



## THE TOWER OF BABEL BY PIETER BRUEGEL THE ELDER IMMERSIVE GIGAPIXEL ART EXPERIENCE [TB-IGP|AE] by Franz Físchnaller (FF)

### INTRODUCTION

The Tower of Babel by Pieter Bruegel the Elder Immersive Art Experience [TB-IGP|AE] is inspired by Bruegel's 1563 oil painting. This oil painting on oak wood measures 114 × 155 cm and is 3.8 cm thick. Today, it is housed in the Gemäldegalerie at the Kunsthistorisches Museum in Vienna.

[TB-IGP|AE] provides a 4K 3D digital immersive experience of Bruegel the Elder's iconic work, regarded as one of his masterpieces. Today, the most famous and widely emulated depiction is of the Tower of Babel. It uses a high-resolution photograph of the painting, which is 37145×27369 pixels and 300 dpi resolution, totalling 1016621505 pixels, equivalent to 1.016621505 gigapixels.

### VISITOR EXPERIENCE

Through TB-IGP|AE, visitors can explore the painting's composition and elements at an extraordinary scale image. Details of the original artwork that measures 114×155 cm are projected in 4K UHD TV on the 5×3 meter screen. TB-IGP|AE brings to life an unconventional artistic narrative that captivates the audience, ignites curiosity, anticipation, and connection, and enhances enjoyment, inspires, and encourages exploration of the insights and themes of Bruegel's narratives, storytelling, symbolism, perspective, compositions, and techniques in painting.

Visitors can closely examine the painting and discover intricate details using advanced high-resolution zoom capabilities. The legendary figure of Nimrod referred to in Genesis 10:8–12, known as the king of Shinar (Lower Mesopotamia) and the ruler who commissioned the construction of the Tower, one of the key characters depicted in BRUEGEL's painting, with his 17.64 cm original height is scaled and zoomed up to more than 20 times bigger into the screen on the in 4K resolution projected image.

### TECHNOLOGIES, MEDIA, TECHNIQUES, METHODS AND TOOLS

For the creation, TB-IGP|AE used and combined various methods, media tools, technologies, and techniques, including

2D and 3D digital graphics, 3D modeling, simulation, and texturing; Digital animation mixed with Artificial Intelligence; Visual effects (VFX); Visual and motion Graphics; Digital photography, including micro and macro imaging; compositing of ultra-high-resolution data; and Digital music and sound effects.

### NARRATIVE STORYTELLING AND VISUALIZATION

The narrative and visualization aim to create engaging, multilayered storytelling with personalized approaches and innovative visualization techniques. Emphasis is placed on empowering the use and combination of experimental methods to design and build novel forms of virtual storytelling and immersive narratives in the arts and digital heritage. The narrative highlights the author's artistic vision and storytelling skills and provides a new narrative construction and aesthetics. The author, Franz Físchnaller, enables the integration of traditional artistic methods and handmade art with digital media, immersive storytelling, digital narrative techniques, and visualization enhancement with Advanced technologies and tools.

### THEMES, SUBJECTS, HISTORICAL FRAMEWORKS, LEGENDS, MYTHS, METAPHORS, AND NARRATIVE STORYTELLING ARE INTERCONNECTED IN THE TOWER OF BABEL PAINTING.

The Tower of Babel by Bruegel the Elder interprets the mythological Tower of Babel described in Genesis 11:1–9, the first book of the Hebrew Bible and the Christian Old Testament. The Tower of Babel narrative illustrates themes of human ambition and divine revenge. It examines the competition and rivalries between the sacred and humanity, which seek power and independence. In response, the divine being resists governance without consent, creating chaos and disunity to undermine humanity's ambitions to surpass him. According to Genesis, the tower was built sometime after the deluge in the land of Shinar (Babylonia), now the Middle East. The Babylonians, led by Nimrod, aimed to establish a great city

and construct a tower that reached the heavens. It was unified and monolingual and enabled them to work together effectively. In response to their vanity, God punishes the builders by "confusing their speech," creating different languages that prevent them from communicating effectively. God interrupted the workers' efforts by confusing their language, making it impossible for them to understand one another, and the people were spread across the earth.

### THE TOWER OF BABEL BY PIETER BRUEGEL THE ELDER

In Bruegel's painting, the Tower is under construction and situated next to a small Flemish town and its port, Antwerp. This highlights the town's diminutive size compared to the massive structure. The Tower is depicted as being constructed by workers who wield tools and machinery with intricate details, demonstrating its creator's remarkable precision and skill. The central figure in this scene is likely Nimrod, who commanded the construction of the Tower. Impoverished families live in the Tower while the construction is in process. Even if it appears to be a new, under-construction Tower, it seems broken and decayed, creating a strong contrast. The Tower's stone exterior integrates ancient and Romanesque architectural elements, including arches and Roman engineering. Its resemblance to the Colosseum is significant. Bruegel's work conveys essential messages about his era, reflecting the concerns of his contemporaries and the tensions between Protestants and Catholics. During the epoch, Christians regarded it as a symbol.

### ABOUT PIETER BRUEGEL THE ELDER

Pieter Bruegel the Elder (born circa 1525, probably in Breda, Duchy of Brabant (now in the Netherlands), died September 5/9, 1569, in Brussels (now in Belgium) was the most significant Flemish painter of the 16th century. He is renowned for his landscapes and lively, often humorous scenes of peasant life. He was born during a tumultuous period in history, for now, in Belgium and the Netherlands, which

marked the Protestant Reformation and significant political instability. Meanwhile, the 16th century saw the peak of the Italian Renaissance transitioning into Mannerism, notably influencing Bruegel's art. Pieter Bruegel the Elder's artistic style is linked to the "Flemish Renaissance," which is part of the broader Northern Renaissance but distinct from the Italian Renaissance.

### FISCHNALLER'S VISIONS, GOALS AND OBJECTIVES

The author, Franz Físchnaller, is working to establish innovative standards and benchmarks in storytelling processes, methodologies, development, Production visualization, and user experience. He aims to enhance user engagement and improve the overall impact of narratives, storytelling, and visualization while breaking new ground in current practices. Ultimately, this initiative aims to make significant progress in the storytelling industry and promote progress that surpasses current standards.

### CREDITS AND ACKNOWLEDGEMENTS

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The High-resolution image of THE TOWER OF BABEL by Pieter BRUEGEL supplied by Kunsthistorisches Museum Viena."KHM-Museumsverband"

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