Virtual Reality in Cultural Heritage

A CASE STUDY OF ROMAN GLASS ARTIFACTS FROM TROIA, PORTUGAL

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Conference Speaker

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Agenda

- Introduction
- Objectives & Contributions
- Methodology
- Functionalities
- System Architecture
- Conclusion

Roman Ruins of Troia

Introduction

Collaboration between Departments

Tomb with Glass artifacts

Fish-salting Production centre

Objectives & Contributions

Occidental Top View
with enclosure

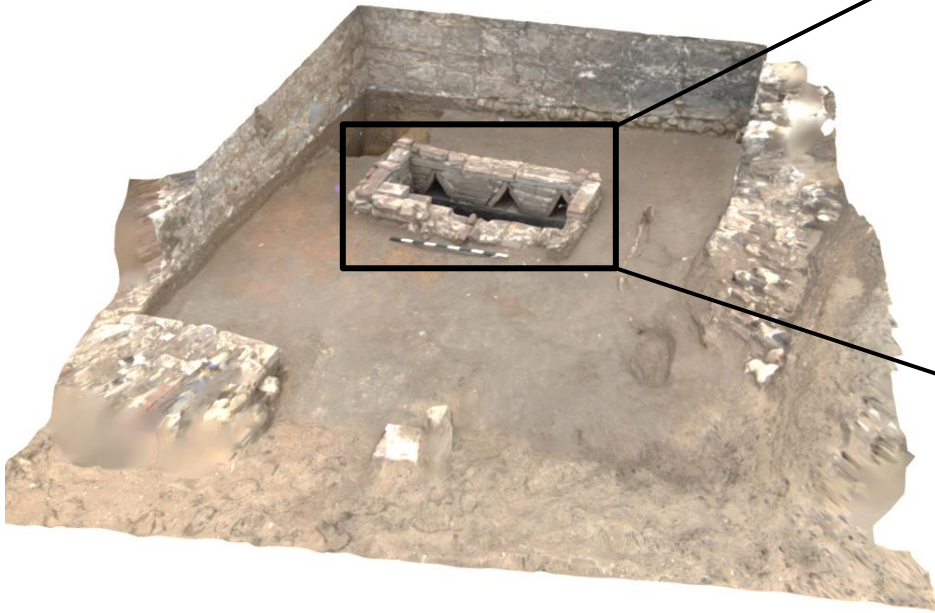**Objectives**

Disseminate Cultural Heritage

Preserve Objects

Public Engagement

Contributions

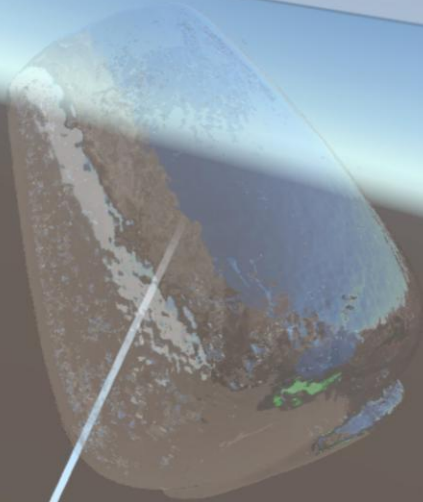1. Immersive Virtual Experience

2. Data Repository

Methodology
Generate 3D Model

3D Funerary Enclosure Model

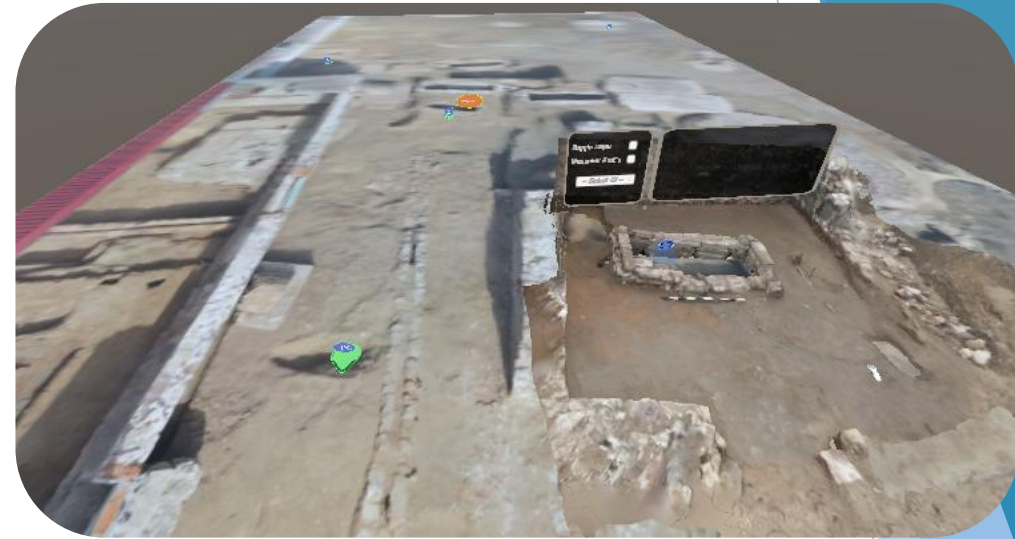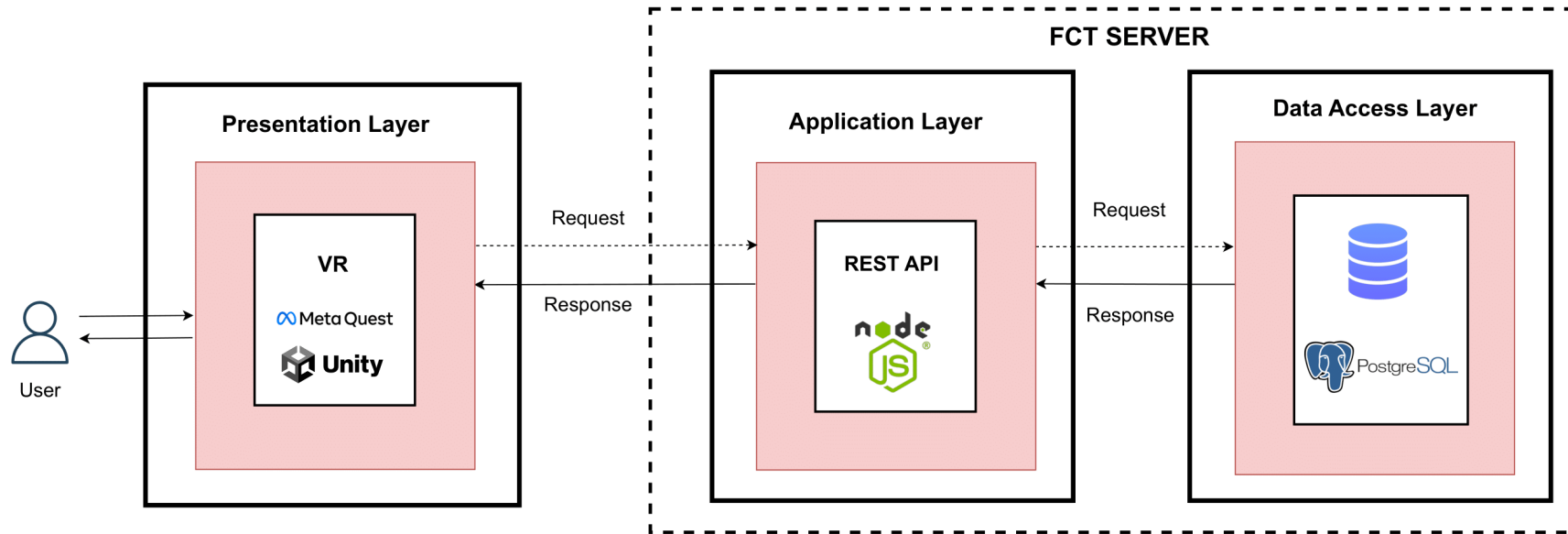# Methodology
Generate Glass Texture + Slider Transition

Functionalities

System Architecture

Conclusion

System Limitations

Future Developments

Thank You ☺

Q & A: Please feel free to ask questions or share feedback!