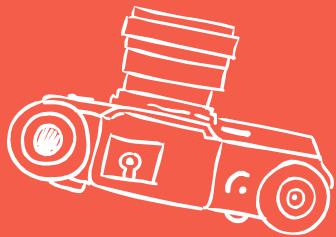
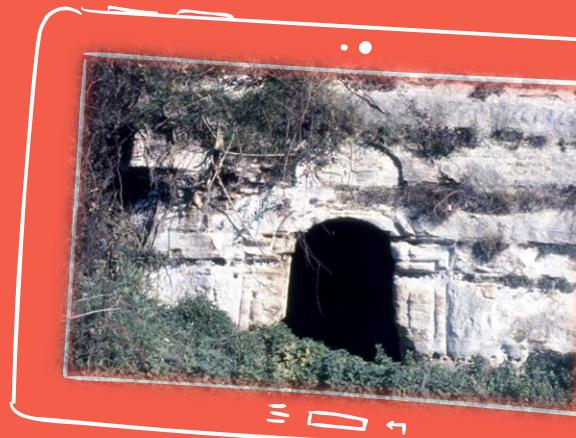


VALORIZATION AND SAFEGUARD OF THE "ROCK CHAPEL OF CAMEROTA"

MICHELE PALUMBO



MY PROJECT IS DIVIDED INTO:

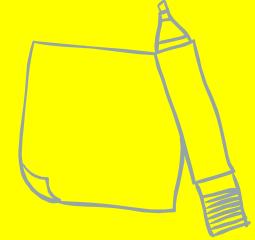
CONTEXT
AND
PROBLEM

GOAL
AND
PERSONAS

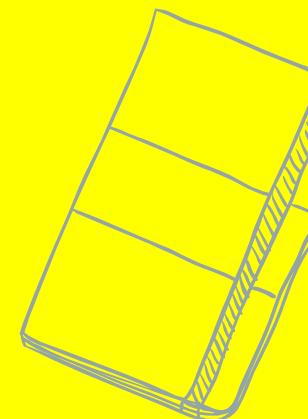
SCENARIO

SOLUTION



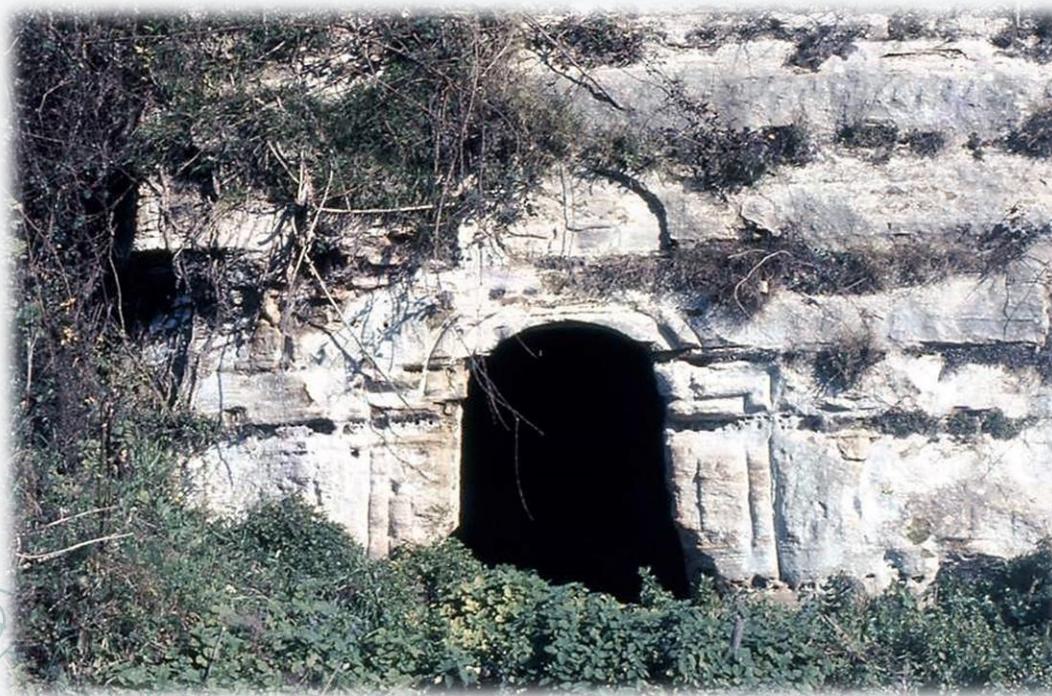


CONTEXT AND PROBLEM



THE **CONTEXT** IN WHICH I DECIDED TO FOCUS MY PROJECT IS LINKED TO THE HISTORICAL AND CULTURAL HERITAGE THAT GRADUALLY TURNS OUT TO BE INCREASINGLY ABANDONED AND NOT VALUED. AND THIS IS A **PROBLEM**.

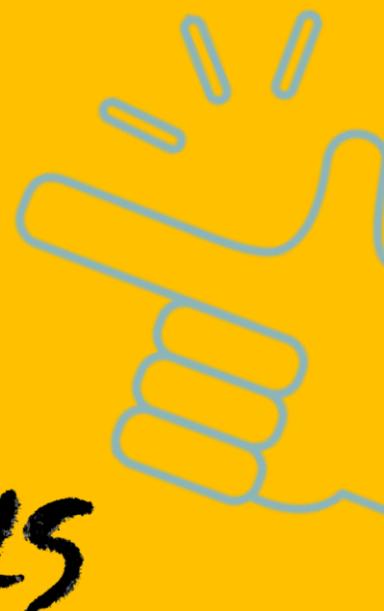
IN PARTICULAR, WE REFER TO THE "RUPRESTRE CHAPEL "S.VITO" OF CAMEROTA" WHICH NEEDS HELP IN ORDER TO BE KNOWN AND APPRECIATED.



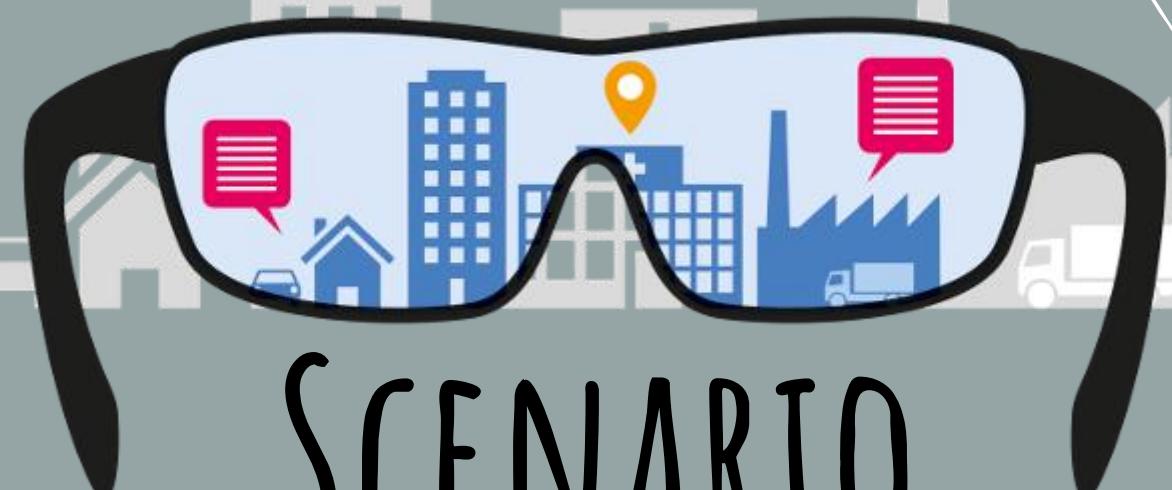
GOAL AND PERSONAS



GOALS



- THE **GOAL** TO SAFEGUARD THIS CHAPEL IS CERTAINLY TO INTERVENE IN SOME WAY. I WOULD LIKE TO ADOPT IS TO DEVELOP AN AUGMENTED REALITY APPLICATION IN ORDER TO ATTRACT MORE AND MORE VISITORS AND CURIOUS.
→ THE APPLICATION, THROUGH THE USE OF THE SMARTPHONE CAMERA WILL BE ABLE TO DISPLAY INFORMATION OF ANY TYPE (SUCH AS TEXT, AUDIO, VIDEO) USING "TARGET IMAGES" THAT WILL BE PLACED OUTSIDE AND INSIDE THE CHAPEL.
- THE **PERSONAS** WHICH CAN USE THE APPLICATION ARE:
 - PEOPLE OF ALL AGES (FROM BOYS TO GRANDPARENTS)
 - OCCASIONAL VISITORS
 - TOURISTS



