

3D-IMP-ACT

VIRTUAL REALITY AND **3D** EXPERIENCES TO **IMPROVE** TERRITORIAL **ATTRACTIVENESS**,
CULTURAL HERITAGE, SMART MANAGEMENT AND **TOURISTIC** DEVELOPMENT



Output T.2.3

**Creative 3D environments and objects of
historic sites**



Developing artworks: Emilia Serra



Egnazia Archaeological Museum: selection of archaeological material to be 3D scanned
by Bari Polytechnic University

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Egnazia Archaeological Museum: selection of archaeological material to be scanned
by Bari Polytechnic University



Developing artworks: Emilia Serra



Egnazia Archaeological Museum: selection of archaeological fragments
for setting up the back wall

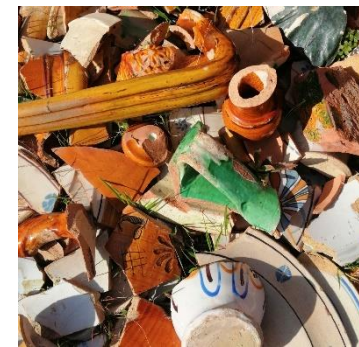


Developing artworks: Emilia Serra



Egnazia Archaeological Museum: selection of archaeological fragments
for setting up the back wall

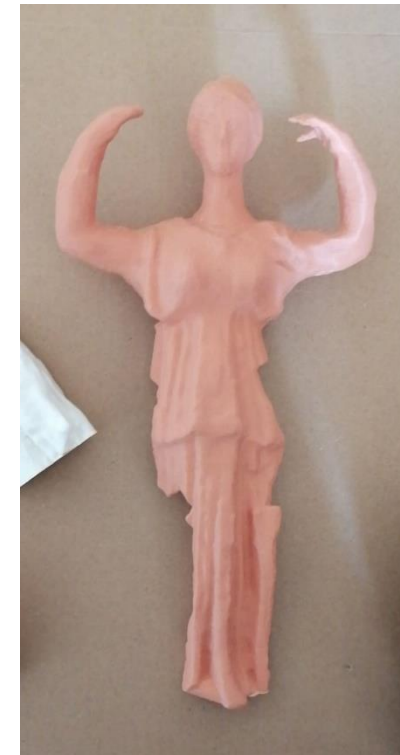
Developing artworks: Emilia Serra



Grottaglie, ceramist Mimmo Vestita's workshop:
selection of ceramic fragments for setting up the side walls

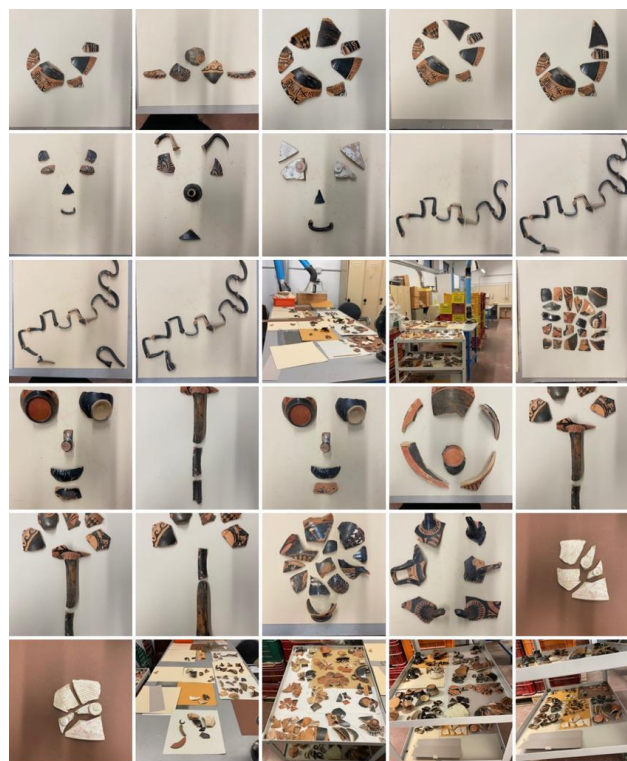


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Production of the "pla" prints by Bari Polytechnic University, designed by E. Serra
for the side walls set-up

Developing artworks: Emilia Serra



Production of the compositions with the archaeological fragments and gypsum
for the back wall set-up

