



**LUCUS FERONIAE**  
 Qui un tempo tutti i popoli la veneravano, c'era un bosco sacro e un santuario dedicato a lei. Poi i Romani di Augusto hanno fondato una nuova città. Via Tiberina. km 18,500 Capena

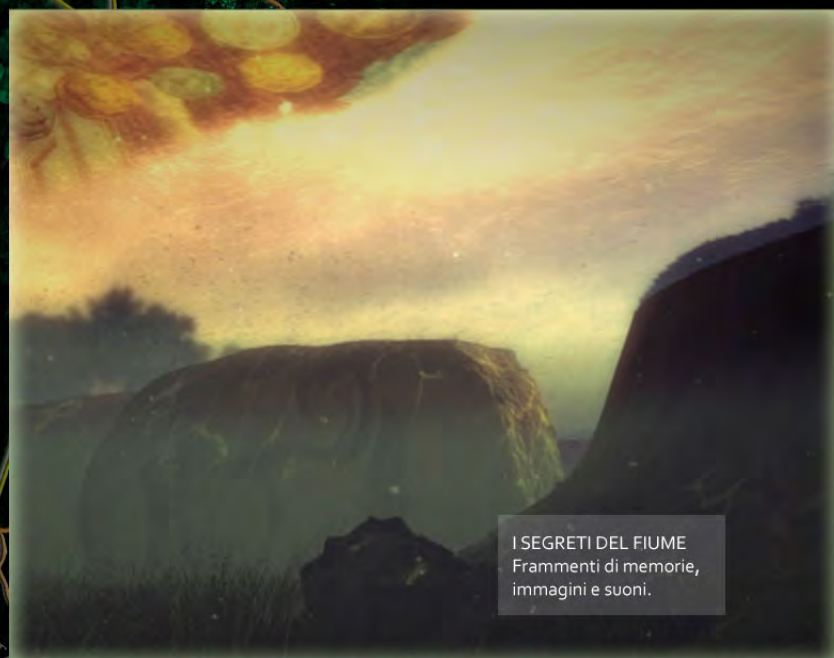


**LA MEDIA VALLE DEL TEVERE:**  
 Il paesaggio delle origini. Un viaggio virtuale lungo 3 milioni di anni.

# MUSEO VIRTUALE DELLA VALLE DEL TEVERE



**VILLA DEI VOLUSII**  
 "Mi ha chiesto cosa altro desiderassi. Ho risposto: essere prestato per pochi giorni al console Lucio Volusio Saturnino, presso la sua famiglia e la sua casa". Via Tiberina. km 18,500 Capena



**I SEGRETI DEL FIUME**  
 Frammenti di memorie, immagini e suoni.

## Tiber Valley virtual museum:

from documentation and 3D reconstruction, up to a novel approach in storytelling, combining virtual reality, cinematographic rules and natural interaction in collaboration with HLab-CNR, Virtual Heritage Lab (VHlab), National Research Council of Italy (CNR), Italy

**PROGETTO REALIZZATO DAL CNR ITABC**  
 ISTITUTO PER LE TECNOLOGIE APPLICATE AI BENI CULTURALI

finanziato da:  
**Arcus S.p.a.**

in collaborazione con:  
 Direzione Regionale per i Beni Culturali e Paesaggistici del Lazio  
 Soprintendenza per i Beni Archeologici dell'Etruria Meridionale

presentato nell'ambito della VII edizione del Festival  
 della Letteratura di Viaggio 2014

Design, contents and software development are by CNR ITABC, E.V.O.CA. Srl in collaboration with Franz Fischnaller (F.A.B.R.I.CATORS SAS | ARCHITECTS OF THE CULTURE - FABRICATORS OF IDEAS)

