

Seeking a Better View: Using 3D to Investigate Visibility in Historic Landscapes

Takeaway and my view:

This project sounds really interesting to me. Working with historical data and info is very difficult because the place and the environment is not existed anymore and using the power of the VR to create a simulated environments will definitely help researchers and also students of this field to be able to explore the environment. Playing with the pov of the user sounds great because in that case the user will feel more freedom on that VRE. Having the narration/ voice over will definitely be helpful to explain the extra info of that specific place.