

Project Description

This Unity-based project creates an immersive VR art gallery merging the Coptic era (1st–7th centuries CE, early Christian art in Egypt) and ancient Egypt (3100 BCE–30 BCE, pharaonic iconography). It showcases digital fusions of artworks, like Coptic icons with Egyptian motifs or reimagined artifacts. Emphasizing user agency in Interactive mode for free exploration and structured narratives in tour-guided mode, the high-fidelity 3D environment is accessible via VR headsets, AR devices, or desktop controls. It educates on cultural syncretism for historians, students, and explorers.

In Interactive mode, users teleport to era-specific hotspots to merge exhibits, view UI panels with artwork details, multimedia (videos, blended audio), poke to play piano, and draw 3D fusions on themed canvases.

The project redefines art galleries as participatory spaces, promoting creativity, education, and appreciation of Egypt's intertwined histories.