**Franz Fischnaller** - Research IMERA - Maison Mediteranenne des Sciences de l'Homme - Aix-en-Provence



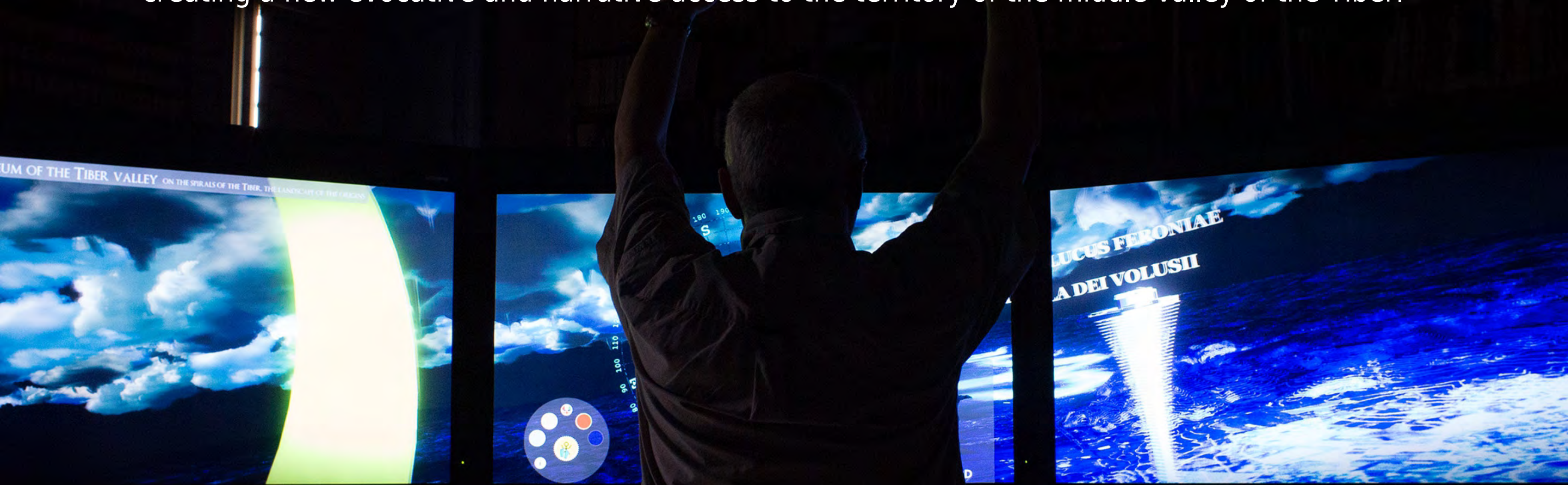
The project has been realized by **CNR-ITABC** (NATIONAL RESEARCH COUNCIL INSTITUTE OF TECHNOLOGIES APPLIED TO CULTURAL HERITAGE), **Franz Fischnaller**, with the support of **Arcus S.p.A.** and in collaboration with Direzione Regionale per i Beni Culturali e Paesaggistici del Lazio, Soprintendenza per i Beni Archeologici dell'Etruria Meridionale, Società Geografica Italiana.



**Franz Fischnaller** - Research IMERA - Maison Mediteranenne des Sciences de l'Homme - Aix-en-Provence

It is a permanent installation in the National Etruscan Museum of Villa Giulia Museum, in Rome,

It is articulated of four different sceneries that are visualized on three aligned 65 inches screens, aiming at creating a new evocative and narrative access to the territory of the middle valley of the Tiber.

