

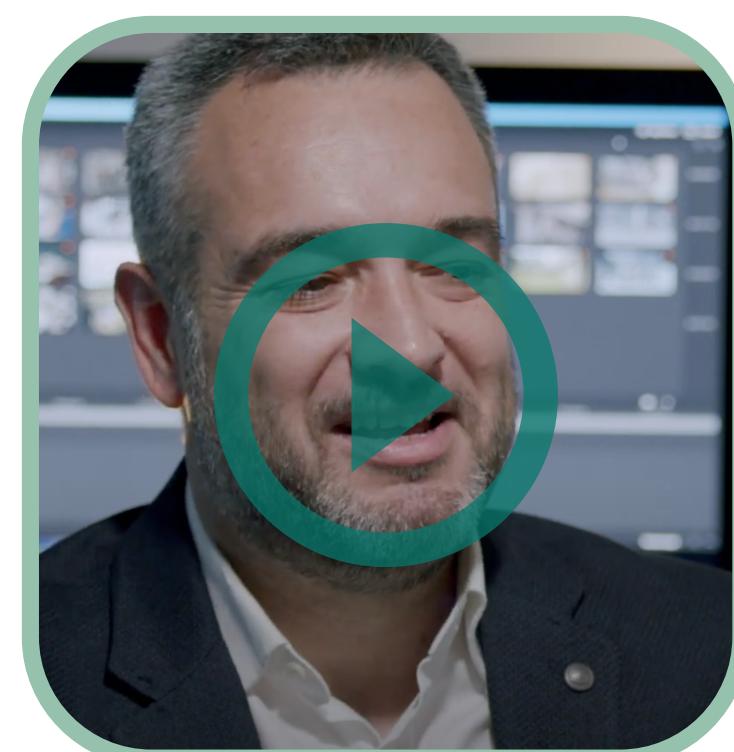


# VALETE VOS VIATORES:

Showing the seeds of Roman Epigraphy in a digital field



VALETE VIATORES



Main concept of the documentary serie

QUIM TORRENTS  
CLAU Creative



General overview of the project

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The idea of discovering Epigraphy

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More info:



YouTube Channel



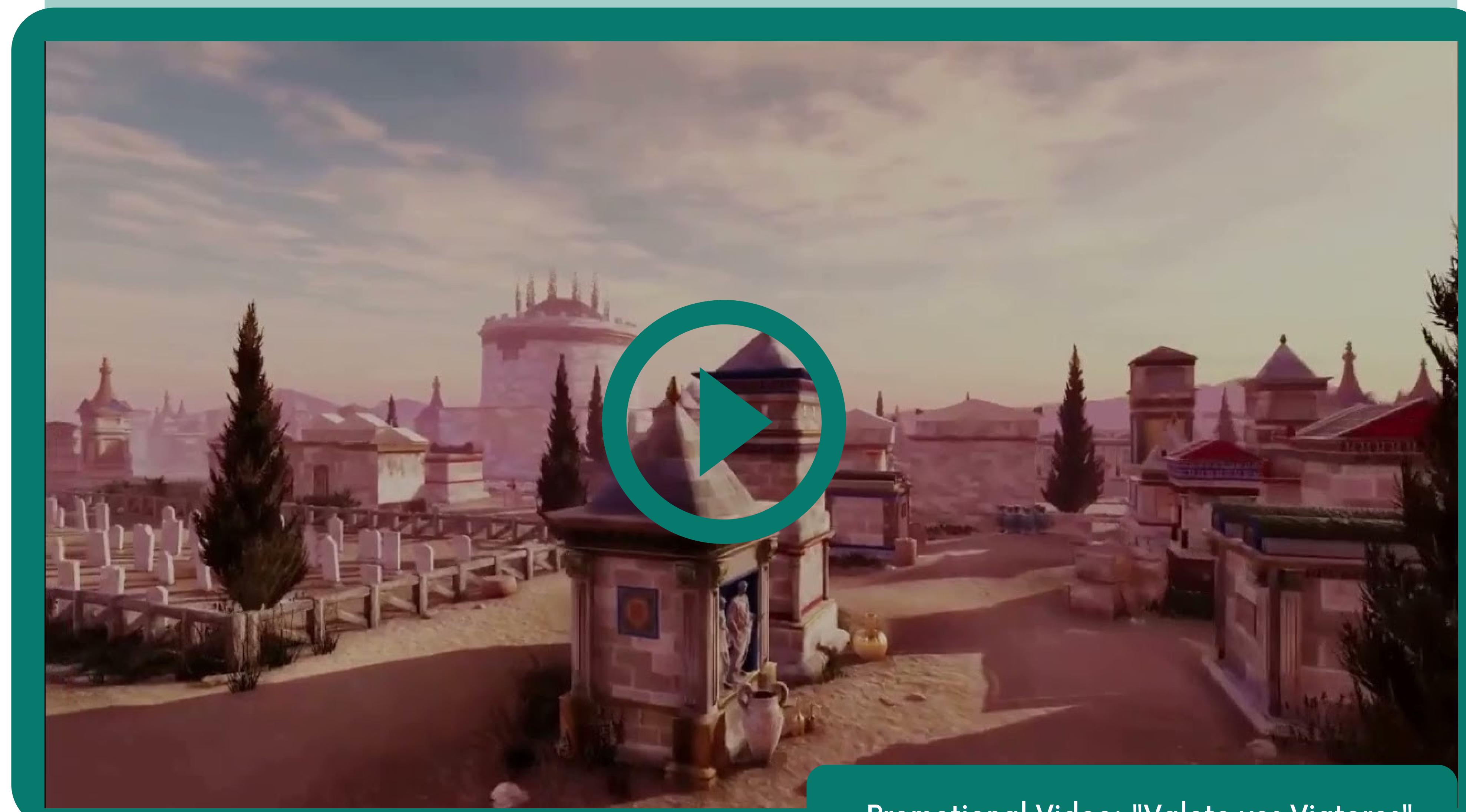
Blogger



Sketchfab

## Visualizing Roman epigraphic heritage

Inscriptions were daily mass-media in the Roman period. Two thousand years later these documents still have a very particular appeal as visible elements of Rome's cultural heritage. Their volume and shape sometimes make it impossible to put such important items in value both in Museums and epigraphic collections. Also, the increasing lack of Latin/Greek knowledge turns these pieces of History into rare and unintelligible documents, especially for young people and university students. By exploring the possibilities of audiovisual and digital tools and following the exciting results of two ongoing archaeological projects in northern Spain with important epigraphic outputs, [Los Bañales de Uncastillo](#) and [Santa Criz de Eslava](#), the School of Humanities and Social Sciences of the University of Navarra, in collaboration with universities from Portugal, Italy, France and Spain, digital and audiovisual companies and the financial support of the programme 'Creative Europe', is developing a project to turn inscriptions into visible, meaningful and attractive documents.



Promotional Video: "Valete vos Viatores"



Virtual model of a Roman inscription at the Musée d'Aquitaine, Bordeaux, by Pablo Serrano Basterra



Frame of the project documentary, by Clau Creative



Section of the videogame at the forum in Idanha-a-Velha, Portugal, by Iker Ibero

## VIRTUAL MUSEUM

### Interacting with inscriptions in a digital platform

Making autopsies of Roman inscriptions and practicing key skills for the development of students competent in Epigraphy can be problematic. The creation of a virtual repository with specimens from important European collections such as Museo Nazionale Romano (Rome) or Musée d'Aquitaine (Bordeaux) will facilitate the interaction with Roman inscriptions and the information they can provide from a remote location.

## DOCUMENTARY SERIES

### Epigraphy, falling in love with the science of inscriptions

We want to present the study of Roman Epigraphy as an attractive challenge and, as a result, increase scientific vocations through the creation of a documentary series. In four episodes, a student of Archaeology at the University of Navarra will discover the appeal of inscriptions by interviewing different scholars and visiting some of the main epigraphic museums and archaeological sites all over western Europe.

## VIDEOGAME

### When students turn into Roman scriptores

One of the main goals of this project is to increase the interest in inscriptions among young people by turning them into scriptores of Roman inscriptions. A video game created by Trahelium Studio will allow gamers to experience the career of a stonemason travelling from Rome to the western border of the Empire in Lusitania. In this journey, the player will have to make decisions about the shapes, materials and type of the monuments while fulfilling the requests of the different customers.