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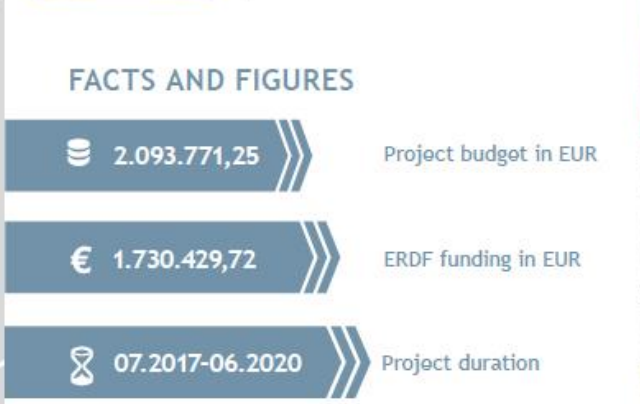
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This transnational cooperation project is funded by INTERREG CENTRAL EUROPE, supported by the Federal German Programme for Transnational Cooperation.

Interreg CENTRAL EUROPE
European Union European Regional Development Fund

VirtualArch

VIRTUALARCH
VISUALIZE TO VALORIZE

For a better utilization of hidden archaeological heritage in Central Europe



OBJECTIVES



Medieval mines in Dippoldiswalde (photo: Martin Jehrichen)

Many ancient sites, especially those lying underground or submerged, are threatened by neglect as the public has limited awareness of their presence. Moreover, archaeological heritage is effected by different human activities and spatial usage conflicts.

VirtualArch encourages using projection technologies such as virtual and augmented reality. The main aim is to improve its visibility and to increase capacities of public actors in the field of archaeological heritage protection.



Visualization of a non-visible prehistoric settlement (photo: Christoph Lobinger/Jiri Unger)

STRATEGIES



Facing similar challenges and sharing same objectives, 10 Partners from 8 countries are testing and exploring innovative visualization approaches and methods on 8 different types of pilot monuments all over Central Europe.



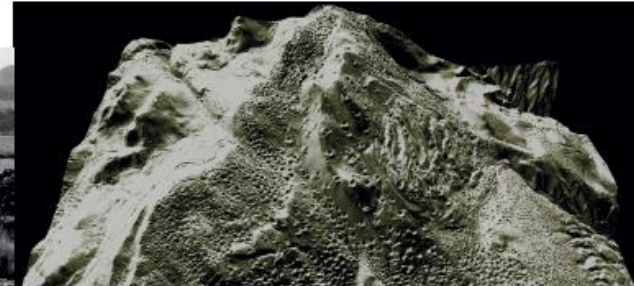
Excavation of prehistoric pile dwellings in Ljubljana Marshes (photo: Museum and Galleries of Ljubljana)

These monuments include World Heritage sites like prehistoric pile dwellings in the Ljubljana Marshes or unique prehistoric and medieval mines like in Hallstatt, Civèzzano and Dippoldiswalde. The special field of underwater archaeology is represented by two important ancient harbours in the Baltic (Puck) and Adriatic sea (Barbir). And with the former princely residence of Nitra and the mining/metallurgical settlement of Utín there are two economic and power centers from the Middle Ages represented.

TOOLS



At first, the heritage sites will be surveyed and digitized via 3D techniques like airborne laser scanning (areas), 3D photogrammetry (structures) or structured light scanning (finds).



Digital terrain model of the mining area on Monte Calisio near Civezzano (image: Ecomuseo Argentario)

Then virtual reconstructions will be created based on the digital data. As interactive models the heritage sites will be presented to local and regional stakeholders through a free available mobile device application.



Virtual reconstruction of a medieval pit house (image: Anton Arpás)

PILOT ACTIONS



Guided field trip in Hallstatt salt valley (photo: Christoph Lobinger)

Guided field trips with virtual reality support as well as planned outdoor information points with WiFi data access will raise awareness and a better understanding of hidden archaeological heritage in the pilot regions. Through visualization stakeholders may experience "their" heritage as something new and valuable. A better accessibility offers also new possibilities for the utilization of the heritage site itself and will enhance tourism and economic development in the region. At conferences and thematic workshops heritage threats and problems, communication possibilities and the advantages of visualization shall be discussed and transnational strategies / directives worked out.

**TAKING
COOPERATION
FORWARD**