DISCRIPTION

Museum of Interactive History

I want to create a full museum of history events where people can learn more about mysterious history events . this best for spending time , enjoying and learning about history.still I am adding 5 events of history to maintain complexity,time and budget . but , the museum has capablity to expand more and more . It Can Cover Vast Amount of information and Interactions . I Will Also Add Few Animations To Make it visually appealing . The Museum Will Follow The Gothic Architecture.

Events:

1. The Lost City of Atlantis :

Atlantis is a legendary island city that is said to have sunk into the ocean thousands of years ago. There is no concrete evidence that Atlantis ever existed, but the story has been passed down for centuries and has captured the imagination of people all over the world.

2. The Bermuda Triangle :

The Bermuda Triangle is a region of the Atlantic Ocean in which a number of ships and airplanes have disappeared without a trace. There are many theories about why these disappearances have occurred, but none of them have been definitively proven.

3. The Nazca Lines :

The Nazca Lines are a series of giant geoglyphs that were created in the Nazca Desert of Peru. The geoglyphs depict animals, plants, and geometric shapes. The purpose of the Nazca Lines is unknown, but they are thought to have been created by the Nazca people, who lived in the area from around 200 BC to 600 AD.

4. The Voynich Manuscript :

The Voynich Manuscript is a mysterious book that is written in an unknown language and contains strange illustrations. The manuscript was created sometime in the 15th or 16th century, but its author and the purpose of the book are unknown.

5. The Dyatlov Pass Incident :

The Dyatlov Pass Incident is the name given to the deaths of nine hikers in the Ural Mountains of Russia in 1959. The hikers died under mysterious circumstances, and their deaths have been the subject of much speculation and debate.

How it works:

Visitors can explore the museum at their own pace and choose which events they want to learn more about. To learn more about an event, visitors simply approach the event asset and tap on it. A series of interactive cards will appear, providing information about the event.

For example, the card about the Lost City of Atlantis might include information about the different theories about its location and destruction, as well as the various cultural depictions of Atlantis throughout history.

Benefits:

The Museum of Interactive History offers a number of benefits to visitors, including:

Engagement: The museum's interactive exhibits are designed to engage visitors and make learning about history fun.

Education: The museum provides visitors with an opportunity to learn about important events in history in a detailed and informative way.

Accessibility: The museum is accessible to visitors of all ages and abilities. Visitors can explore the museum at their own pace and choose which events they want to learn more about.

Conclusion:

The Museum of Interactive History is a unique and innovative museum that offers visitors a new and exciting way to learn about history. The museum's interactive exhibits are engaging, educational, and accessible.
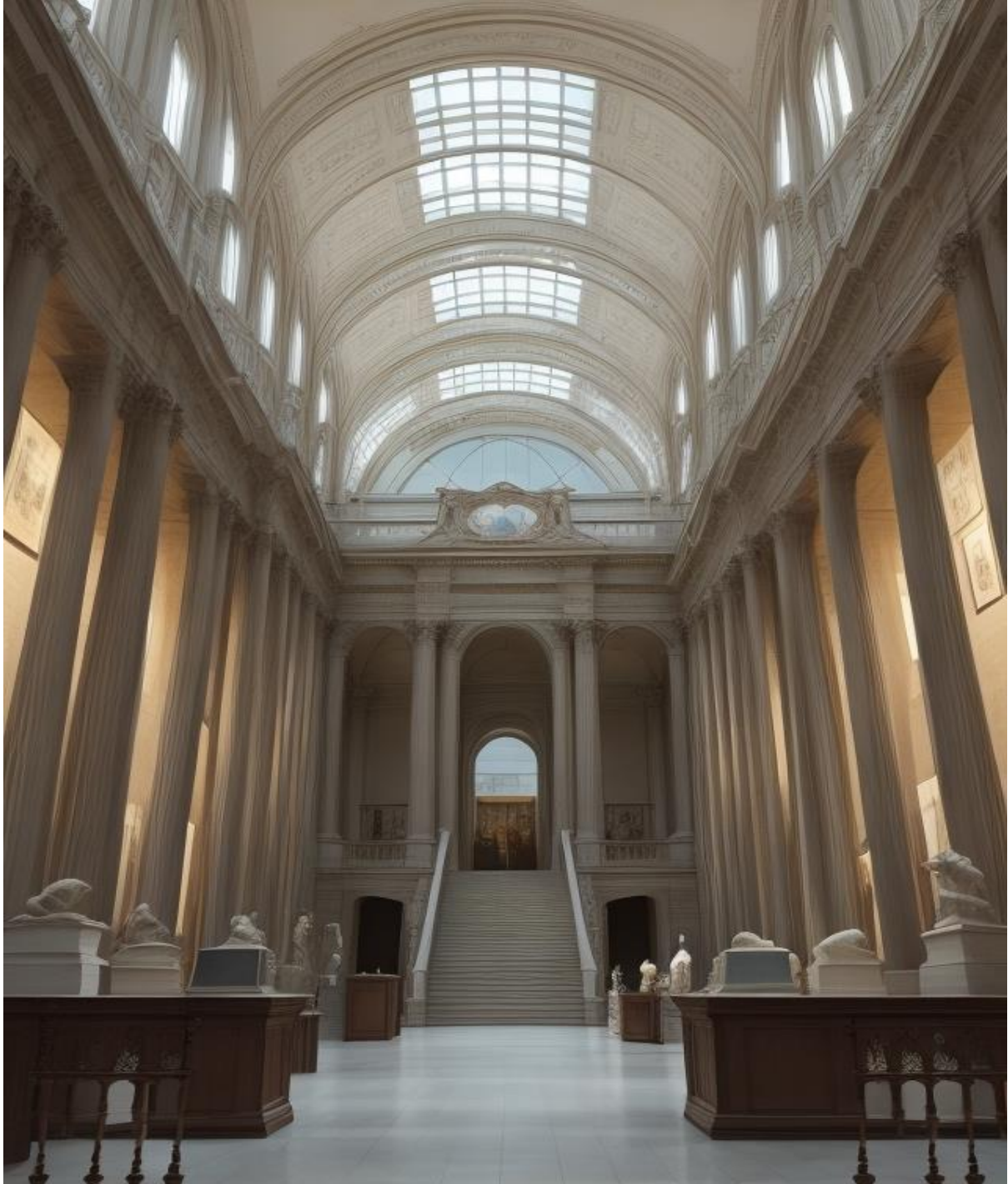
MUSEUM SKETCH