SCENARIO



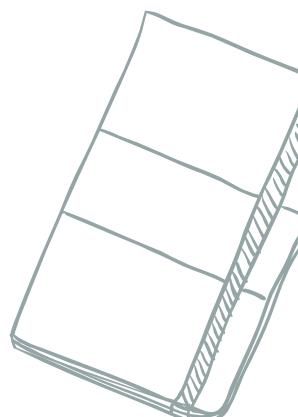
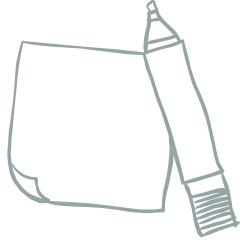
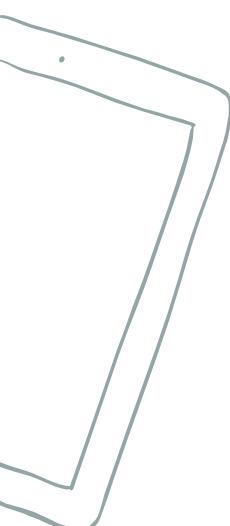
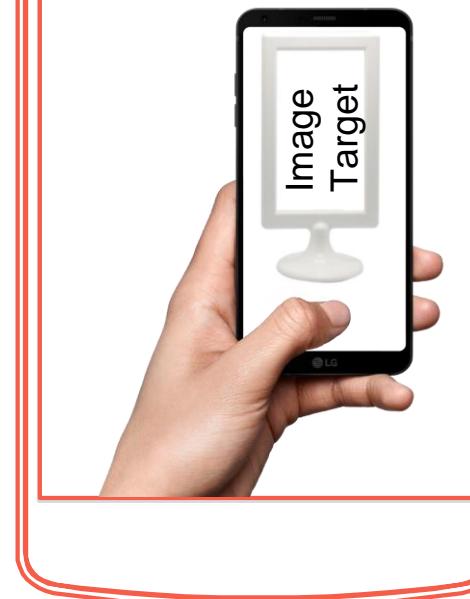


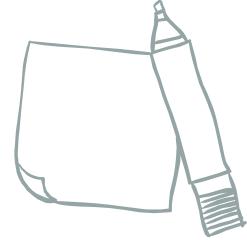
SCENARIO (1/4)

(STEP 1)

OPEN THE APPLICATION AND WE WILL HAVE AS INITIAL SCREEN IN WHICH WE WILL BE SHOWN WHAT ASPECT HAVE THE TARGETS ENABLED TO AUGMENTED REALITY.

Inquadra uno dei target all'esterno e all'interno della cappella e scopri nuove informazioni grazie alla realtà aumentata

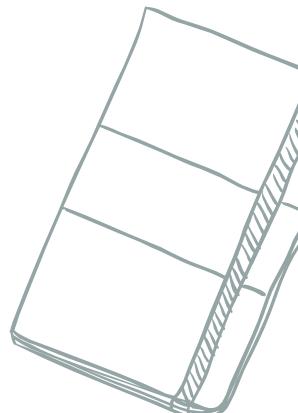
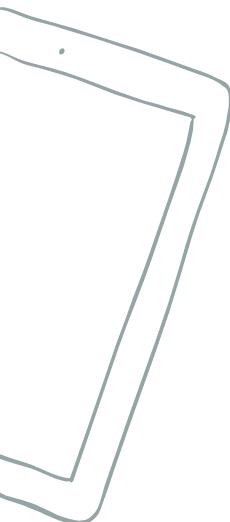
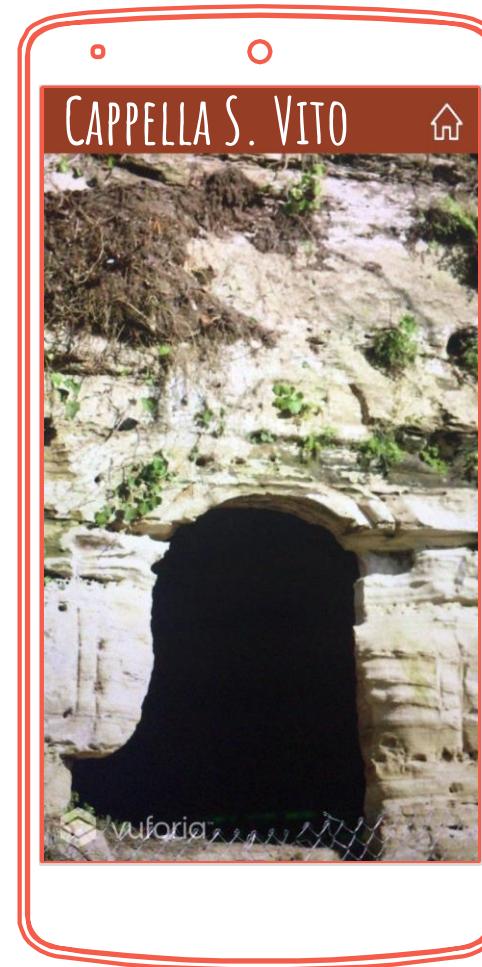


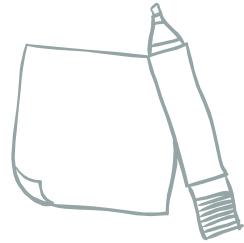


SCENARIO (2/4)

(STEP 2)

TOUCHING THE HOME SCREEN
WILL OPEN THE CAMERA AND WE
WILL BE IMMEDIATELY
IMMERSED IN THE AUGMENTED
REALITY OF THE CHAPEL.

