Virtual Museum of the Tiber Valley



www.museovirtualevalletevere.it

Realized by: ITALIAN NATIONAL RESEARCH COUNCIL, INSTITUTE OF TECHNOLOGIES APPLIED TO CULTURAL HERITAGE

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in collaboration with: Direzione Regionale per i Beni Culturali e Paesaggistici del Lazio Soprintendenza per i Beni Archeologici dell'Etruria Meridionale Società Geografica Italiana Museo del Fiume di Nazzano E.V.O.CA. srl Franz Fischnaller Digiter srl The Virtual Museum of the Tiber Valley, developed by the National Research Council -Institute of Technologies applied to Cultural Heritage (CNR ITABC), is an integrated system of knowledge, promotion and communication of the cultural landscape of the Tiber middle valley, in the northern area of Rome, between Monte Soratte and Fidene and between cities of Sacrofano and Palombara Sabina (about 60 x 40 km).

Starting from the existing data collection, the digital documentation and the topographic survey, 3D reconstructions have been realized at different scale:

- the landscape, in its geological and historical evolution (since 3 million years ago to the present);

- some archaeological sites (Lucus Feroniae, Villa Volusii);

- areas of historical and natural interest (Soratte Mountain and the Tiber-Farfa Natural Reserve).

The Tiber emerges from various points of view: the geo-morphological environment, the ecosystem, the settlement and human activities, the mythology linked to the river, the rituals and iconography, the literary, natural and archaeological landscape.

Storytelling, evocation and interaction modes involve the visitor in an emotional and multi-sensorial experience, through a language that combines science, technology and art. Various multimedia applications have been developed and put permanently in museums, both of the city of Rome and of the peripheral territory:

- The Museo of River, Nazzano
- The new archaeological museum of Lucus Feroniae, Capena
- The library of "Società Geografica Italiana" at Villa Celimontana, Rome.
- The National Etruscan Museum of Villa Giulia, Rome.

A spectacular virtual reality installation with gesture-based interaction has been created for the Museum of Villa Giulia, conceived as attractive point, to convey the public's interest in visiting the actual sites and raise their affection towards our cultural heritage. The application has been presented, as first preview, at Villa Celimontana in Rome in occasion of the "Festival della Letteratura di Viaggio" in 2014.



Video demo:

