exhibition that enhances only in their formal aspect, rather than their intrinsic cultural meaning.



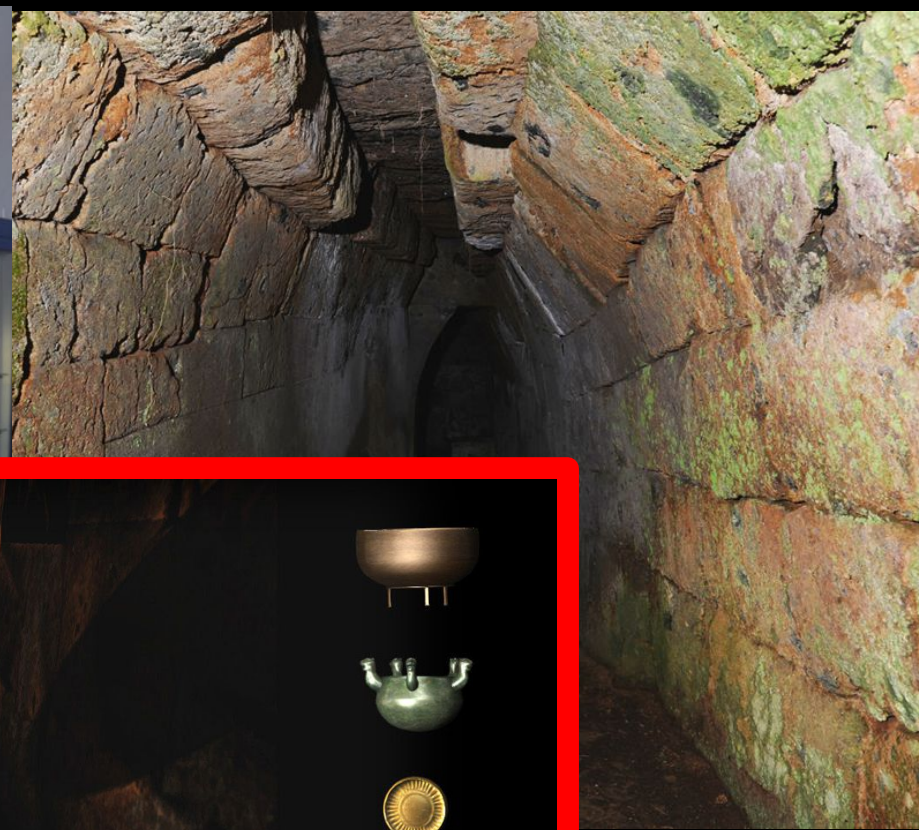
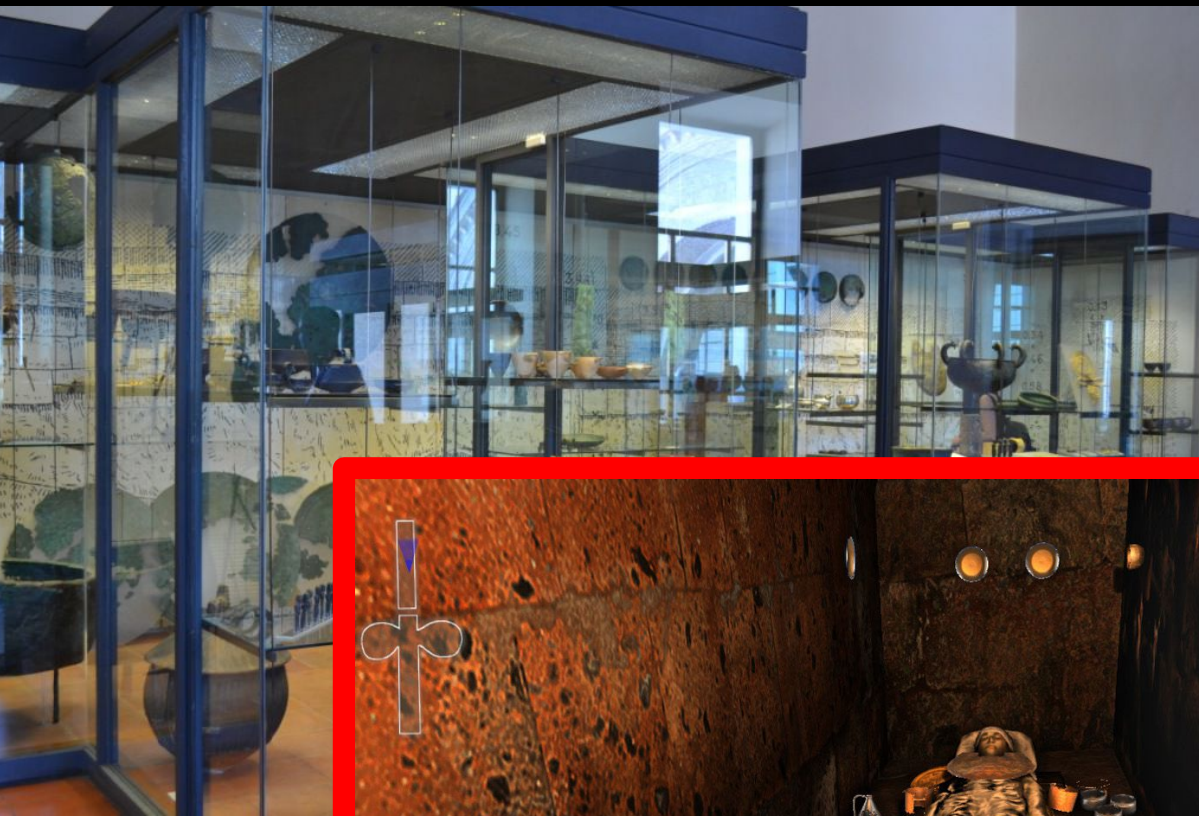
The existing tomb in Cerveteri is empty and not always open to public.

KEY CONCEPT



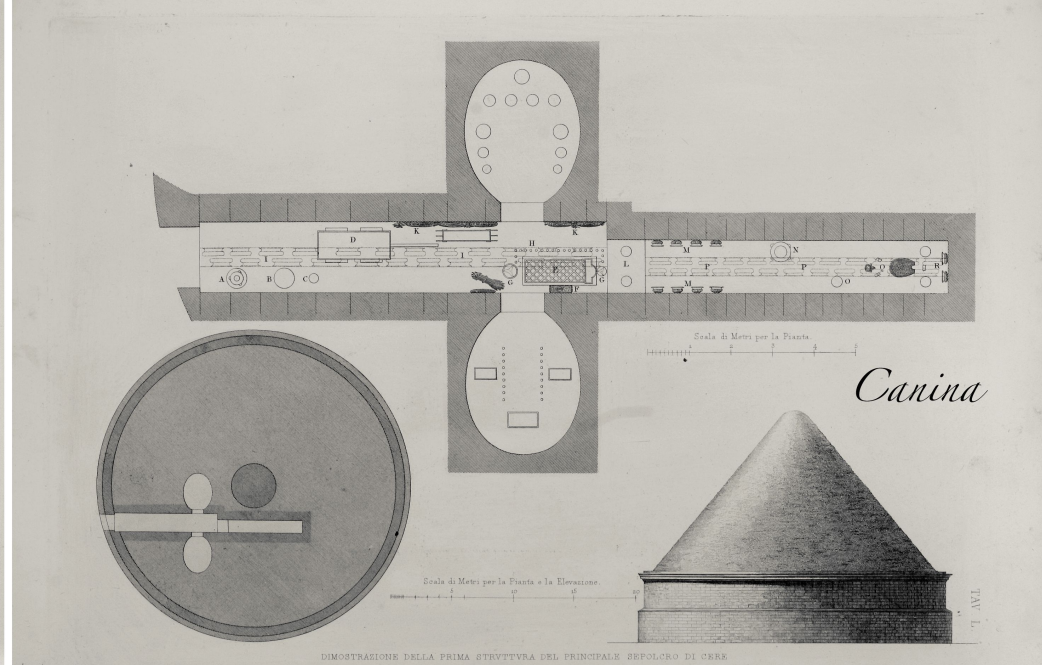
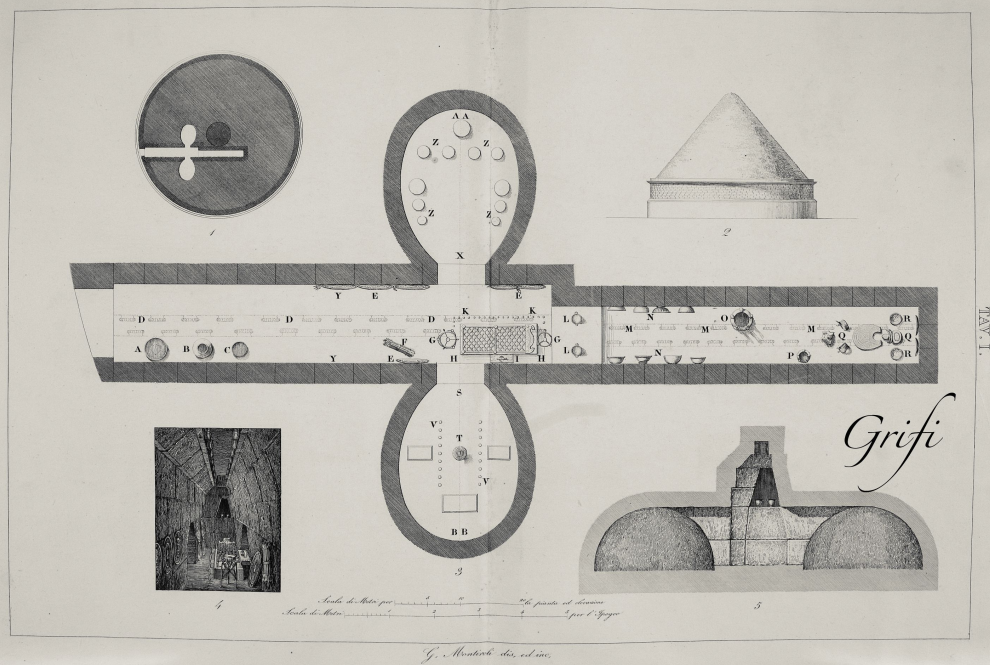
By making a virtual reconstructions we can re-create the original context of the cultural heritage, multiplying its communicative potentialities and reactivating its relations in the space-time