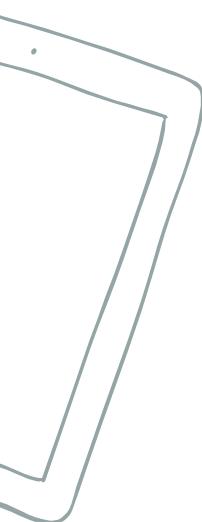
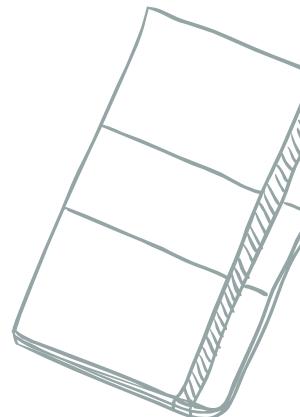
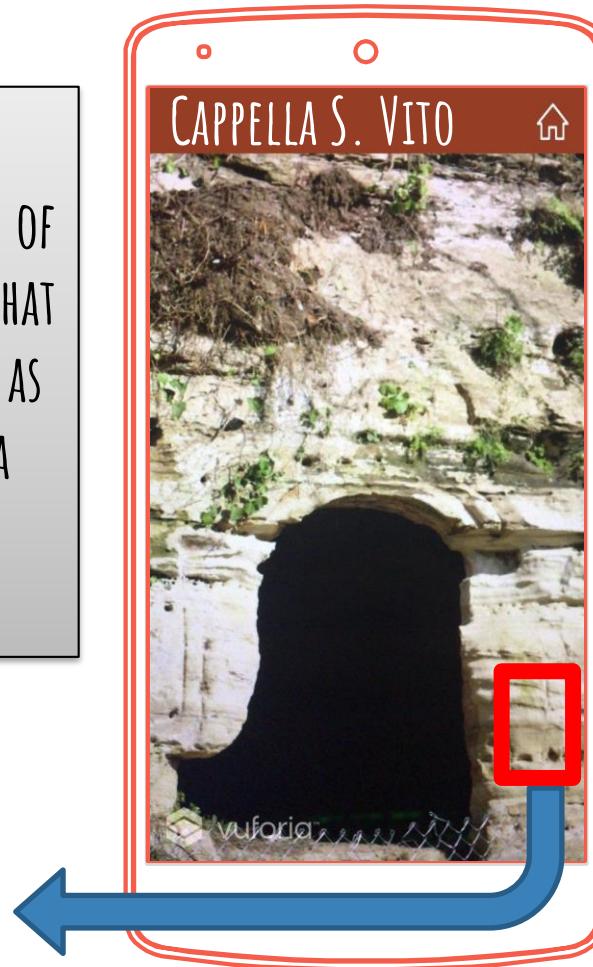
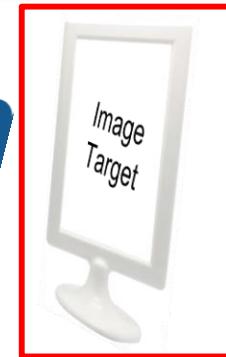


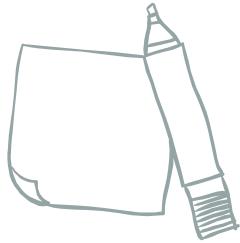


SCENARIO (3/4)

(STEP 3)

AT THIS POINT, LET'S GO IN SEARCH OF THE TARGET IMAGES TO FIND OUT WHAT WILL BE DISPLAYED. FOR EXAMPLE, AS WE CAN SEE IN THIS SCENARIO, A TARGET IMAGE COULD BE AT THE ENTRANCE TO THE CHAPEL.

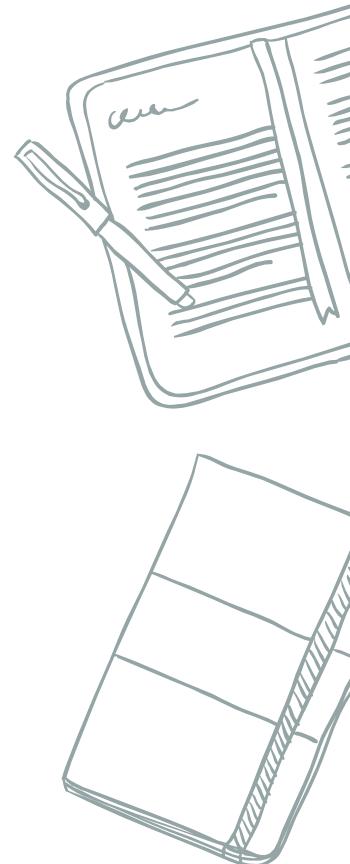
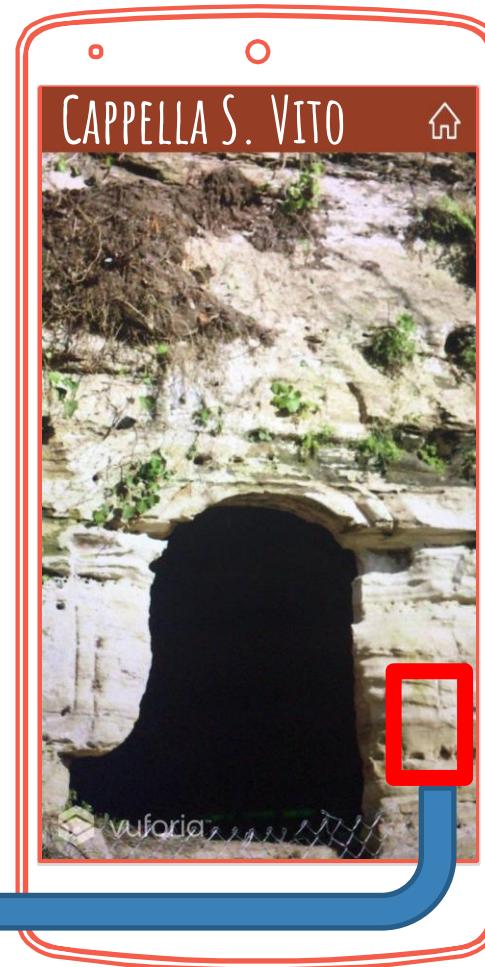
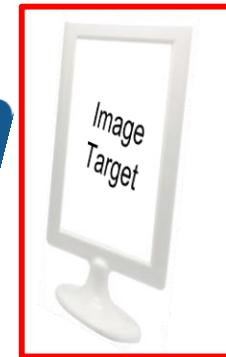




SCENARIO (4/4)

(STEP 4)

THEN, WE PLACE THE CAMERA ON THE TARGET IMAGE WHERE WE COULD GO TO VIEW THE CHAPEL MAP, ITS SHAPE AND OTHER INFORMATION.

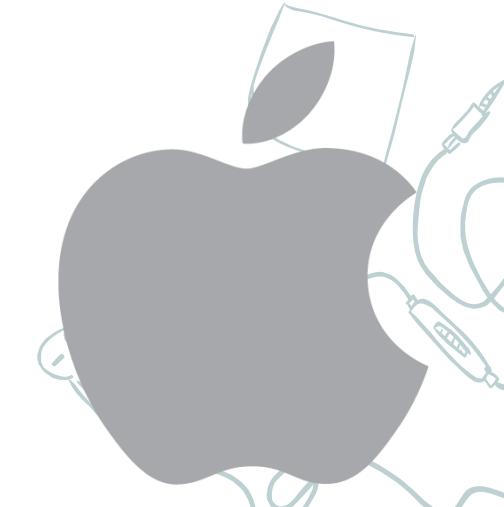
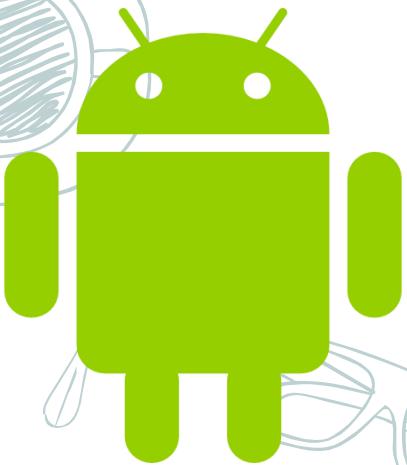




SOLUTION

camerotAR

**San Vito
Cappella Ropestre**



MY SOLUTION WAS DEVELOPED IN 3 PHASES:

1

SEARCH FOR INFORMATION AND MATERIALS

2

CREATION OF 2D/3D MODELS AND IMAGE TARGETS

3

DEVELOPMENT OF THE AR APPLICATION

1

SEARCH FOR INFORMATION AND MATERIALS

- THE SOURCES FROM WHICH I LOOKED FOR INFORMATION AND MATERIALS ARE:
 - FACEBOOK GROUPS IN THE CAMEROTA AREA
 - TOURING CLUB ITALIANO (TOURINGCLUB.IT)
 - ACADEMIA (ACADEMIA.EDU)
 - PROLOCO CAMEROTA
 - VIAGGIART (VIAGGIART.COM)
 - ZON MAGAZINE (ZON.IT)





2



CREATION OF 2D/3D MODELS AND IMAGE TARGET (1/7)

2D MODEL
OF THE CHAPEL
SEEN FROM
INSIDE

Canva



LA PICCOLA "CAPPELLA RUPESTRE" IN SAN VITO

LA CAPPELLA RUPESTRE DI CAMEROTA

Cappella rupestre, situata al di sotto del giardino, nel Convento dei Cappuccini (anno Domini 1602) in località San Vito, Camerota.

