Digitilization of Anjar

Alice Karadjian, Leen El Mir, Mohammad Fayad, and Serena Kobeissi

Introduction

Anjar, situated in Lebanon's Bekaa Valley, is a UNESCO World Heritage Site acknowledged for its Umayyad ruins since 1984. Established in the 8th century by Umayyad caliph al-Walid I, the site features a distinctive rectangular city layout inspired by Roman planning and Byzantine stonework. Abandoned and later resettled in 1939, Anjar's ruins cover 114,000 square meters and are enclosed by fortified stone walls. Key structures include the Grand Palace, Small Palace, Mosque, and thermal baths, showcasing intricate decorations and ornamental fragments.

Description

The objective of this project is to reconstruct a cultural site and demonstrate its evolution over the years. Specifically, we aim to reconstruct the historical sites in Anjar. This not only serves as a digital preservation of cultural heritage but can also be an educative platform to explore the history and evolution of the village. We choose this idea since it is unique. The features of the project will offer the user to be immersed visually in the site and educated about each era of the site at the same time. The project will aim towards the preservation of such sites.

Use Case

- Viewing reconstructed cultural site over a timeline of eras
- Interacting with the AI historical figure (to enquire about the history of the site)

Description of the estimated result

We hope to build a virtual representation of the cultural site. This will include 3D models, images, and interactive storytelling allowing people to embark on the captivating journey as they explore Anjar. By letting them see the evolution and transformation of Anjar, they will be immersed into its history starting from its origins up until the modern ages.