BETTER INTERCHANGE BETWEEN THE PUBLIC AND THE CH

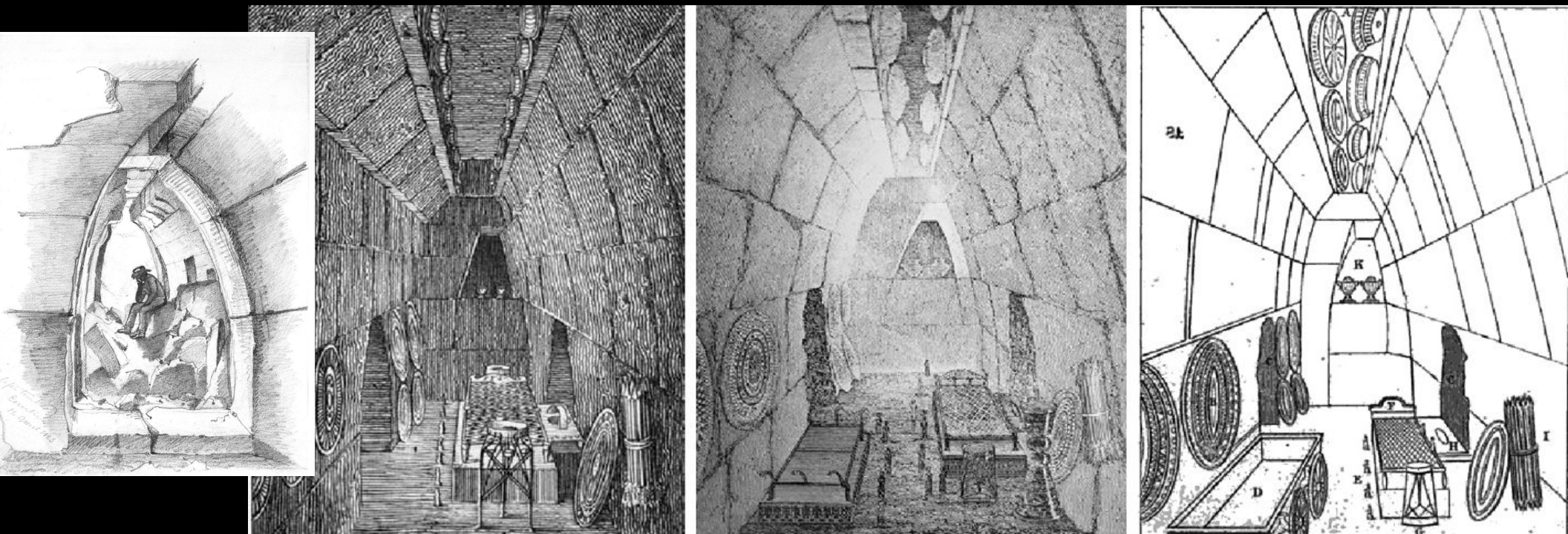


Re-creation of the Regolini Galassi tomb at the moment it was closed, half of the VII century BC