Developing artworks: Emilia Serra



Production of the knobs by ceramist M. Vestita, designed by Emilia Serra
for the side wall set-up

Developing artworks: Emilia Serra



Production of bones and toy cars by ceramist M. Vestita, designed by Emilia Serra
for the side wall set-up



Developing artworks: Emilia Serra



Production of the compositions with the ceramic fragments for the side wall set-up



Developing artworks: Emilia Serra



Images of final results



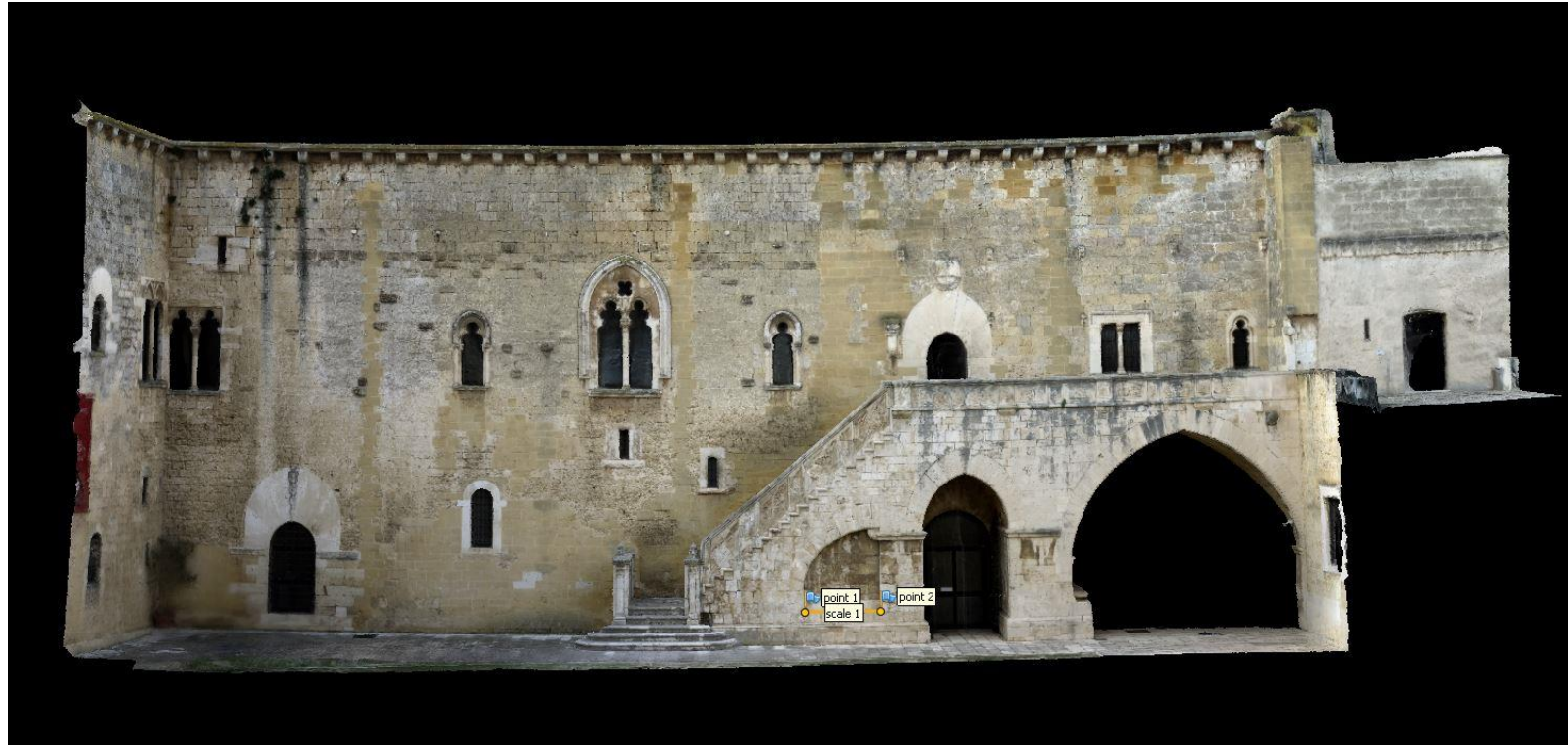
Developing artworks: Paolo Gep Cucco



Gioia del Colle Castle: architectural structures,
inner courtyard



Developing artworks: Paolo Gep Cucco



Gioia del Colle Castle: 3D architectural models developed by Politecnico di Bari,
inner courtyard



