

Title:

3dPast - Living & virtual visiting European World Heritage

Project-Leader:

Escola Superior Gallaecia, Portugal

Partnership:

University of Florence, Italy;
Polytechnic University of Valencia, Spain

Main aims of the project:

- (a) Capacity building - training and education;
- (b) Capacity building - digitization;
- (c) Awareness.

Interdisciplinary approach:

- (a) Architecture;
- (b) Intangible culture;
- (c) Tangible culture - historical sites and buildings.

Abstract:

World Heritage sites have an outstanding and exceptional significance. Living and virtual visiting European World Heritage sites will allow discovering the 'spirit of place' and the remarkable vernacular heritage of Europe. It is a unique chance to experience the world heritage special character, allowing traveling to these sites' intrinsic spatiality and architectural quality, daily experienced by their inhabitants. This is feasible by exploring WH sites in distinctive dimensions: to contribute to the quality of living on these sites; to seize the cultural space of today's architecture and its historical evolution; to immerse in new realities for non-traveller audiences; to develop the creative potential associated with these sites' immaterial culture and their vernacular expression; to digitally share past and present constructions of inhabited dwellings in European World Heritage. This outstanding knowledge will be studied in World Heritage sites from Eastern Europe, as Georgia, to Western sites in Portugal and Spain, to Northern sites in Finland, Central sites in Czech Republic and Romania, or Southern sites in Italy and Greece.

The project will focus on the vernacular dwellings located across Europe, by exploring the architectural dimension of the buildings' maintenance, aiming at the awareness of the site's authenticity preservation. It will contribute to the interpretation of the local building culture historical evolution, and to recreate it through 3D visualization and augmented reality; a powerful didactic tool to learn and value the relevance of vernacular buildings, and to enhance in-use immaterial culture regarding buildings' architectural techniques and materials.

(cont.)

Focus of the Project

The project will focus on the vernacular dwellings located in different sites across Europe. It will explore the architectural dimension regarding the buildings maintenance, in order to contribute to the awareness and the preservation of the authenticity and integrity principles at those sites.

Moreover, it will also contribute to the interpretation of the local building culture historical evolution of the dwellings' sites, which will be recreated through 3D visualisation and augmented reality. This could become a powerful didactic tool for children, young people and interested citizens, not only to learn and value the relevance of the vernacular buildings that should be preserved, but also to enhance the immaterial culture still in-use nowadays, regarding the buildings' architectural techniques, materials and building systems' maintenance. A legacy passed down from generation to generation, essential to survive, as part of the European identity. The project also aims to attract tourists to these sites, through the use of Mobile Apps on site, which will open the mind to other ways of inhabit, as well as to new audiences. Furthermore, this will give the opportunity for non-traveller citizens, to visit other dimensions, as 3D modelling of World Heritage Sites in Europe. This digital interactive communication tools will be available on the digital platform to be created throughout the project, but it will also be available on the local tourist offices, or on the site interpretation centres that could open to better assist and disseminate the tangible and intangible knowledge regarding these European sites. The development of these innovative technological ways of reaching new audiences could become a factor of distinctiveness of European World Heritage Sites. It could also contribute to European identity and diversity, as ancient and new knowledge will continue being learned, through traditional ways, but also through new communication tools.