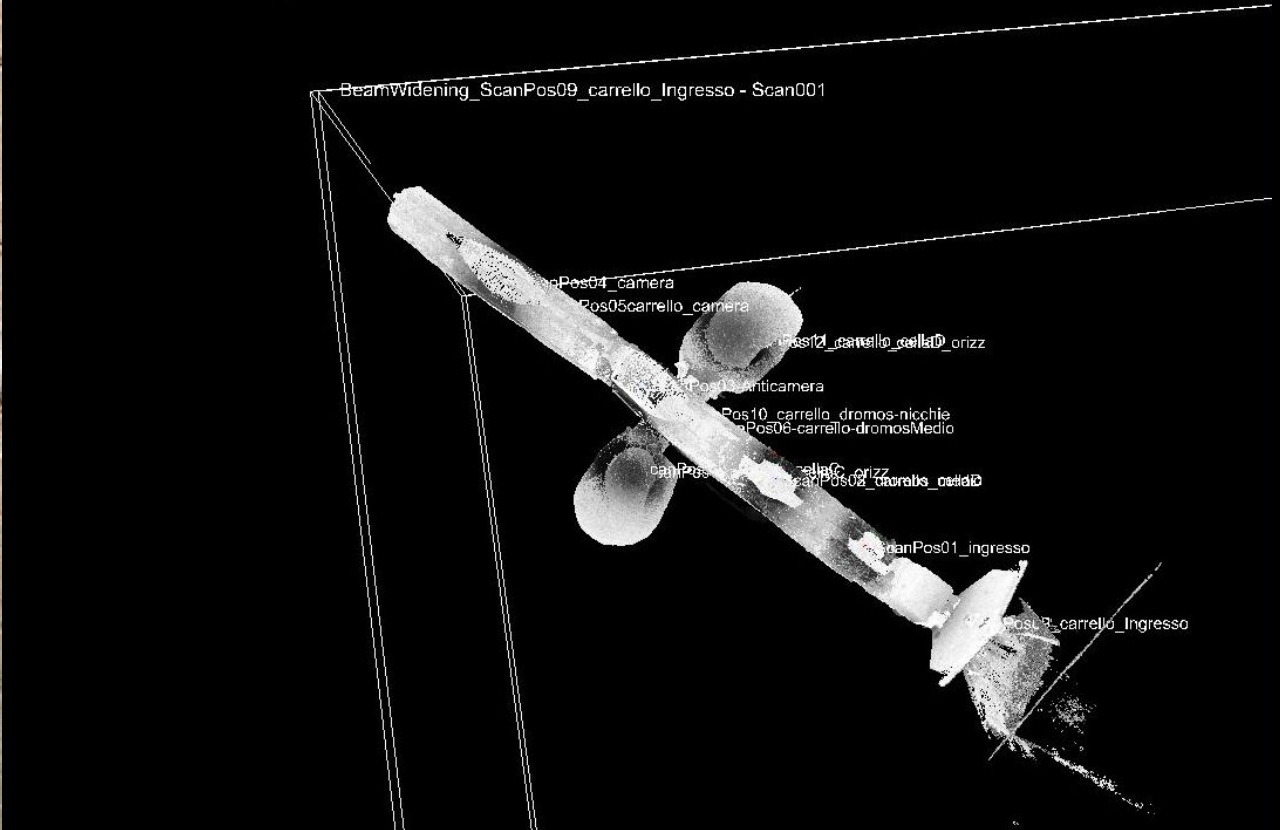
3D models: a tool for interpretation and final communication



Literary and iconographic sources analyses



The Antechamber: Grifi (1841), Canina (1838), Hamilton (1841)



