



Beyond the White

85579 – Laboratory (F. Tomasi, DHDK)

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The topic

«Beyond the White» is a prototype for an **interactive museal application** on the **reconstruction of lost polychromy** in classical statues and sculptures.

The application is meant for **engaging** with the audience, enhancing their **sense of care towards ancient Cultural Heritage** and giving a glimpse of what the past used to actually look like, of what we have lost.



Workflow

Photogrammetry

Photogrammetric acquisition of two copies of classical statues using **3DF Zephyr**

Storytelling

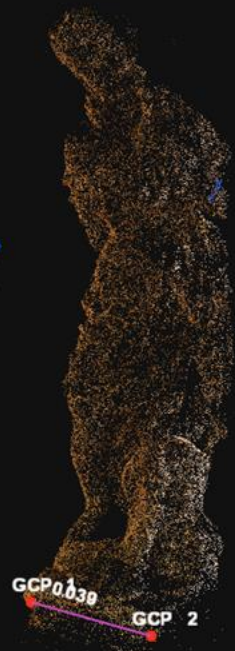
Development of a narrative at the basis of the whole experience to engage with the audience

3D Modelling

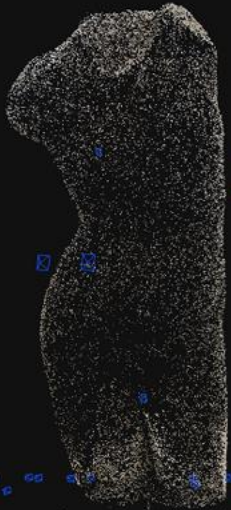
3D painting and sculpting of the photogrammetric models and construction of the environment with **Blender**