Divergenze sulle origini di questa cappella:

- 1) È una grotta che veniva usata per fare penitenza, i monaci che peccavano erano costretti ad andare in questa grotta per tre giorni e tre notti in preghiera e digiuno!
- 2) Queste grotte servivano a mettere a "seccare" i corpi dei monaci morti prima della sepoltura.

Tutte due le storie potrebbero essere vere. Ma in diversi epocha. Nel 600 poteva essere usata come un scolatoi per seccare i corpi. In quell'epocha post-riformatorio erano ossessionati con la morte, purgatorio e sepolture luridi. Il crocifisso nella chiesa dei Cappuccini pieno di sangue, ne è la prova.

L'uso come punizione dei monaci, invece, era probabilmente per il periodo più recente. Ma gli studiosi dell'arte e architettura medievale devono ancora confermare circa l'epoca di questa grotta. E' forse il monumento più antico che esiste a Camerota.

Più antico del castello di Florio di Camerota.

Sopra l'entrata si può notare ciò che resta di un medaglione; non vi è dubbio che rappresenti una croce inserita in un cerchio.

Un aspetto singolare, all'interno, è rappresentato dalla suddivisione della parete di fondo in tre nicchie, tema architettonico ricorrente nelle cappelle altomedievali, come si può rilevare anche nei ruderi del monastero di San Cono, sito poco distante, sempre nel comune di Camerota.

La pianta quadrangolare, delle dimensioni di mt 2x2 e l'altezza di mt 2, ne fanno un interno a cubo, anche se scavata nel tufo. Questa conformazione ricorda la tipologia della trichora, tema ricorrente nelle cube bizantine diffuse in Sicilia e Puglia.

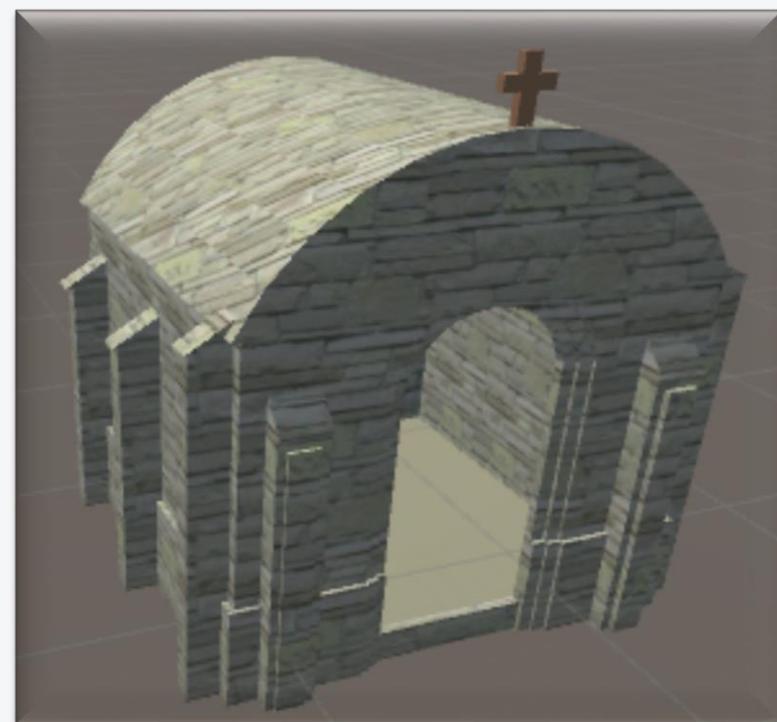


2

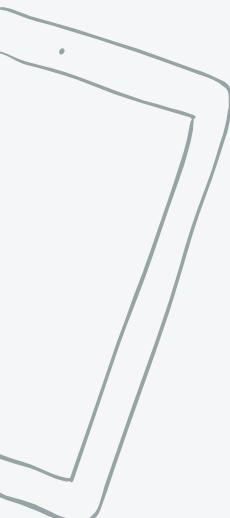


CREATION OF 2D/3D MODELS AND IMAGE TARGET (2/7)

3D MODEL
OF THE CHAPEL
SEEN FROM
OUTSIDE

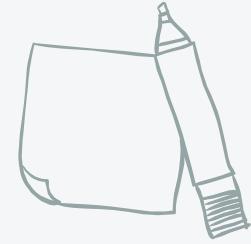


SketchUp





2

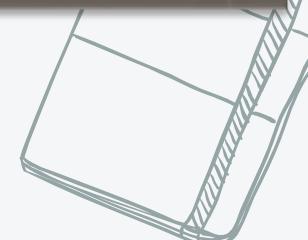


CREATION OF 2D/3D MODELS AND IMAGE TARGET (3/7)

3D MODEL
OF THE CHAPEL
SEEN FROM
INSIDE

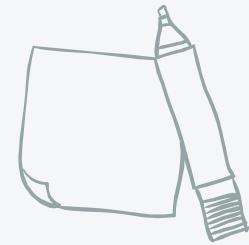


 SketchUp





2



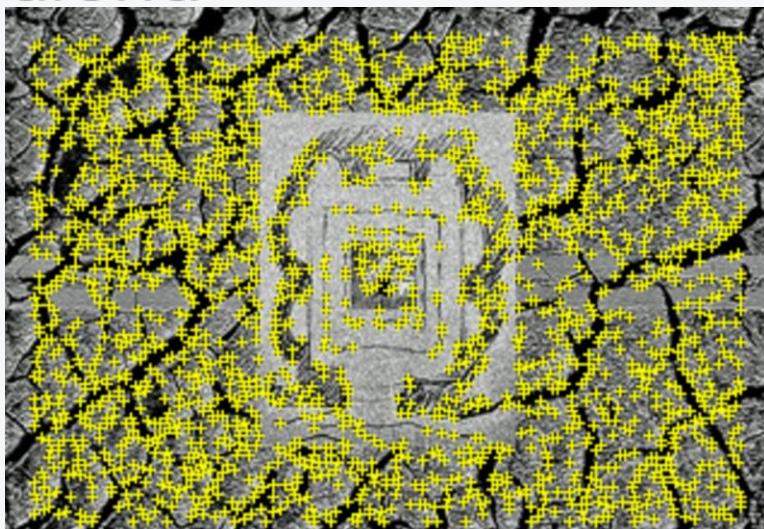
CREATION OF 2D/3D MODELS AND IMAGE TARGET (4/7)



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IMAGE TARGET N°1

FOR TEXTUAL INFORMATION





2



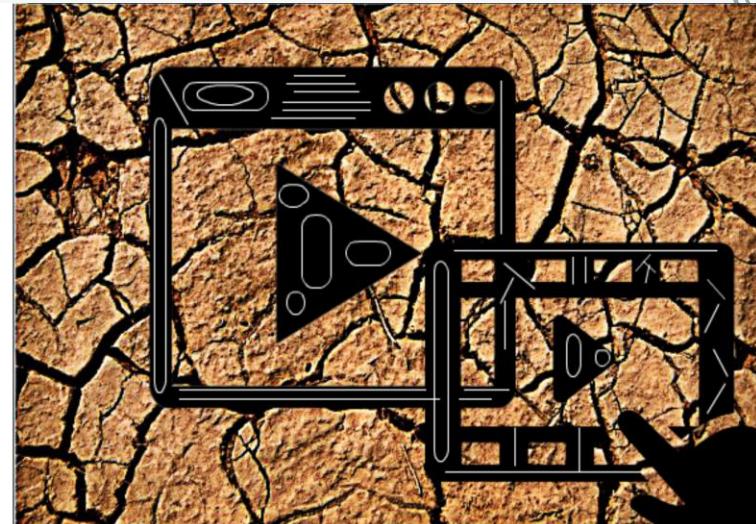
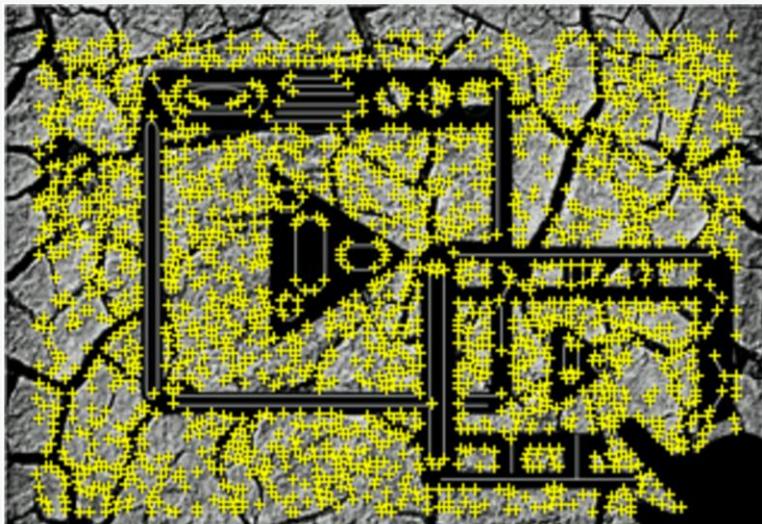
CREATION OF 2D/3D MODELS AND IMAGE TARGET (5/7)



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IMAGE TARGET N°2

FOR VIDEO INFORMATION





2



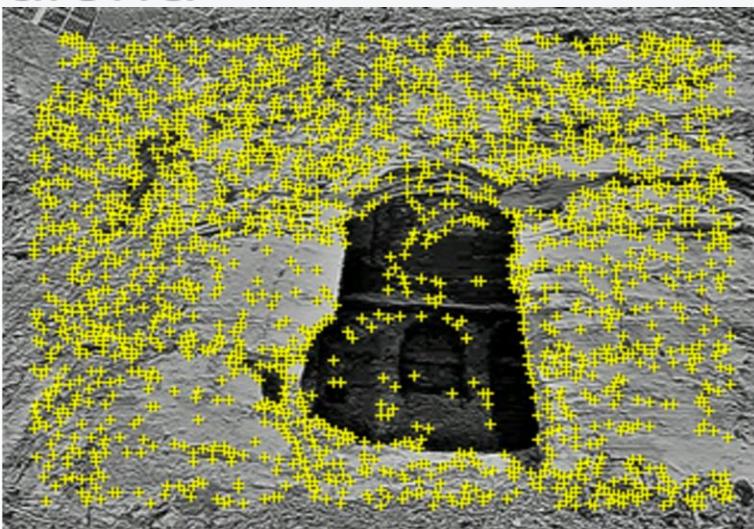
CREATION OF 2D/3D MODELS AND IMAGE TARGET (6/7)



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IMAGE TARGET N°3

TO DISPLAY THE EXTERNAL 3D MODEL





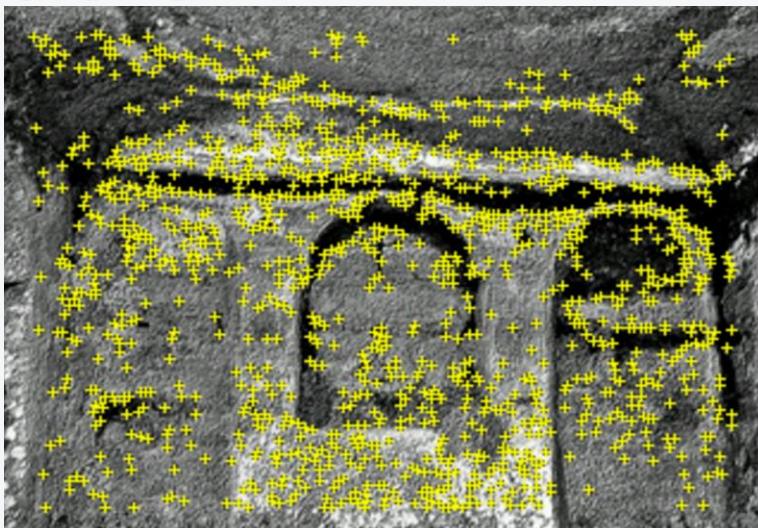
CREATION OF 2D/3D MODELS AND IMAGE TARGET (7/7)

IMAGE TARGET N°4

TO DISPLAY THE INTERNAL 3D MODEL



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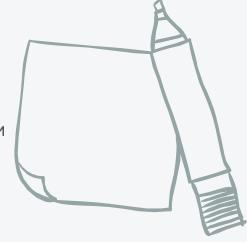




3



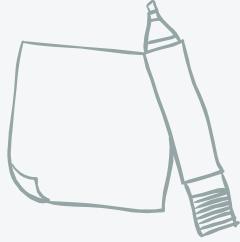
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DEVELOPMENT OF THE AR APPLICATION (1/8)

THE DEVELOPMENT PROCESS



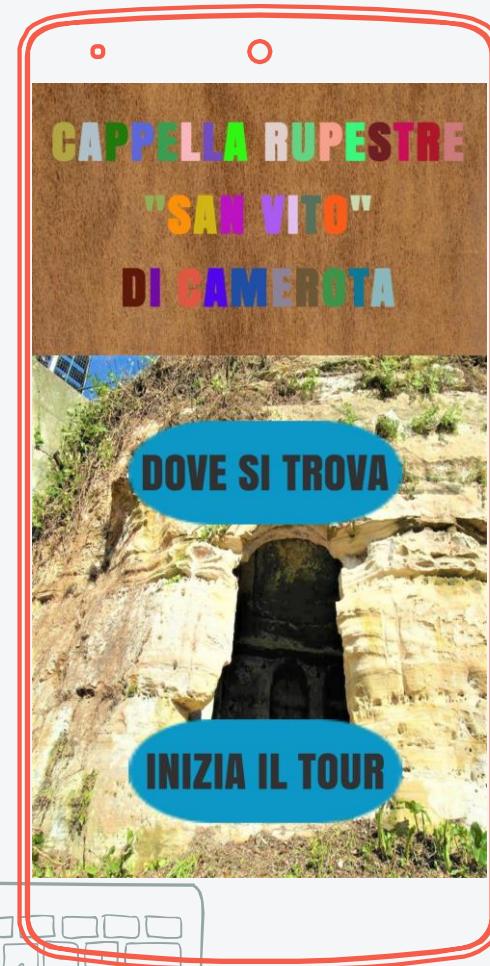


DEVELOPMENT OF THE AR APPLICATION (2/8)



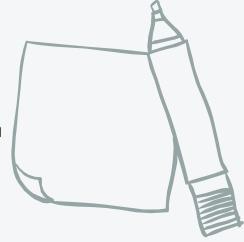
DOVE SI
TROVA

INIZIA
IL TOUR





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DEVELOPMENT OF THE AR APPLICATION (3/8)

