

Submerge in a new reality!

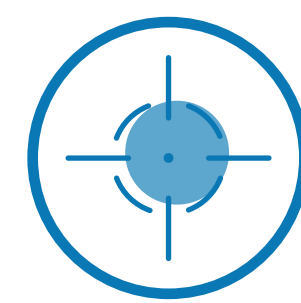


iMARE CULTURE



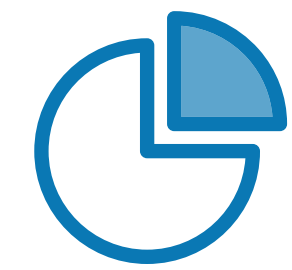
Innovation and Technology

Project makes great use of **AR** and **VR Technology** bringing inherently unreachable underwater cultural heritage within digital reach of the wide public by implementing **virtual visits**, serious **games** with **immersive technologies** and **underwater augmented reality**.



Main Scope

Scope of the project is to **design, analyze, develop** and **validate** pioneer applications and systems in the context of Virtual Museums through collaborative and innovative research from a **diverse group of scientists, researchers, archaeologists, experts** and **museums**.



Project releases

iMARECULTURE will release free to the public the following tools and games.

- SEAFARERS GAME
- 3D LIBRARIES OF SHIPS
- 3D LIBRARIES OF AMPHORAE
- VR EXCAVATION GAME
- DRY VISIT BAI AE
- DRY VISIT XLENDI
- DRY VISIT MAZOTOS
- IMAGE ENHANCEMENT TOOL
- NAVIGATION ALGORITHM
- 3D PUZZLES

