Virtual and Visual Reconstructions in Museum Expositions

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Abstract : In this article the most successful examples of international visual and virtual reconstructions of historical and culture objects, which are based on informative and communicative technologies, are represented. 3D reconstructions can demonstrate outward appearance, visualize different hypothesis, connected to represented object. Virtual reality can give us any daytime and season, any century and environment. We can see how different people from different countries and different era lived; we can get different information about any object; we can see historical complexes in real city environment, which are damaged or vanished. These innovations confirm the fact, that 3D reconstruction is important in museum development. Considering the most interesting examples of visual and virtual reconstructions, we can notice, that visual reconstruction is a 3D image of different objects, historical complexes, buildings and phenomena. They are constant and we can see them only as momentary objects. And virtual reconstruction is some environment with its own time, rules and phenomena. These reconstructions are continuous; seasons, daytime and natural conditions can change there. They can demonstrate abilities of virtual world existence. In conclusion: new technologies give us opportunities to expand the boundaries of museum space, improve abilities of museum expositions, create emotional atmosphere of game immersion, which can interest visitor. Usage of network sources allows increasing the number of visitors and virtual reconstruction opportunities show creative side of museum business.