DOVE SI
TROVA

MAPPA

ROADMAP

SATELLITE

HYBRID

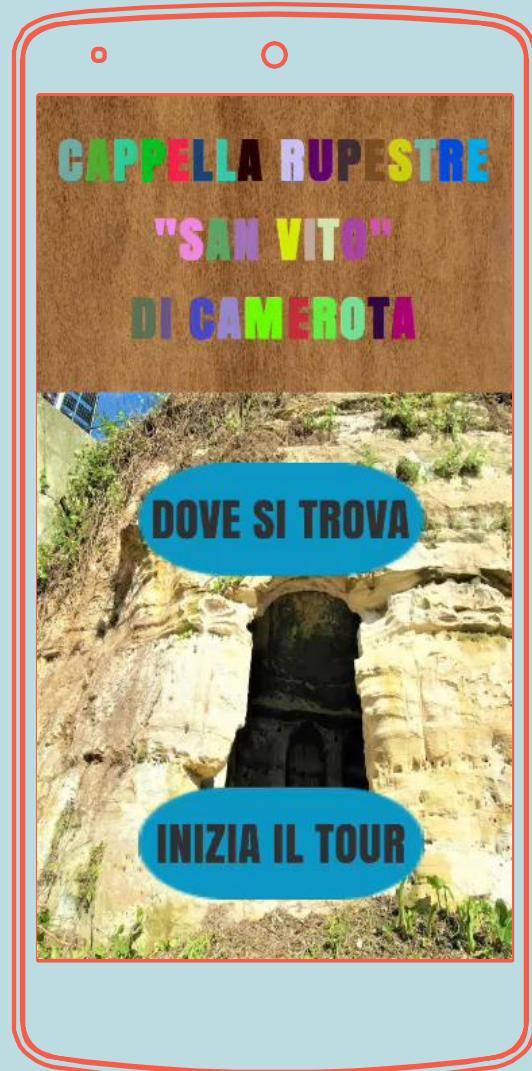
TERRAIN



Google Maps APIs

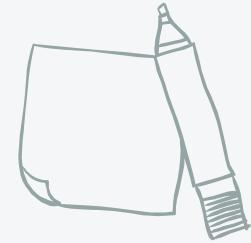


VIDEO RESULT OF «MAPPA»

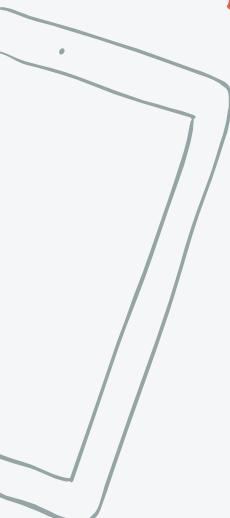
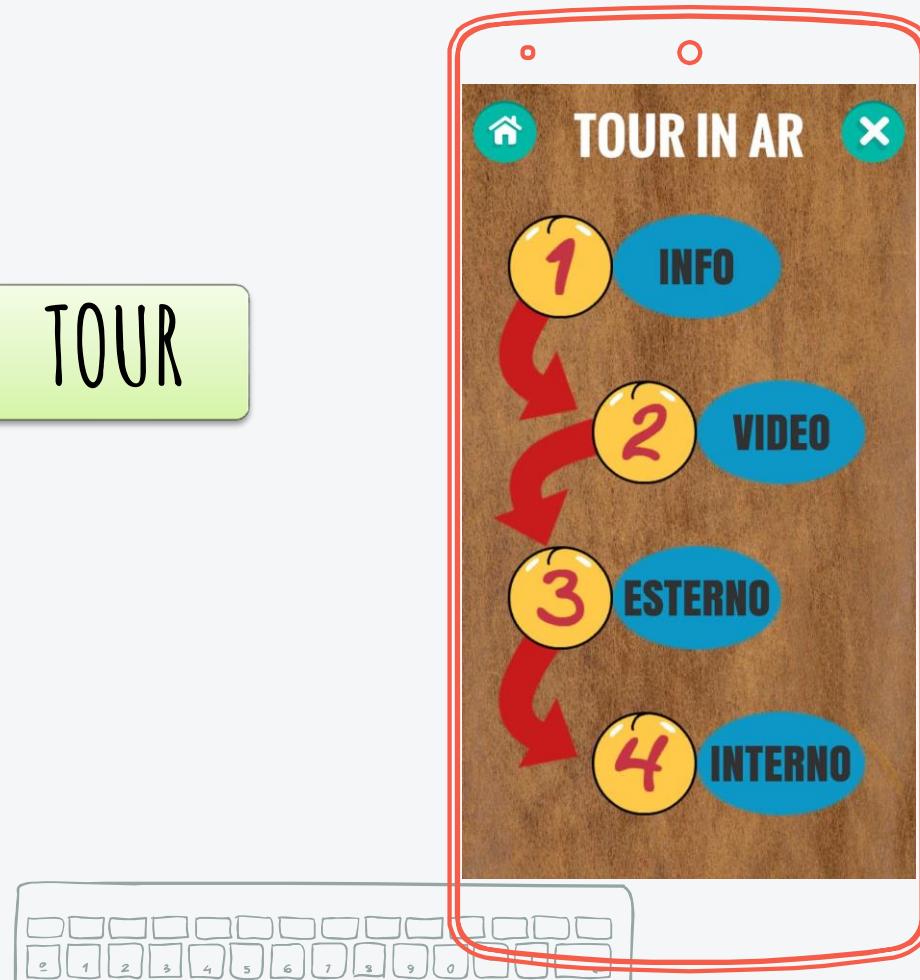
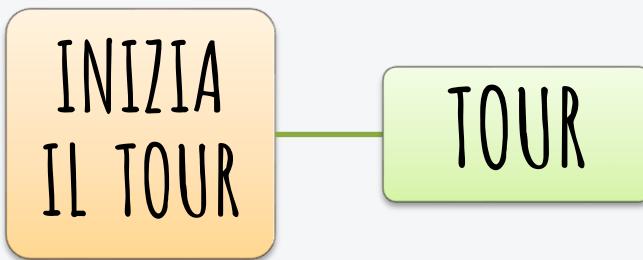




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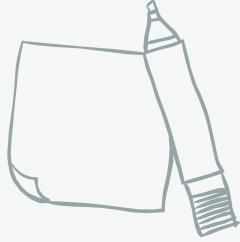


DEVELOPMENT OF THE AR APPLICATION (4/8)

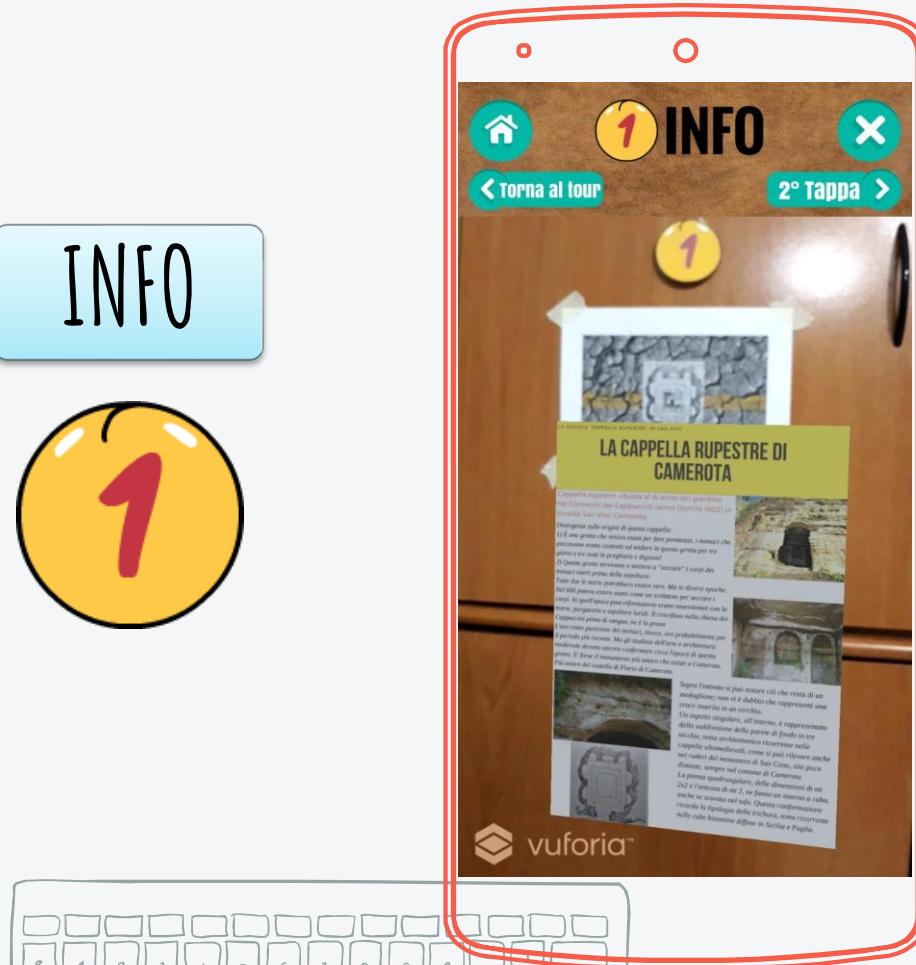
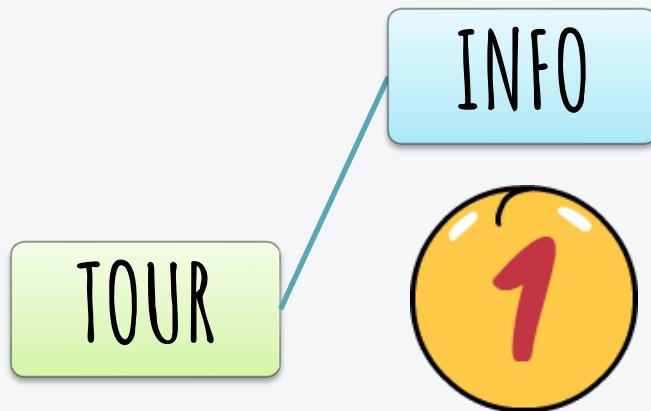




