Nowadays the protection and the valorization of archaeological heritage is recognized as one of the most strategic pillars of the European socio-economic and cultural growth. However, some heritage are often hardly visible and tangible. The 3D documentation of underwater findings, such as harbours, seawalls, docks, is a very challenging task. In the two pilot sites of Puck and Sukosan, photogrammetric techniques have been employed. In the Puck site hydro-acoustic surveys were also conducted with a high-resolution multi-beam sonar. The obtained 3D models will be used for the 3D reconstruction of ancient structures, visualization purposes and animations.

The remains of some prehistoric pile dwellings are partially visible in the Ljubljansko Barje site. The difficult conservation of these remains is the consequence of a dynamic environment characterized also by lake level variations. Geophysical surveys, UAV-based photogrammetry and remote sensing techniques have enriched the available information and data. Simplified 3D models will be used for interactive maps, showing the spatial distribution and size of the site.

The underground pilot sites still show the evidence of ancient mining activities and medieval settlements (Nitra site). The 3D documentation of these environments is highly challenging because of their structure made of repeated narrow and dark spaces. Photogrammetric techniques and active sensors were mainly employed for the acquisition of 3D data. Several VR/AR tools will show the reconstruction of miners work, different clothing and tools, everything enriched with different animations. In the Nitra site the app will provide a reconstruction of the cartel considering various historical phases, the findings documented and some animated characters.

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