This is the initial sketch of museum which will provide an idea of how the museum will look like after completion. final design may vary a bit .

MUSEUM DESIGN
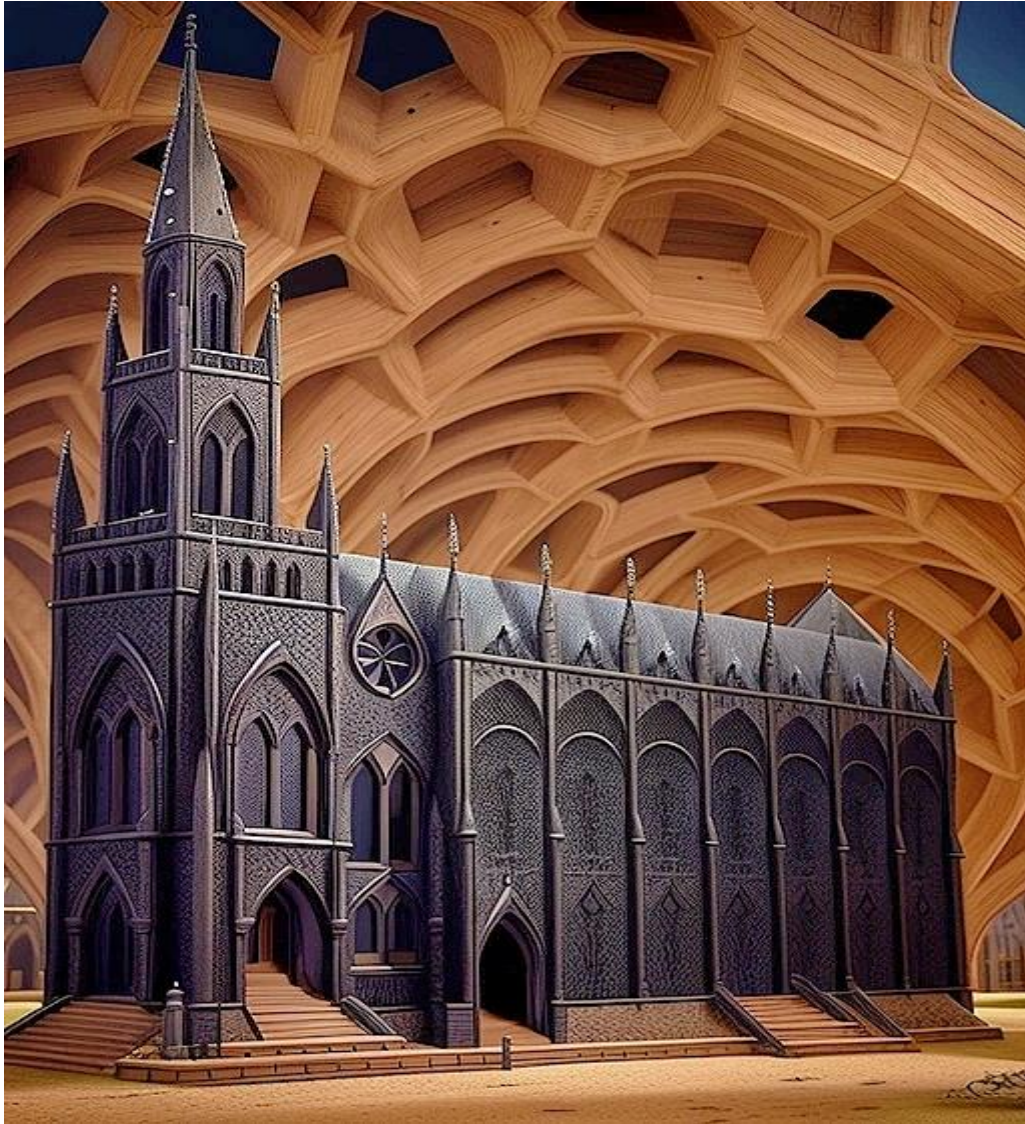
This is the conversion of sketch to 3d render image . its not a actual 3d model . this will provide an idea of final museum design and architecture . final design may vary a bit.