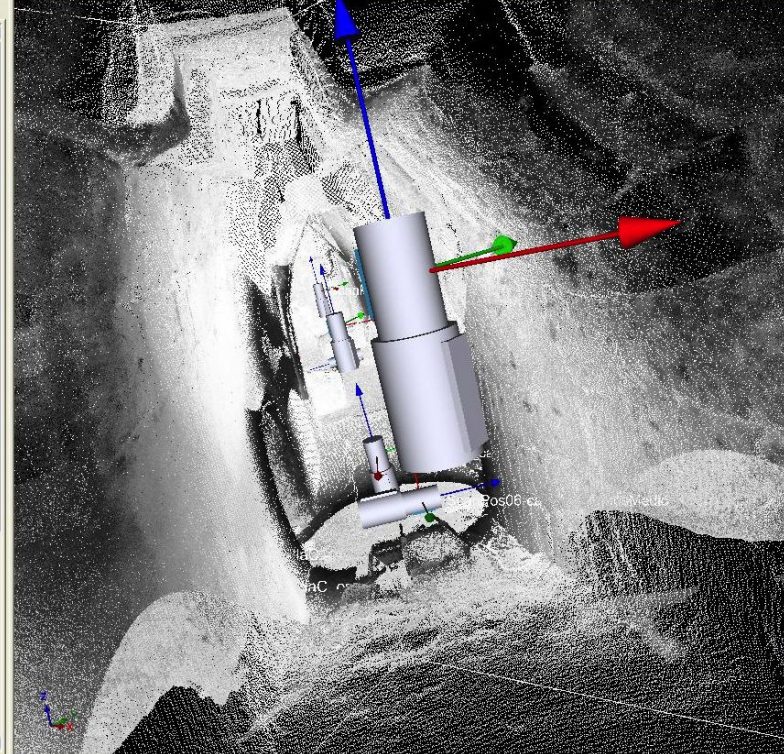
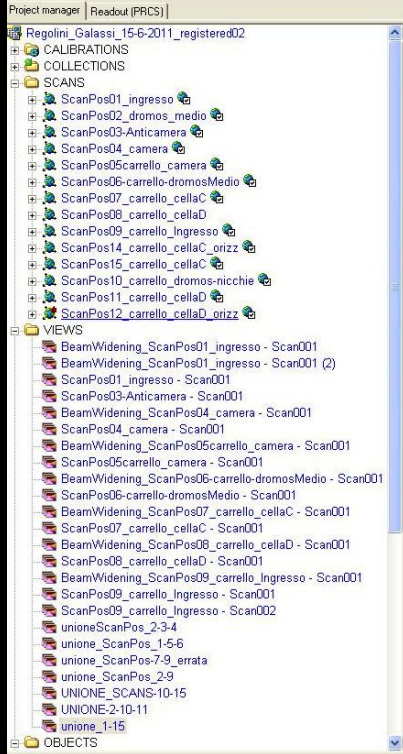
*3D documentation of the tomb
through TOF laser scanner
(Riegl z390i)*

*Resolution: 6 mm
Accuracy: 2-3 mm*

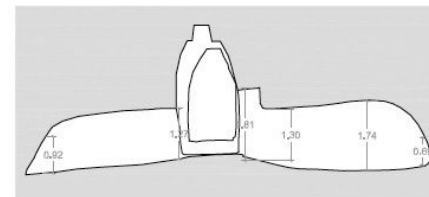
Mesh model: 8 million polygons

*Decimated model: about 1000 polygons +
normal maps*

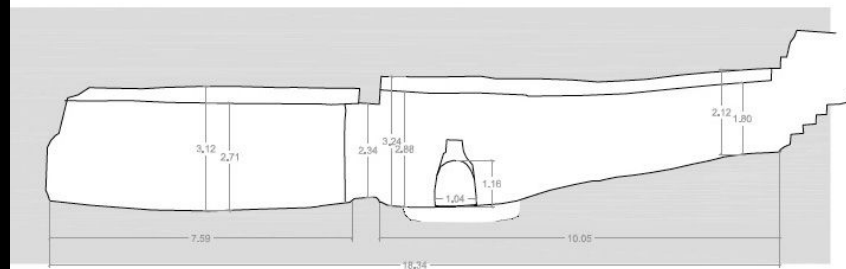




Tomba Regolini Galassi
scala 1:100



Sezione_A



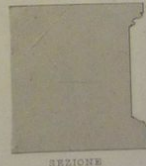
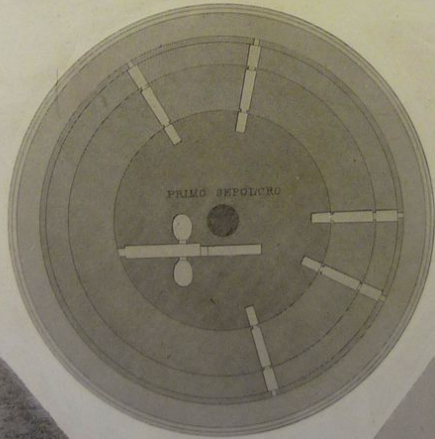
Sezione_B

Data postprocessing



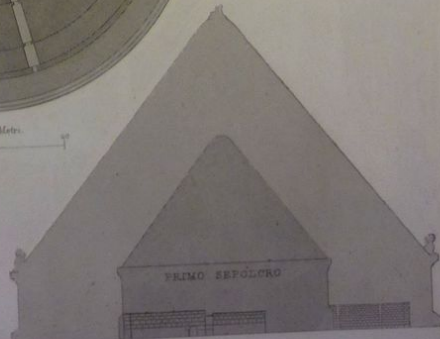
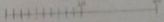


VEDUTA DEI PRINCIPALI SEPOLCRI



SEZIONE

Scala di Metri.