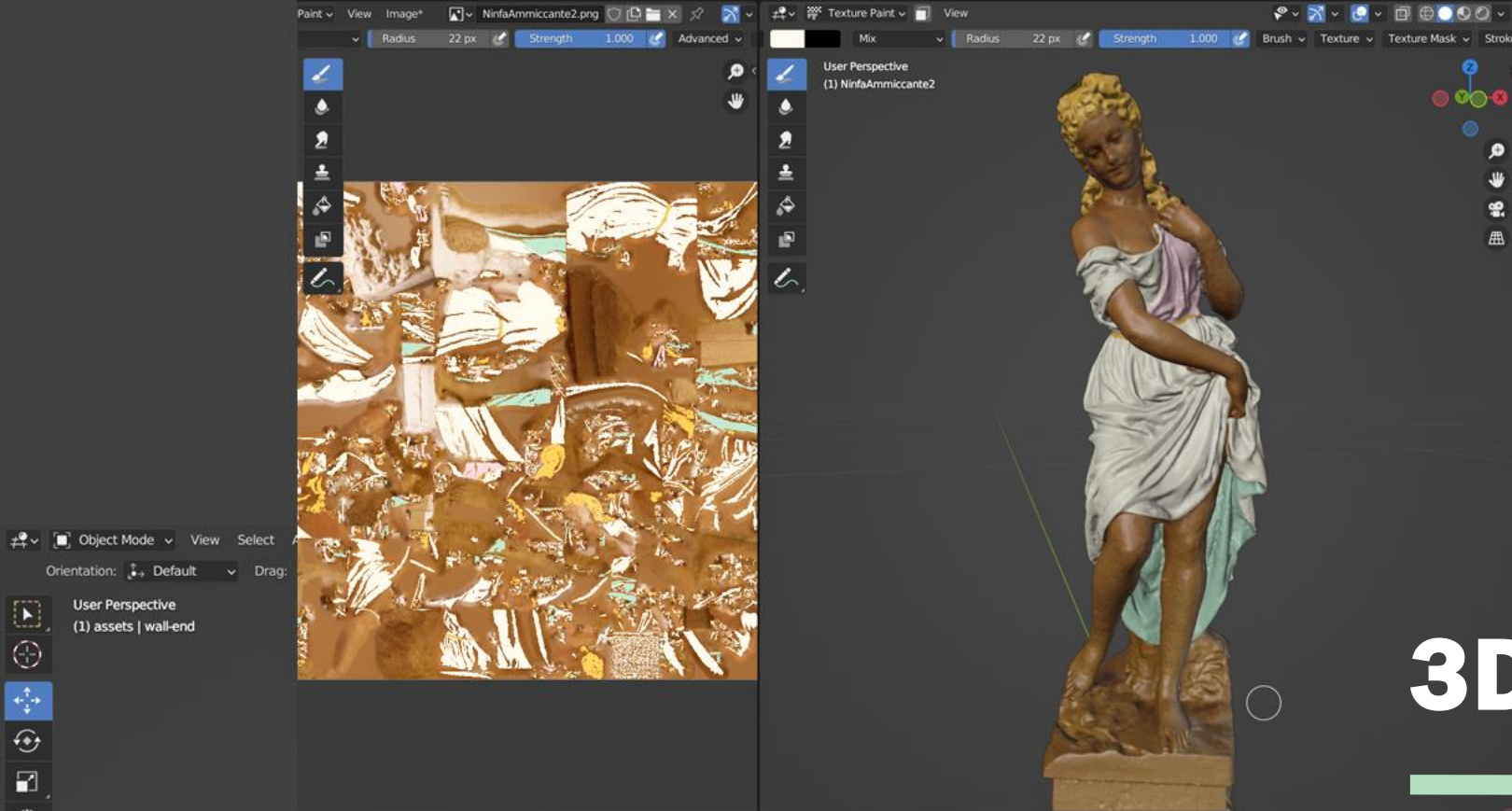
Experience Prototype

Reproduction of an interactive experience with the 3D assets through **Unreal Engine**