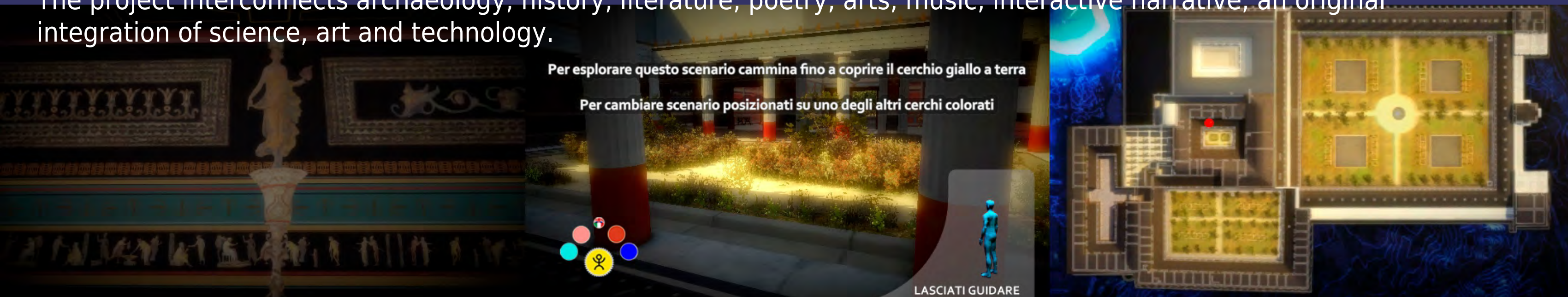


It allows the visitor to see the Tiber through the eyes of a fish that swims in the river , a bird that flies over the landscape , the ancient characters living in the roman city of Lucus Feroniae, and a a freed slave that lives his own dramatic experience inside a famous roman villa, Villa dei Volusii.

One of the most innovative aspect is the new approach in the narratives and interactive storytelling

The project “**Virtual Museum of the Tiber Valley**”, realized by the ITABC-CNR and supported by Arcs S.p.A., aims at providing an integrated platform for the enhancement and promotion of the natural and cultural heritage of the medium Tiber Valley, north of Rome, between Monte Soratte (North) and Fidene (South), Palombara Sabina (East) and Sacrofano (West) and crossed by the Tiber and by the ancient consular road via Salaria.

The project, in 2014, is quite original and ambitious for its multidisciplinary approach to the study of the landscape considered in its several cultural components: geological, natural, historical, archaeological, evocative and symbolic. The Virtual Museum has been conceived in order to increment and disseminate the knowledge and the affection towards this territory. One of the results of the project is a VR application characterized by natural interaction and by an artistic and evocative style that will be accessible as permanent installation in Villa Celimontana and in Villa Giulia Museum, in Rome. This installation consists of four scenarios and it aims to create a new evocative and narrative access to the territory of the middle valley of the Tiber. It allows the visitor to see the Tiber through the eyes of a fish that swims in the river, a bird that flies over the landscape, the ancient characters living in the Roman city of Lucus Feroniae, and a freed slave that lives his own dramatic experience inside a famous Roman villa, Villa dei Volusii. The project interconnects archaeology, history, literature, poetry, arts, music, interactive narrative, an original integration of science, art and technology.

