DIFFERENT PARADIGMS FOR DIFFERENT SPACES

SHOWING THE *MONTAGNOLA* TOMB INSIDE & OUT

Marco CALLIERI | Rachele MANGANELLI DEL FÀ | Andrea ARRIGHETTI
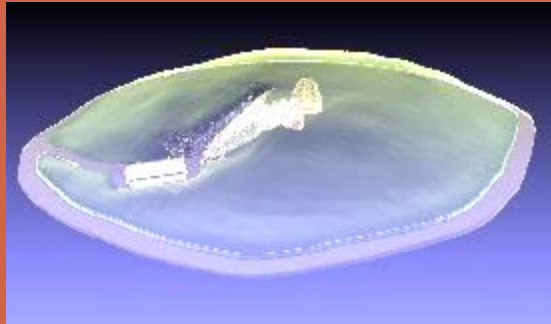Giovanni MINUTOLI | Giovanni PANCANI

The *Montagnola* mound Tomb

Aetruscan tomb, near Florence (Sesto Fiorentino) dating back to the VII century b.C.

Not fully open to the public, severe limitations in its accessibility.

- Pretty usual data gathering and processing
- Pretty usual request: Show&Tell for the general public

The WEB platform seems a natural choice, to reach a wide audience. All the content should be targeted at the **general public**.

We have a tool, **3DHOP**, for the creation of web-based interactive visualization of 3D data
Thanks to this tool, we can:

- Work online AND on touchscreen kiosks
- Use high-res geometry
- Design specific interaction paradigms
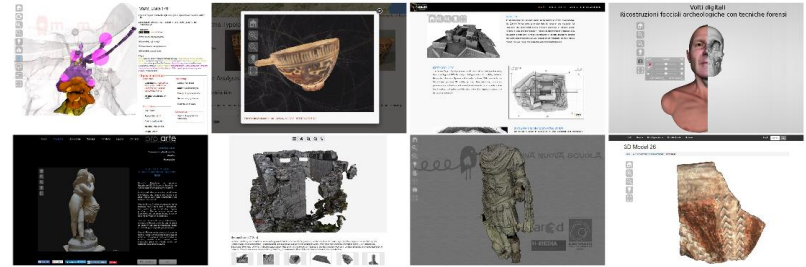
The tool is important, but what about interaction/fruition?

Outer Space:
a monumental affirmation of power

We need to explain the **structure**

Maquettes and scale models tap into a universal language, have been used a lot in museums, and can be easily "made digital"

Inner Space:
private space of communion with ancestors

We need to convey a sense of **presence**

First-person "virtual" visit seems the most appropriate way to navigate a building, but they are difficult to use for the casual users
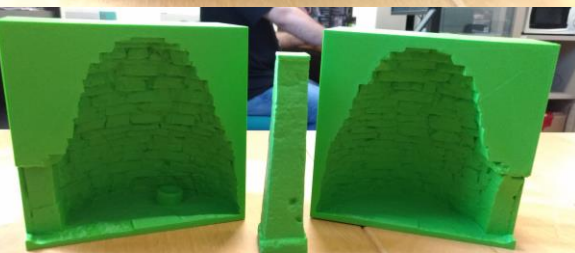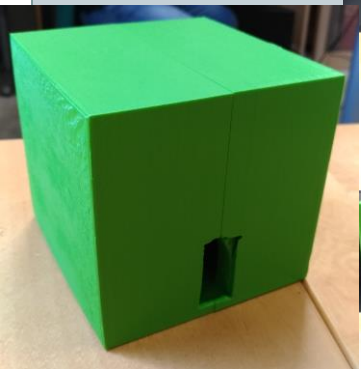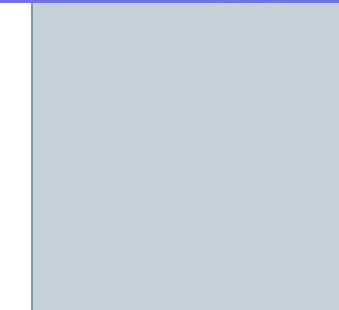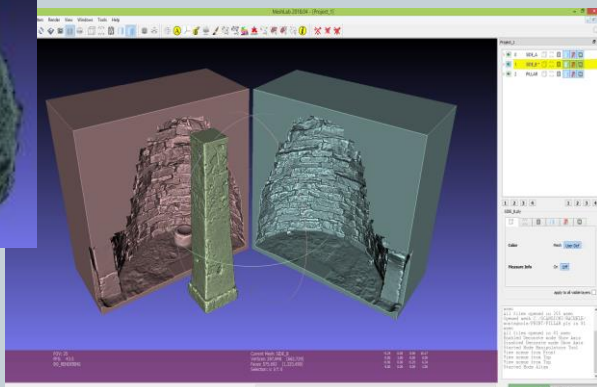
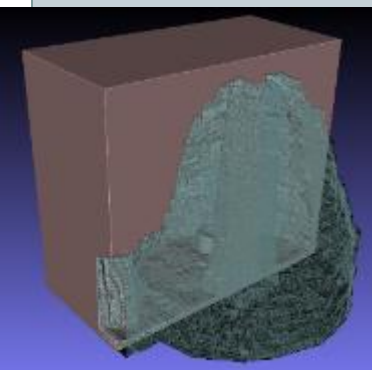# Virtual Maquette

Virtual Visit

Physical Maquette ⟷ **Virtual Maquette** ⟷ **Virtual Visit** → **Immersive VR**

Comments

- WEB3D rocks
- Separating paradigms helps developers and final users
- Exploiting known metaphors is a valid strategy
- People WERE able to use the simple navigation interfaces
- Still need a proper assessment
  - Asking the city/proloco?
  - «Instrumenting» the tool?

Future:

- I would still love to work on the problem of "assisted preparation for 3D printing"
- VR looks terrific, but…. How can I make this into an "experience" worth something?