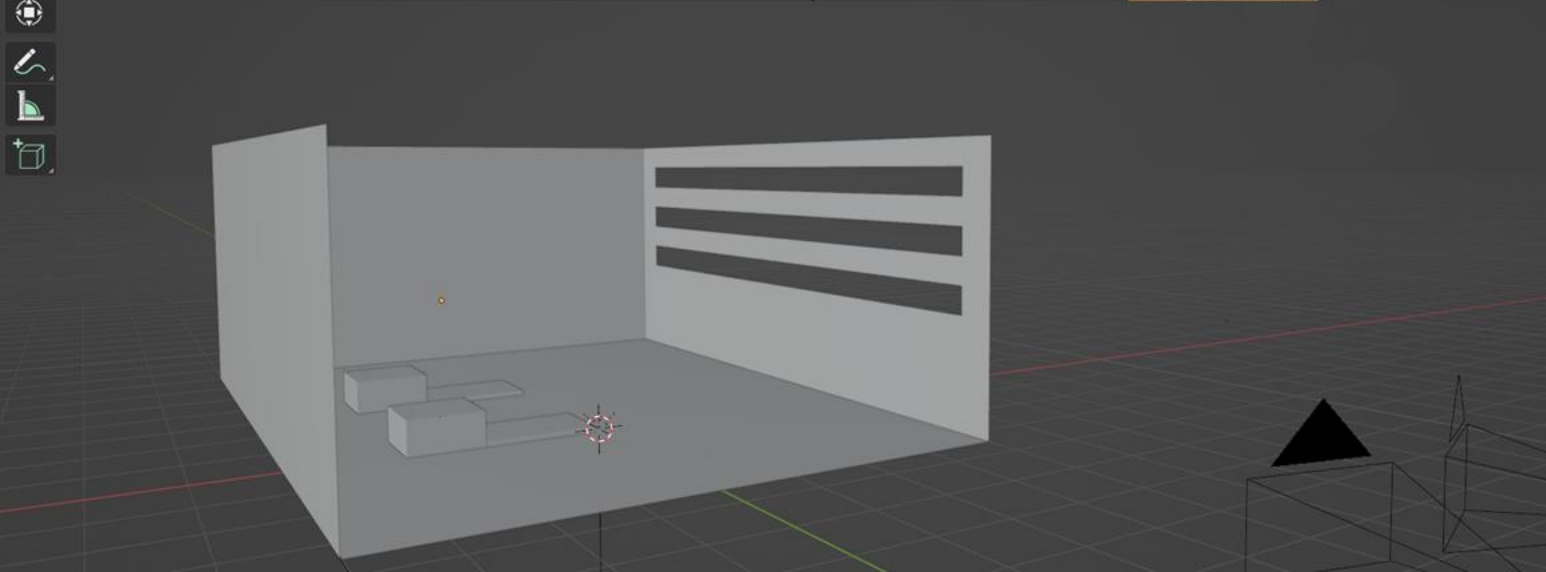


Photogrammetry





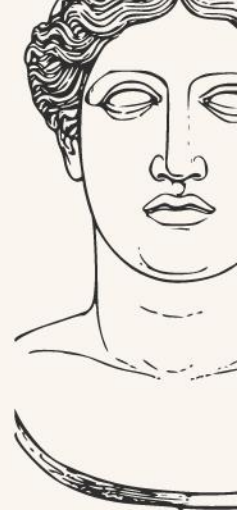
3D Modelling





Reconstruction of lost polychromy in classical sculptures

Simple white gallery



Storytelling

Interactive pedal activating the colour change in the statues

