

## **Block N Lvi from the Northern Side of Parthenon Frieze: A Case Study of Augmented Reality for Museum Application**

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**Abstract :** This paper aims to present a new method that consists in the use of video mapping techniques - that is a particular form of augmented reality, which could produce new tools - different from the ones that are actually in use - for an interactive Museum experience. With the words 'augmented reality', we mean the addition of more information than what the visitor would normally perceive; this information is mediated by the use of computer and projector. The proposed application involves the creation of a documentary that depicts and explains the history of the artifact and illustrates its features; this must be projected on the surface of the faithful copy of the freeze (obtained in full-scale with a 3D printer). This mode of operation uses different techniques that allow passing from the creation of the model to the creation of contents through an accurate historical and artistic analysis, and finally to the warping phase, that will permit to overlap real and virtual models. The ultimate step, that is still being studied, includes the creation of interactive contents that would be activated by visitors through appropriate motion sensors.

**Keywords :** augmented reality, multimedia, parthenon frieze, video mapping

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