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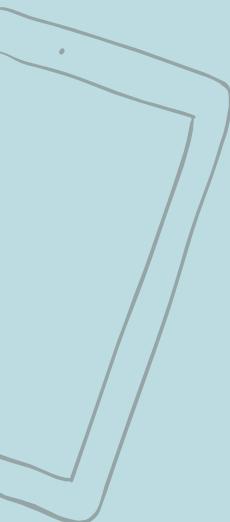
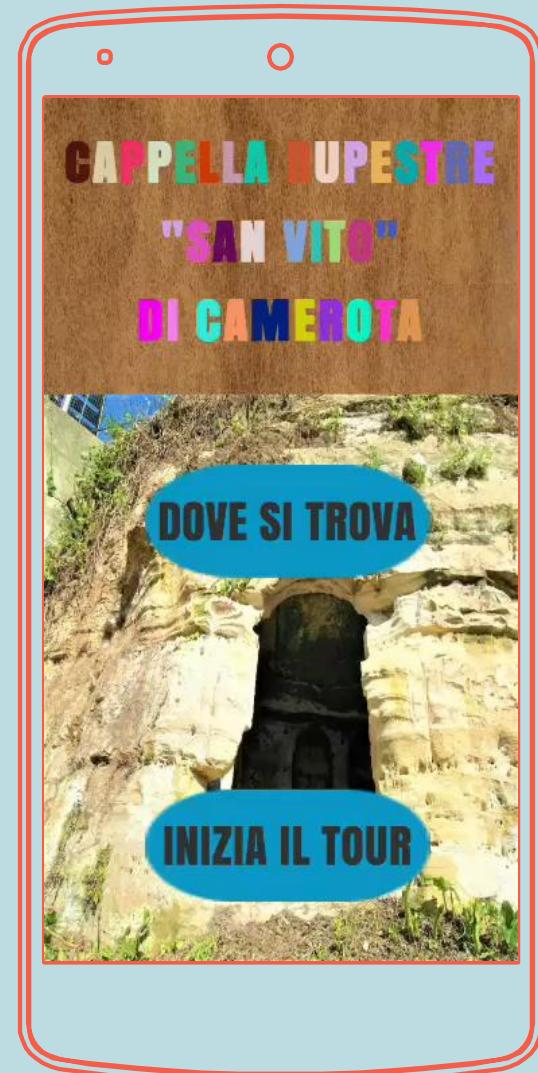
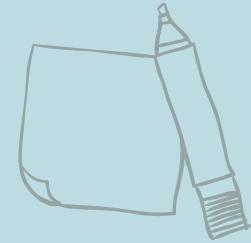


DEVELOPMENT OF THE AR APPLICATION (5/8)



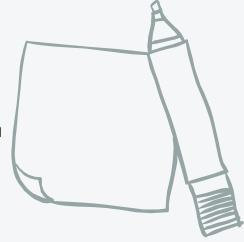


VIDEO RESULT OF «INFO»

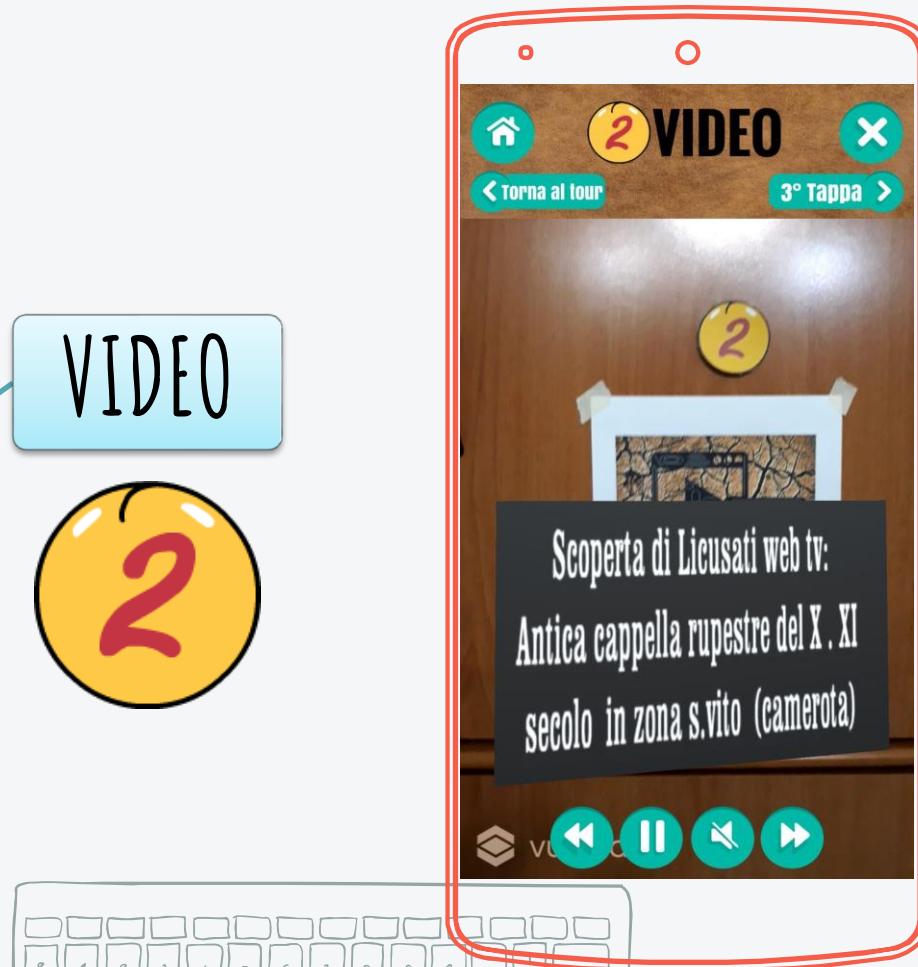
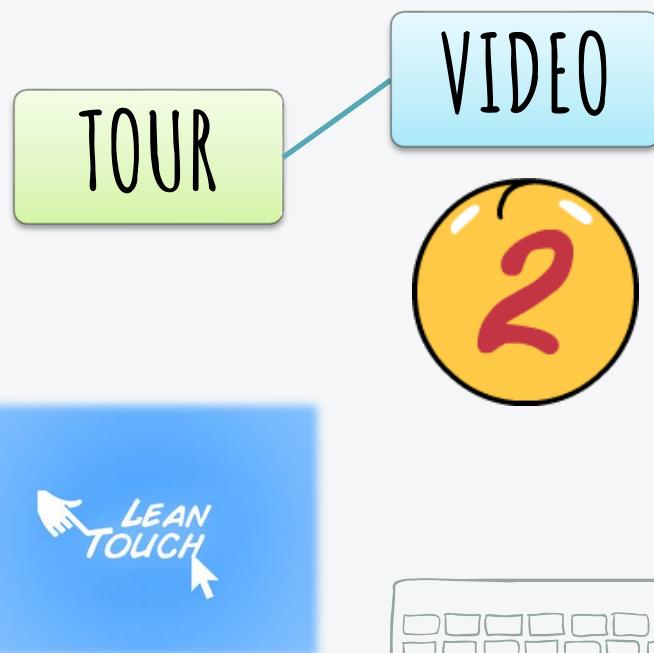