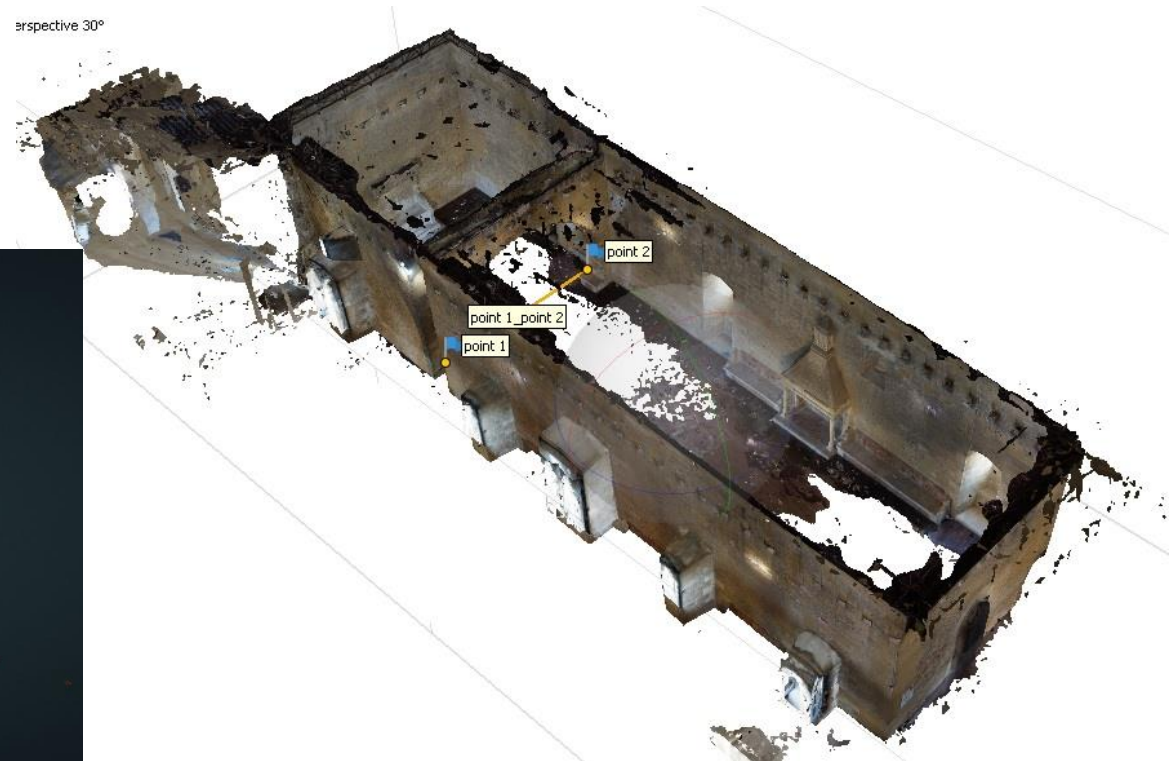
Developing artworks: Paolo Gep Cucco



Gioia del Colle Castle: architectural structures, throne hall



Developing artworks: Paolo Gep Cucco



Gioia del Colle Castle: 3D architectural models developed by the Politecnico di Bari, throne hall