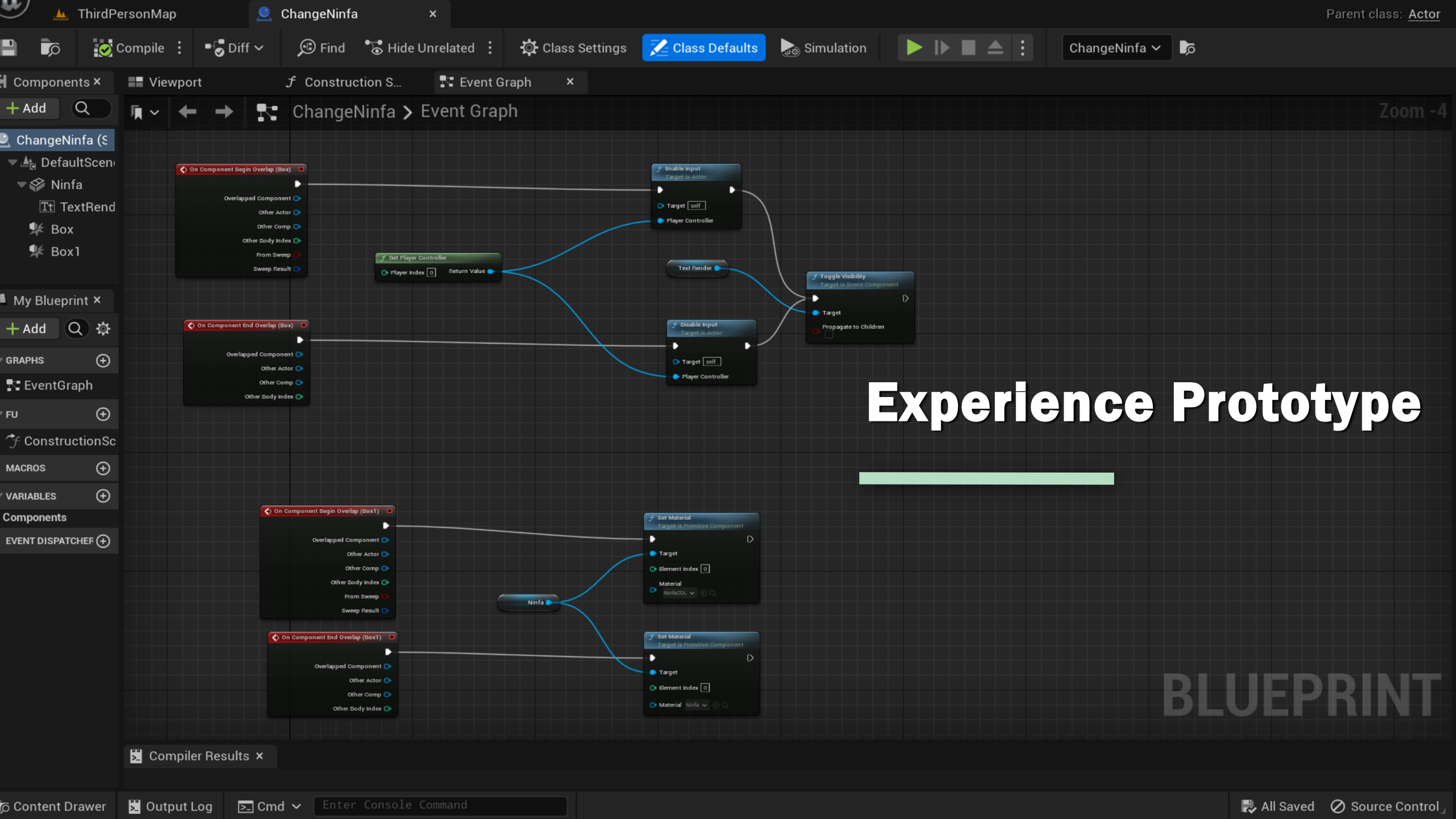


Empathy

Sense of wonder

Historical reconstruction

Curiosity



Experience Prototype

BLUEPRINT

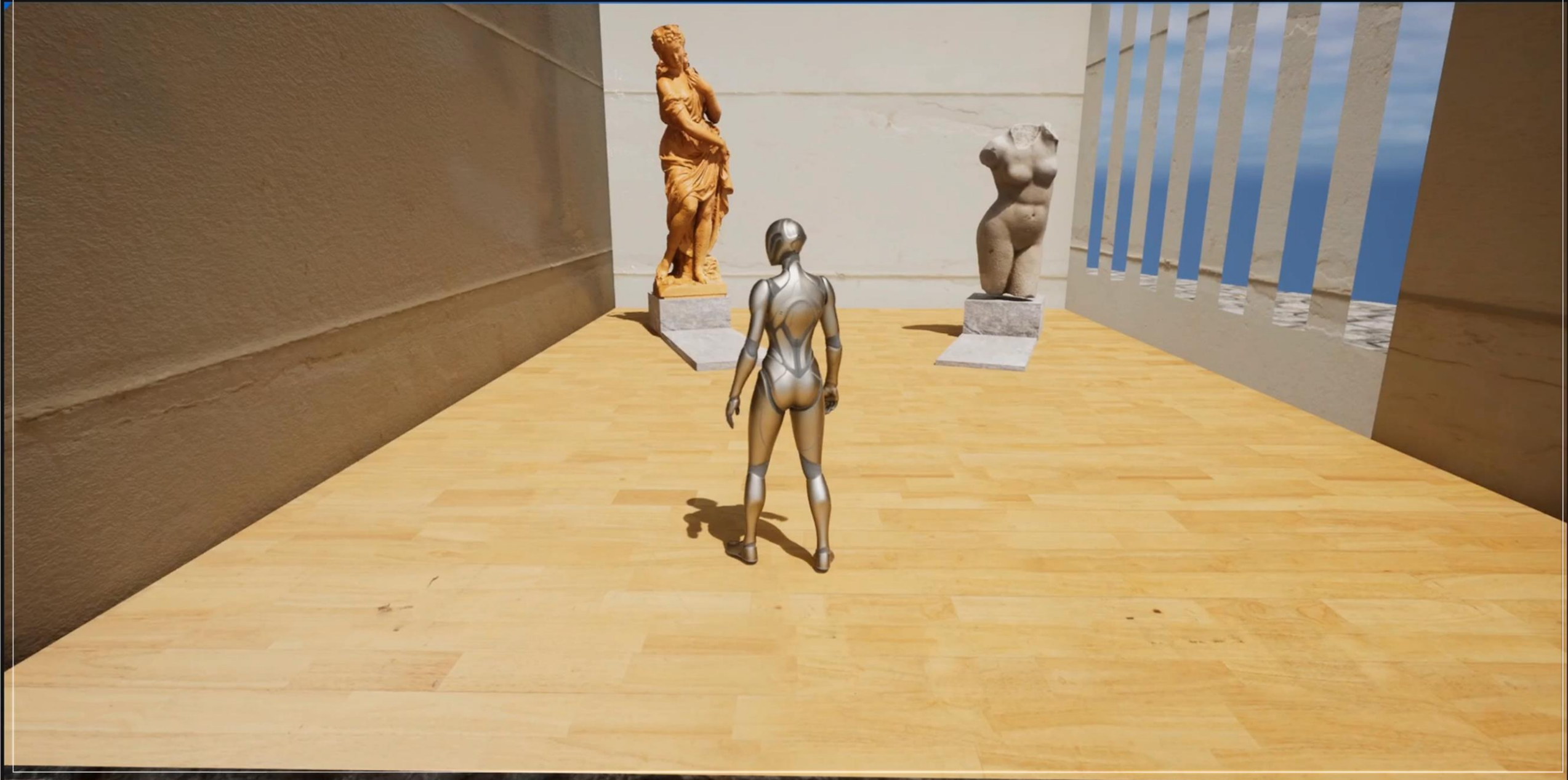


ThirdPersonMap

Selection Mode



Settings





Thank You

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