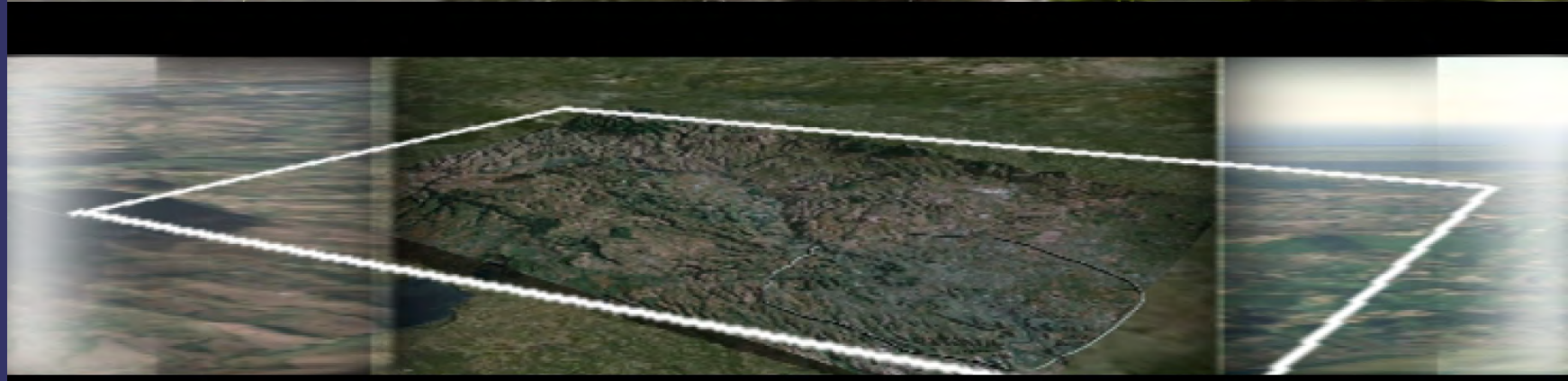
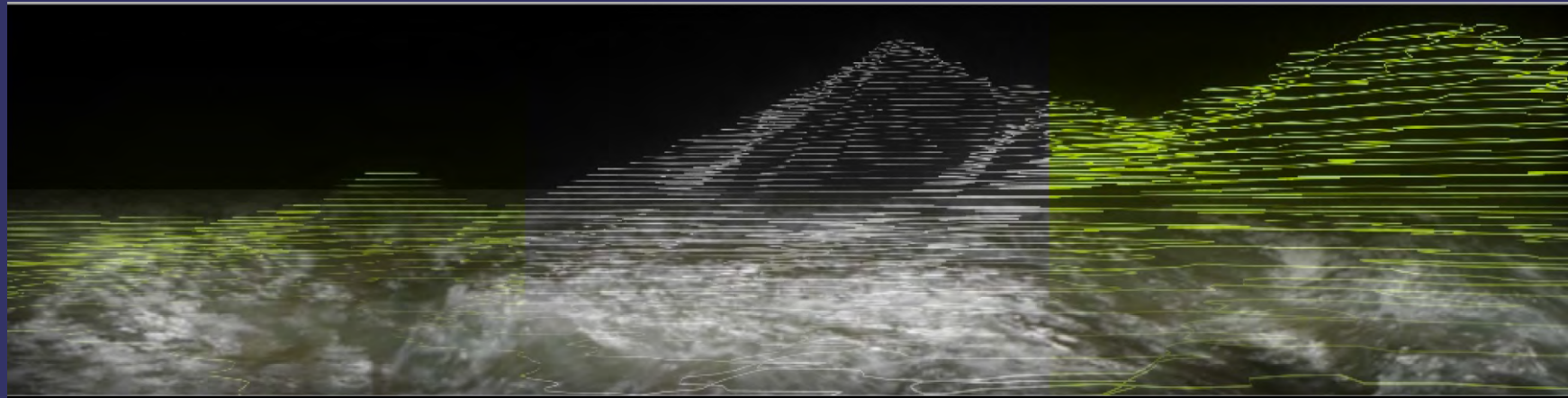




