Virtual Museums and Keys To Rome Technologies

EXPERIENCE THE FUTURE OF THE PAST

Introductory Video

[@ 4 museums]

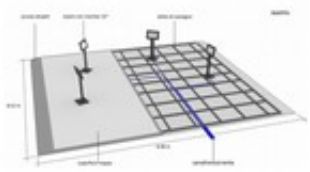
Visitors to the four exhibitions will watch a video, made with post-production techniques such as 3D graphics and computer animation, as an introduction to the adventure game they will experience: they have to locate some key objects in order to discover the story of a merchant family and reconstruct the history of Rome. After the film, they will begin the visit to the museum and the exhibition [CNR ITABC, NOHO LTD].

Matrix App

[@ 4 museums]

Visitors will be able to download an app for their smartphones (Matrix) and will use one of the characters in the film as a special guide to the visit. They will be helped to find the objects in the Museum and to use them as an access portal to the other museums [FRAUNHOFER]

Walking Map



[@ Rome, Museo Fori Imperiali]

A Walking map of the city will give the visitor the feeling of "walking" within the city of Rome as it is now, and also as it was two thousand years ago. The Augustan sites will emerge from the Map and tell their own story (computer graphics, virtual reconstructions)
[CNR ITABC]

Multimedia Touch

[@ Rome, Museo Fori Imperiali]

Information about the Augustan City will be available on some interactive multitouch tables [E. D'annibale, Sovrintendenza di Roma Capitale]

Augmented Reality App

[@ Rome, Museo Fori Imperiali]

An Augmented Reality App will be available for visitors. Using an Ipad in the Museum, they will be able to observe the reconstruction of some objects in their original context [FRAUNHOFER]

v-must

EXPERIENCE
THE FUTURE
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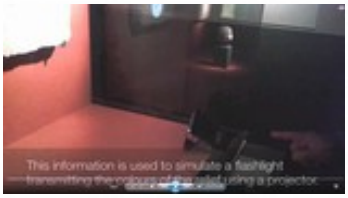
VIRTEX

[@ 4 museums]

Virtex - A multisensory approach for exhibiting objects. Through VIRTEX, the replica is turned into a storytelling device. An orientation sensor is integrated into the replica in order to make the digital printing of the Ara Pacis and Augustus Statue of Prima Porta interactive. In this way, by touching the surface of the digital printing, the user will be able to learn more from an audio or video description. [VISUAL DIMENSION]

NISAR



[@ Rome and Amsterdam museums]

An application of Natural Interaction (sensor LEAP). By pointing their fingers at an object, visiors can see more details and a possible reconstruction of it. [INRIA]

ADMOTUM

[@ 4 museums]

Admodum is a serious game based on natural interaction (sensor KINECT). Visitors use their bodies to explore 3D environments and visualie the objects seen in the exhibition in their original context. A new type of interaction that will link Admotum and Holobox, will be available in some of the locations. [CNR ITABC]

HOLOBOX

[@ 4 museums]

Using the Holobox application visitors will be able to see high resolution 3D holographic images of the objects in all four museums. The visitors will have the opportunity to manupulate the objects using a natural interaction system (sensor LEAP) [CNR ITABC]

RFID keys to Rome

[@ Allard Pierson Museum Amsterdam]

The RFID is an automatic identification method, relying on storing and remotely retrieving data using devices called RFID tags or transponders. In this way visitors will be able to relive their visit and access their personalized contents [ALLARD PIERSON MUSEUM]