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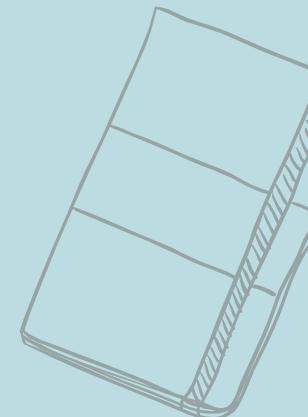
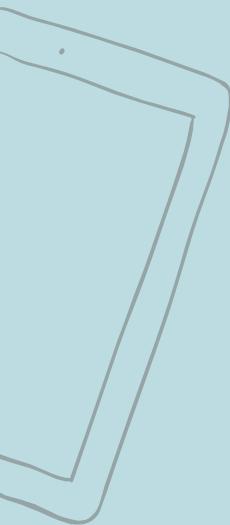
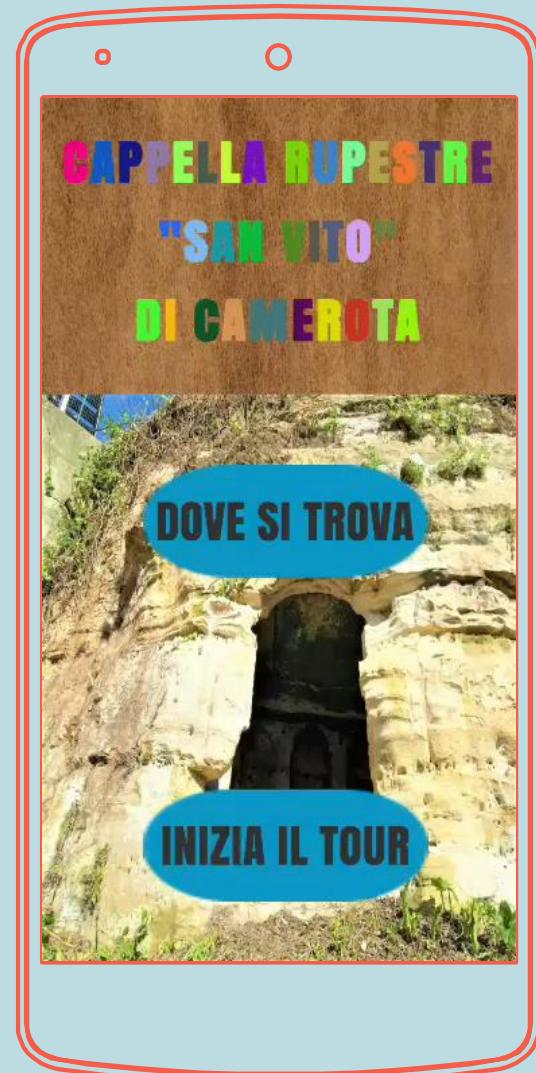
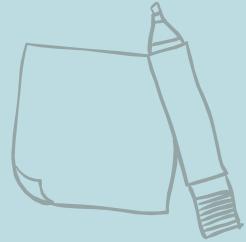


DEVELOPMENT OF THE AR APPLICATION (6/8)





VIDEO RESULT OF «VIDEO»

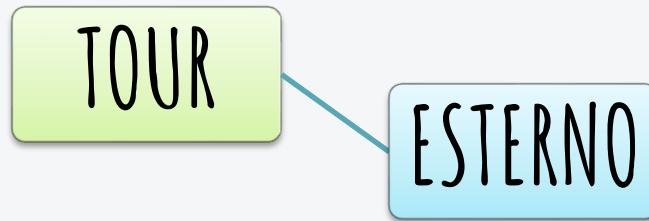




vuforia™

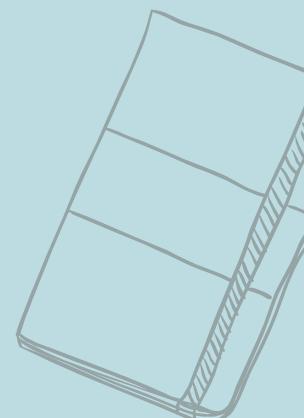
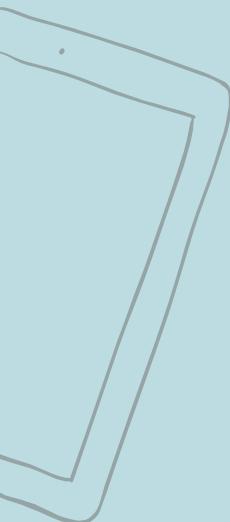
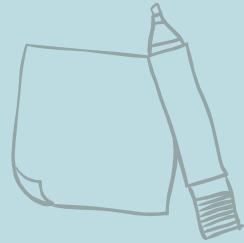


DEVELOPMENT OF THE AR APPLICATION (7/8)



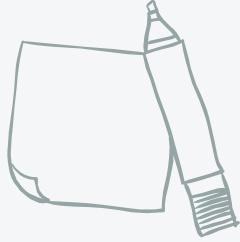


VIDEO RESULT OF «ESTERNO»





vuforia™



DEVELOPMENT OF THE AR APPLICATION (8/8)

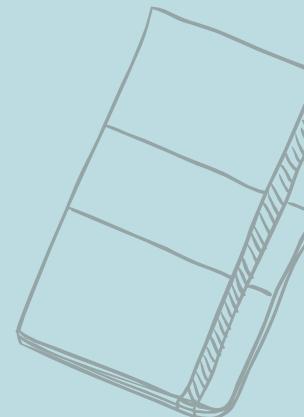
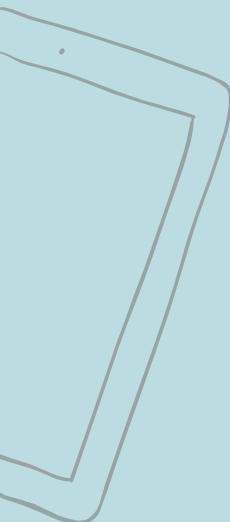
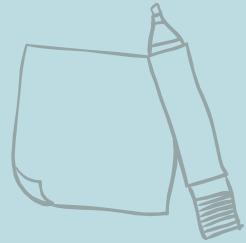
TOUR

INTERNO





VIDEO RESULT OF «INTERNO»



TOOLS

THE TOOLS, WHICH I WILL USE FOR THE DEVELOPMENT OF THE APPLICATION, ARE:

- FOR 2D MODELS



- FOR 3D MODELS



- FOR THE APPLICATION



THE END

THANKS FOR ATTENTION!

MacBook Air