3 MILLIONI DI ANNI ....

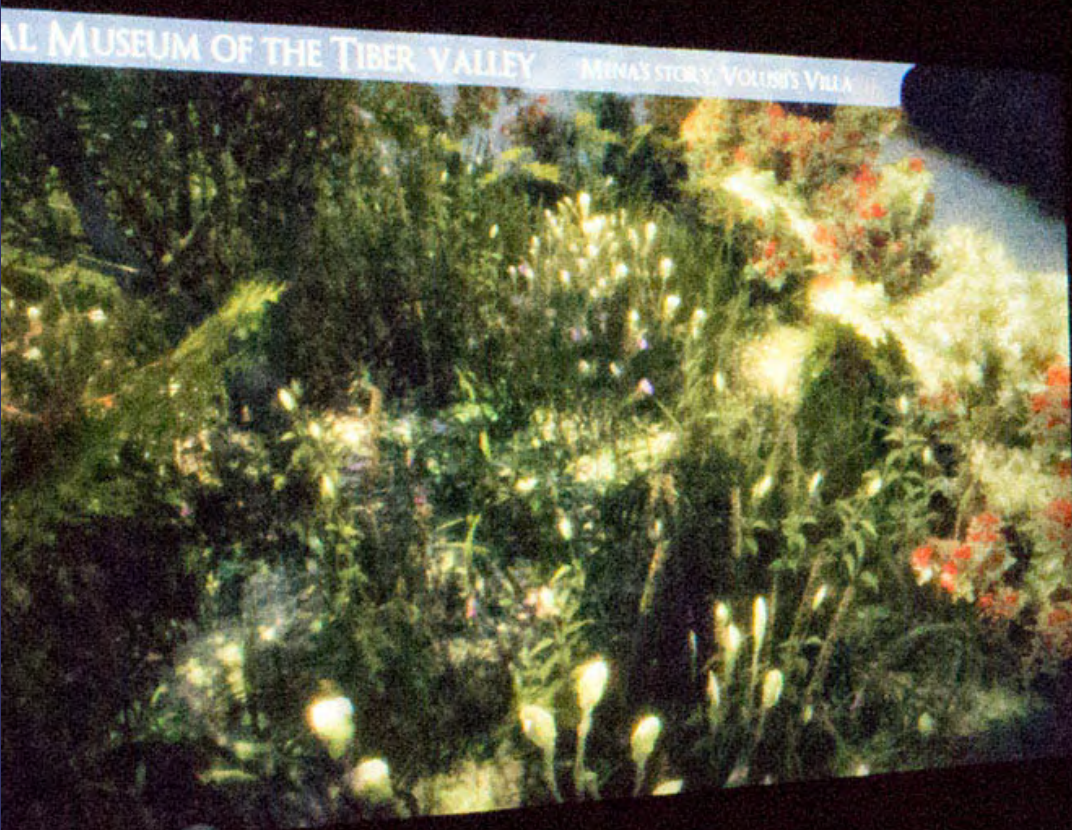
3 MILLIONI DI ANNI ....

3.000.000



## Goals and motivations

To do this an integrated communicative system has been created, including a website (still in progress), VR and multimedia installations placed in the museums disseminated in this area and, at central level, in Rome inside more attended and important museums.



The Virtual Museum of the Tiber Valley has been conceived in order to increment and disseminate the knowledge, the interest and the affection towards the territory north of Rome, crossed by the Tiber river and by two important roman consular roads, via Salaria and via Flaminia, an area 40 km long x 60 km wide.

Starting from a cross-disciplinary study and documentation of the territory and of its evolution across the time (from 3 million years ago until today), 3D representations at different scales have been realized, from the whole landscape, to specific sites



**Franz Fischnaller** - Research IMERA - Maison Mediteranenne des Sciences de l'Homme - Aix-en-Provence



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THE TIBER VALLEY "HERE ONLY YOU CAN SEE ME", LUCUS FERONIAE





# VIRTUAL MUSEUM OF THE TIBER VALLEY

(INTERACTIVE INSTALLATION)

<b>Project Name</b>	Virtual Museum of the Tiber Valley (Interactive installation)
<b>Topic/Key Words</b>	
<b>Project Stages</b>	Conceived as a 10 -phases project
<b>Achievements/Accomplishments</b>	See Bellow
<b>Project Current Stage</b>	Phase 8 is currently in porgress
<b>Role/Responsibilities (FF)</b>	New Media Design & content development Adviser, project revier
<b>Credits/Collaboration/Partners</b>	The Institute of Technologies Applied to the Cultural Heritage of CNR (ITABC) ( Project Owner)
<b>Awards/Artist in Residence</b>	
<b>Funding/Grants/Support</b>	
<b>Video</b>	
<b>Notes</b>	This info in this section is only partial and not complete. This section is a work in progress
<b>Description</b>	See Bellow