DIMOSTRAZIONE DELLA SECONDA STRUTTURA DEL PRINCIPALE SEPOLCRO DI CERRE



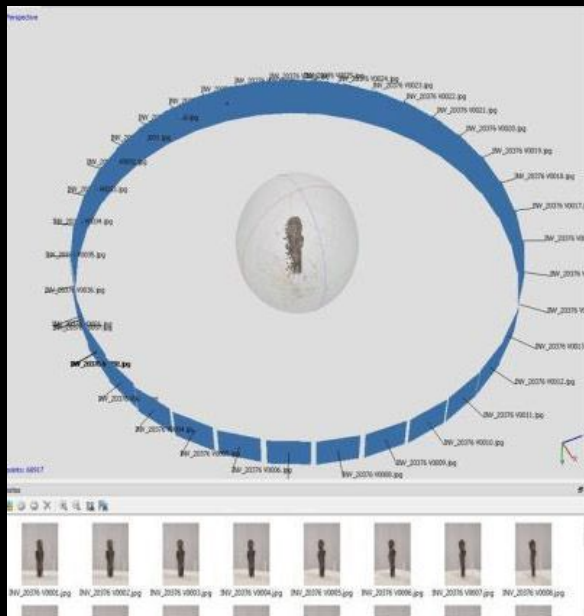
Outside of the tomb: tumulus suggested by Canina and actual entrance



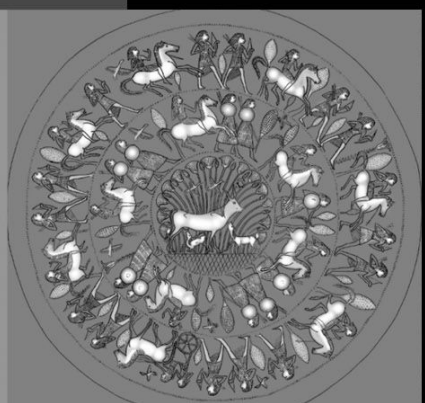
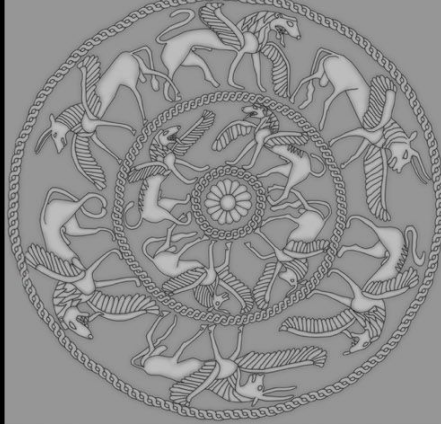
Evocative virtual reconstruction of the original tumulus