Interior

This an ai generated interior of an museum for inspiration of creating interior of museum . the interior of the actual museum will be created as per decentraland . "best for decentraland"
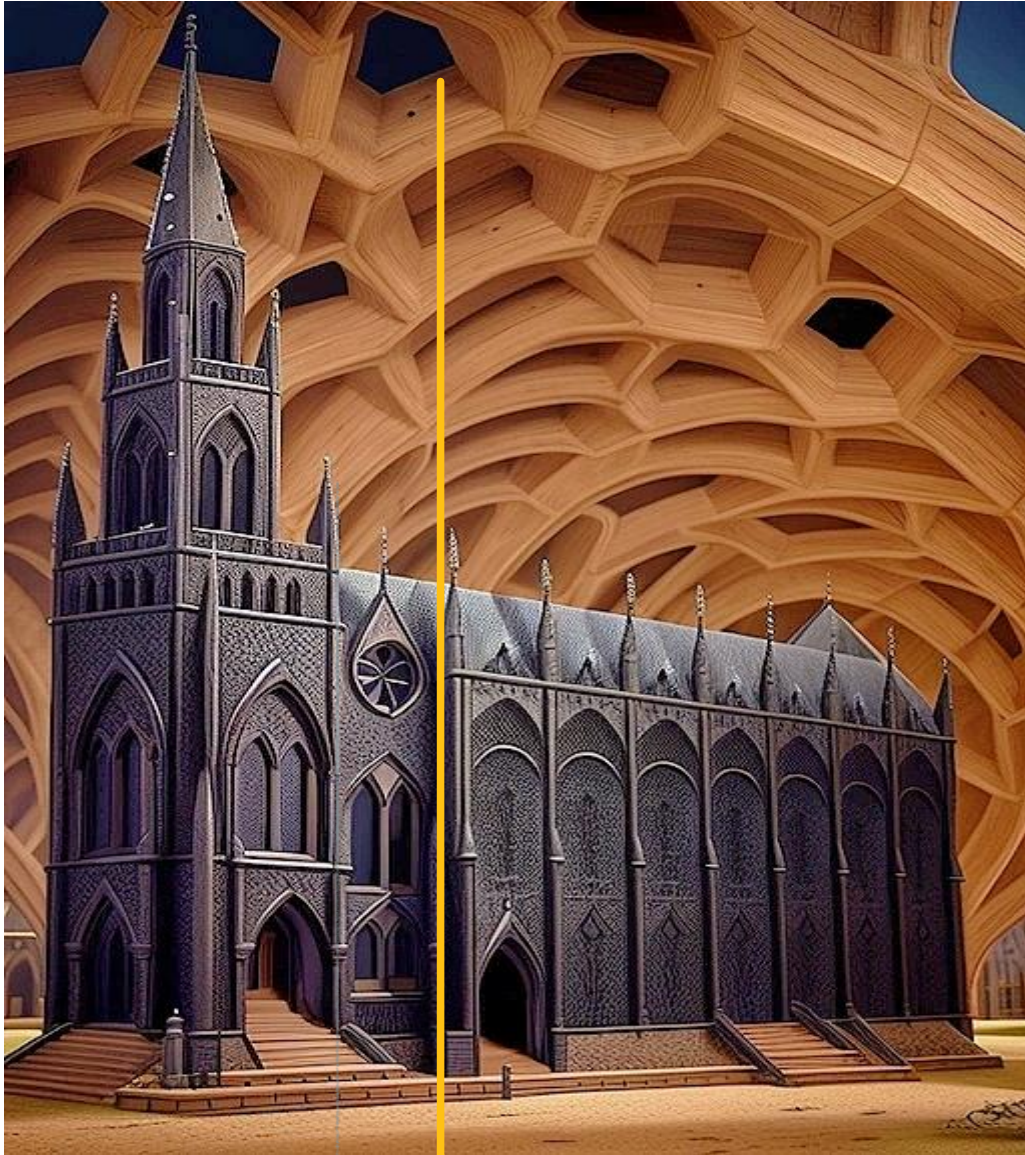
History Event assets :

As I mentioned in the description . the museum will contain assets for each event . each asset with contain miniaturized version of important part of event in glass protected case . visitors can interact with the asset and 4 - 5 cards will appear with information about the event. "5 history events in this project"

Cards design

This is the basic design of cards . the actuals cards will also have carving according to the each history event . these cards will appear after interacting with assets with a smooth creative animation . the information available on cards will be easy to read and visually appealing.

Expanding design in future

The museum will be designed in a way . so that it can be expanded in future for more history events and large amount of visitors . the line on the design represents the part which can be repeated to expand the museum . the repeated part can also be rotated to expand museum horizontally.