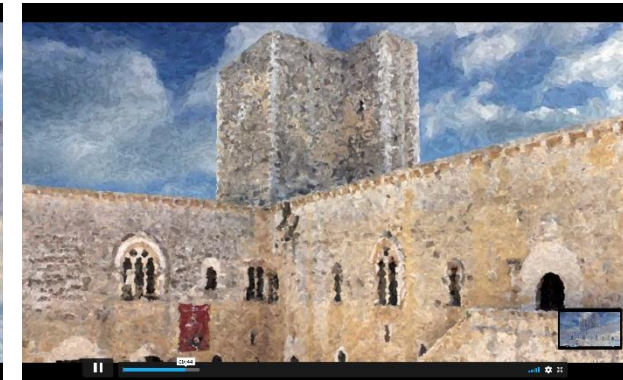
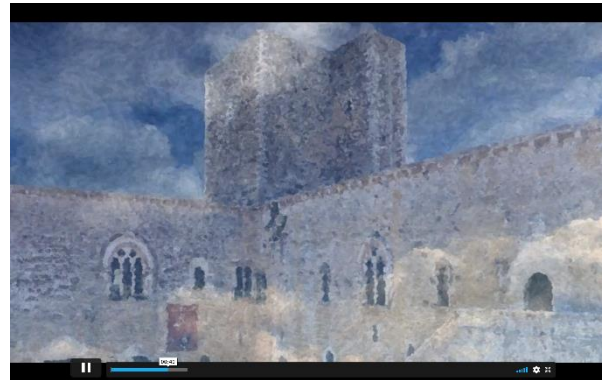
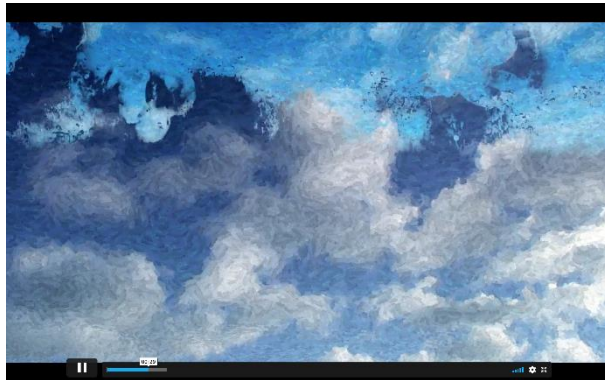
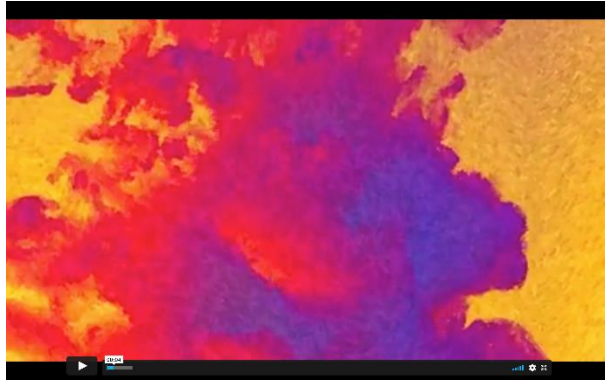
Developing artworks: Paolo Gep Cucco



Selection of images from Frederick's iconography for the storytelling



Developing artworks: Paolo Gep Cucco



Images of final results: video 1



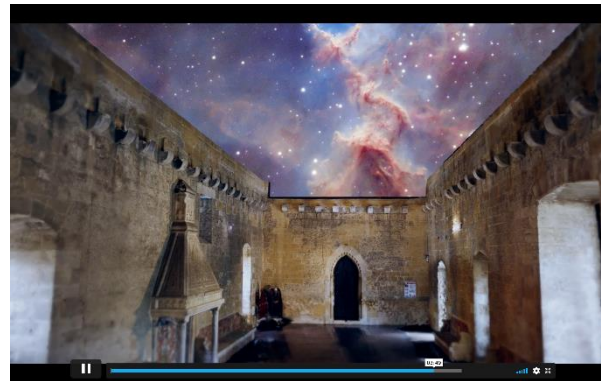
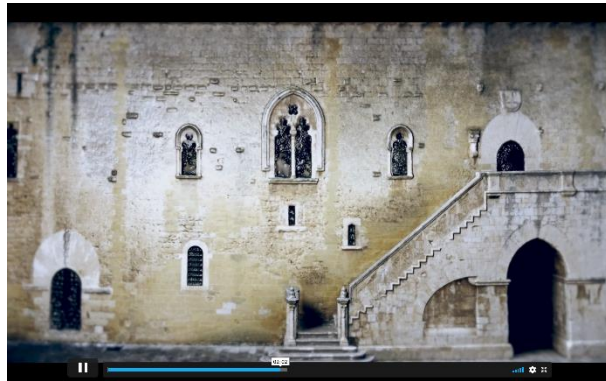
Developing artworks: Paolo Gep Cucco



Images of final results: video 1



Developing artworks: Paolo Gep Cucco



Images of final results: video 2



Developing artworks: Paolo Gep Cucco

Images of final results: video 2



Developing artworks: Paolo Gep Cucco



Images of final results: Gioia del Colle Castle, installation of the "painting"