Digital documentation of the objects in Vatican Museums



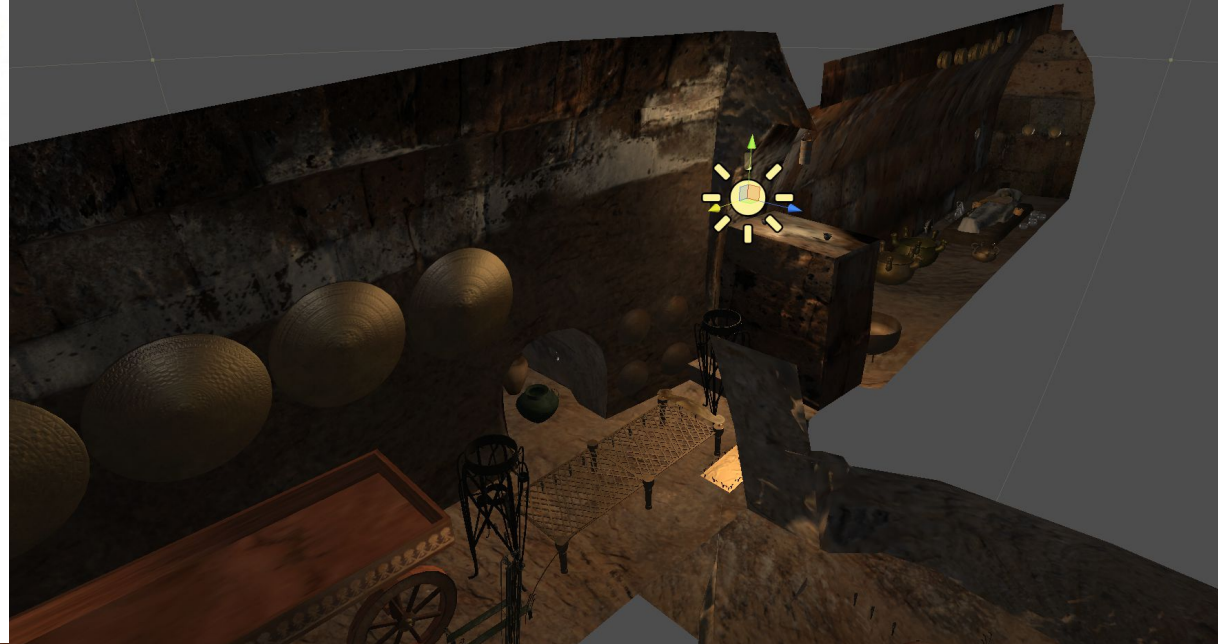
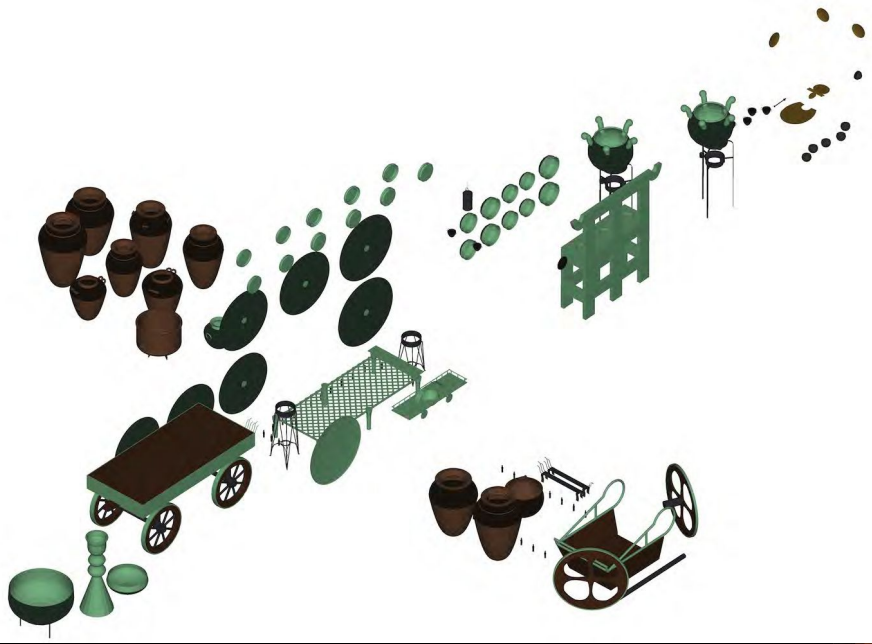
3D models obtained through photogrammetry techniques and manual modeling



Digital restoration

on the base of interpretation
of fragments
and typological similarities





The virtual reconstruction
of the tomb based on
digital acquisition
and historical sources



VR APPLICATION – 1° VERSION 2011

Interactive exploration of the story thorough Natural interaction

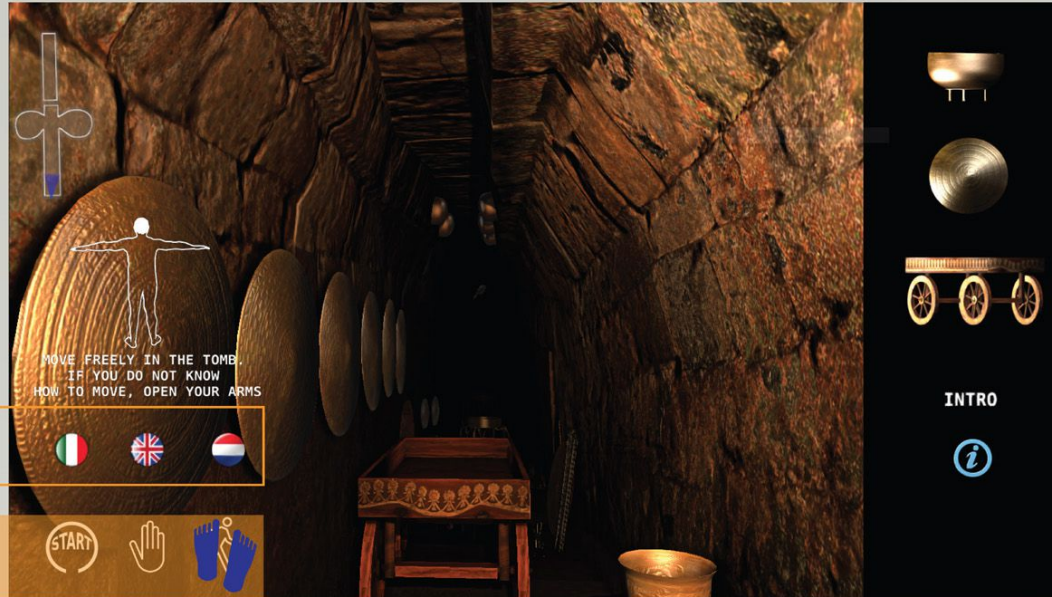
The public explore the virtual tomb, get near the artifacts, listen to narrative contents directly from the voices of the prestigious etruscan personages buried inside, the princess and the warrior, to which such precious objects were dedicated.