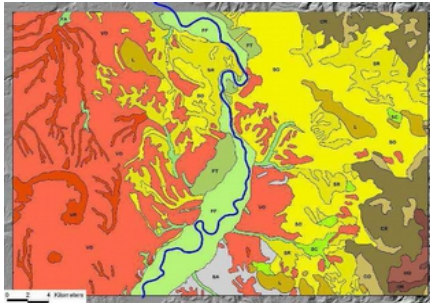


Figure 1. Eco-landscape map of the Tiber Valley Project area, with the proposed Tiber course for the Roman period

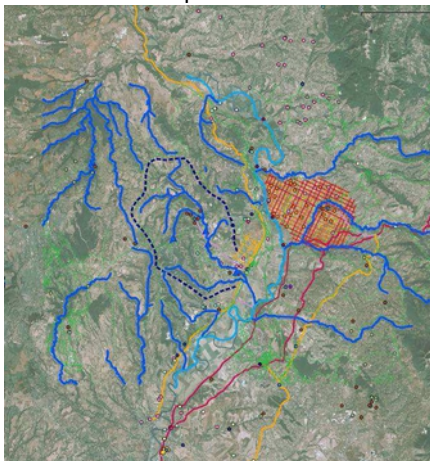


Figure 2. GIS of the archaeological evidences in the project area

Tiber Valley landscape, archaeological and naturalistic heritage sites, ancient city of Lucus Feroniae (Capena), Real Time Interactive 3Dimensional Virtual Reality environments knowledge, valorisation and communication, Multidisciplinary Approach, Integration, The aim of the Virtual Museum of the Tiber Valley project is the creation of an integrated digital system for the knowledge, valorisation and communication of the cultural landscape, archaeological and naturalistic sites along the Tiber Valley, in the Sabina area between Monte Soratte and the ancient city of Lucus Feroniae (Capena). Virtual reality applications, multimedia contents, together with a web site, are under construction and they will be accessed inside the museums of the territory and in a central museum in Rome. The different stages of work will cover the building of a geo-spatial archaeological database, the reconstruction of the ancient potential landscape and the creation of virtual models of the major archaeological sites. This paper will focus on the methodologies used and on present and future results. The Virtual Museum of the Tiber Valley has been conceived in order to increment and disseminate the knowledge of the territory and encourage the people to visit some important and beautiful places that are still marginal in relation with the main touristic itineraries, too much focused on the Capital. The Sabina area, north of Rome, between Monte Soratte and the ancient city of Lucus Feroniae (Capena) and along the ancient consular road via Salaria, has been taken in consideration. The Virtual Museum of the Tiber Valley will be install in the Villa Poniatowsky, National Etruscan Museum of Villa Giulia, Rome, Italy.

The project is being develop and produced by the Virtual Heritage Lab of CNR (VHlab-CNR)

The CNR is the National Research Council of Italy, a public organization; its duty is to carry out, promote, spread, transfer and improve research activities in the main sectors of knowledge growth and of its applications for the scientific, technological, economic and social development of the country (Italy).

The virtual heritage lab lab focused on digital projects in archeology and

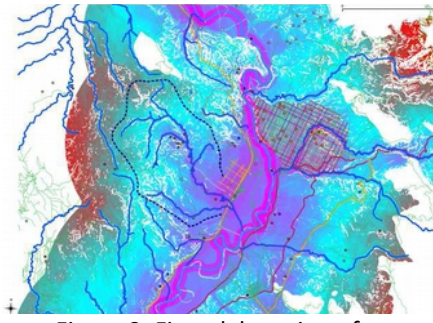


Figure 3. First elaboration of a cultivation potential map for the Roman period



Figure 4. Rendering of the 3D reconstruction of the Roman city of Lucus Feroniae

in the cultural heritage. In the VHLab Desktop Virtual Reality applications in intra-site contexts (monuments, archaeological excavations) and in inter-sites contexts (archaeological landscapes) are developed. Different techniques are used (in activities such as survey, mapping, data managing and analyzing, archeological sites and landscape reconstructions) in order to obtain Real Time Interactive 3Dimensional Virtual Reality environments.