Allard Pierson Museum, Amsterdam,
(October 2011-March 2012)

ETRUSCANNING 3D

VR APPLICATION – 2° final VERSION



Scegli la lingua
Choose the language

Scegli l'azione
Choose the action

Per esplorare la tomba usa i movimenti del tuo corpo. Il punto blu rappresenta la tua posizione: muoviti fino a coprire una delle icone sullo schermo.

Use your body movement to explore the tomb. The blue point represents your position: walk until one of the icons is covered.

Inizia il Tutorial
Start the Tutorial

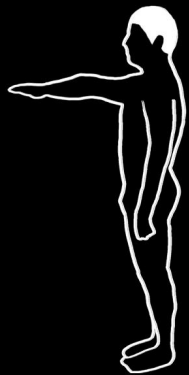
Seleziona
Select

Esplora
Explore



Una persona alla volta

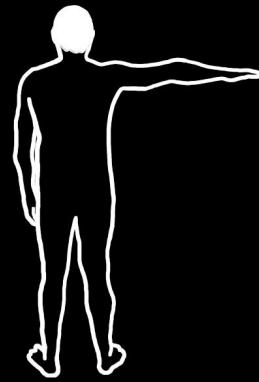
One person at a time



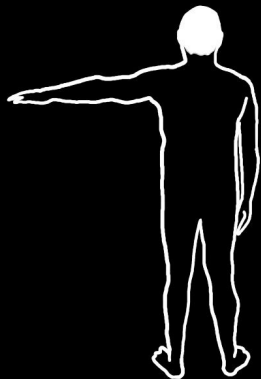
AVANTI



INDIETRO



RUOTA A DESTRA



RUOTA A SINISTRA



GUARDA IN BASSO



GUARDA IN ALTO

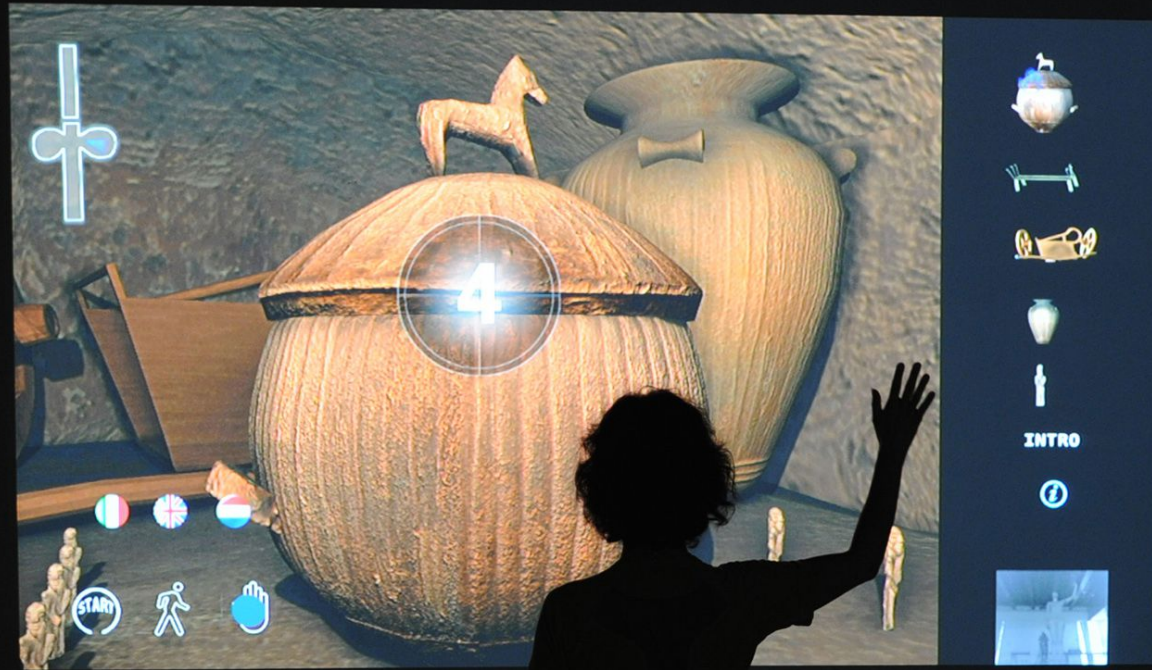


Research oriented to the definition of a proper grammar of gestures



Tests on public to improve the system





Science + Art + Technology = Communication

Evocative and sensorial immersion

Storytelling

Illumination

Camera behaviors

Soundscape....

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