TEST SITES

MAZOTOS SHIPWRECK



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BAIA UNDERWATER SITE



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XLENDI SHIPWRECK



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PROJECT PARTNERS



www.imareculture.eu 
imareculture@gmail.com 

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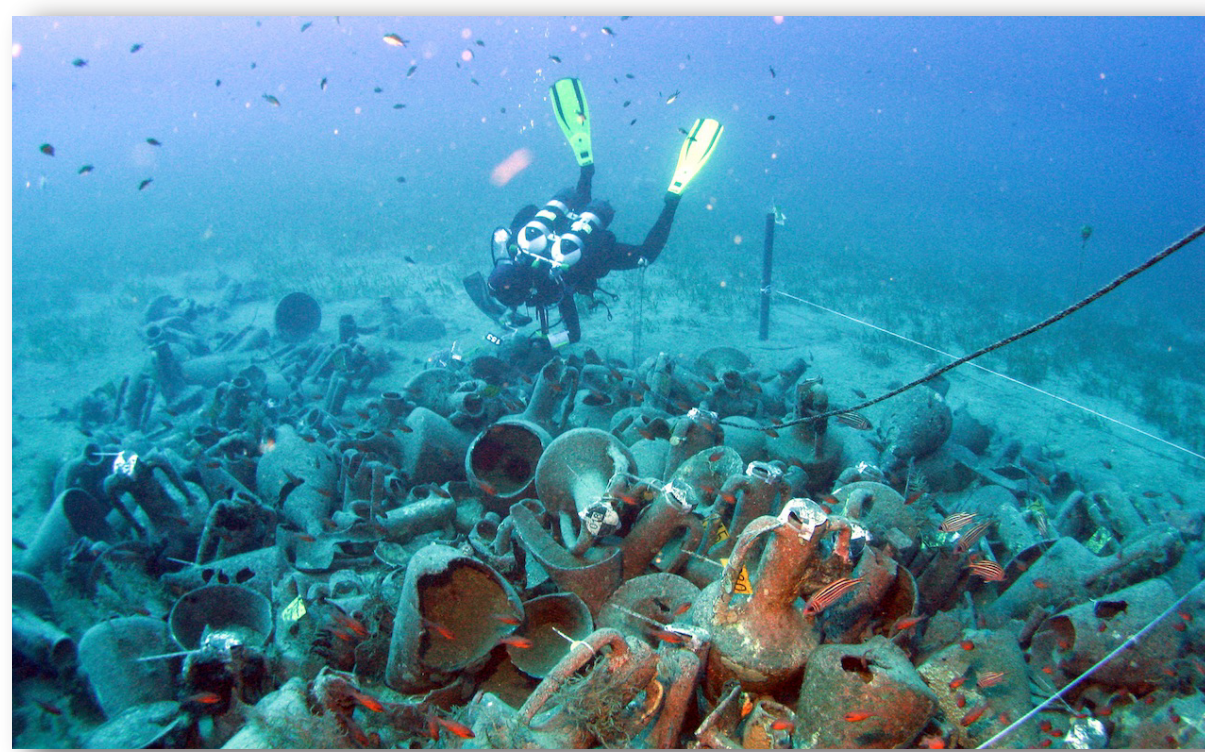
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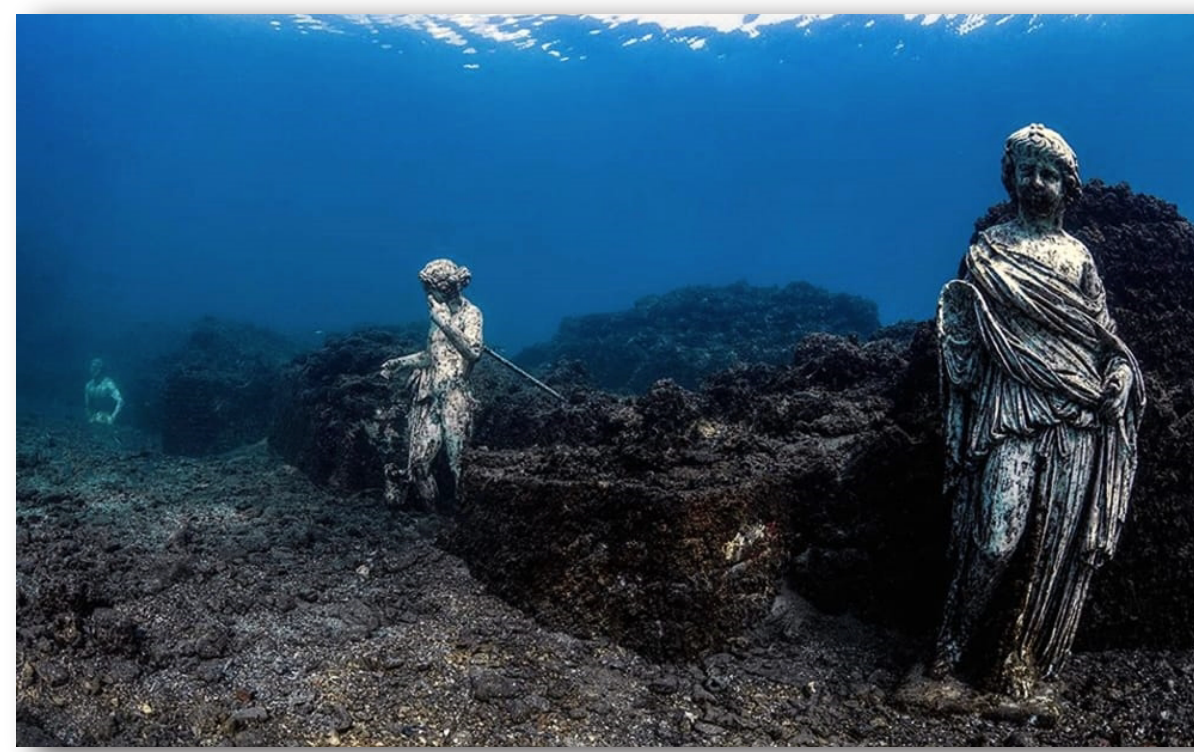
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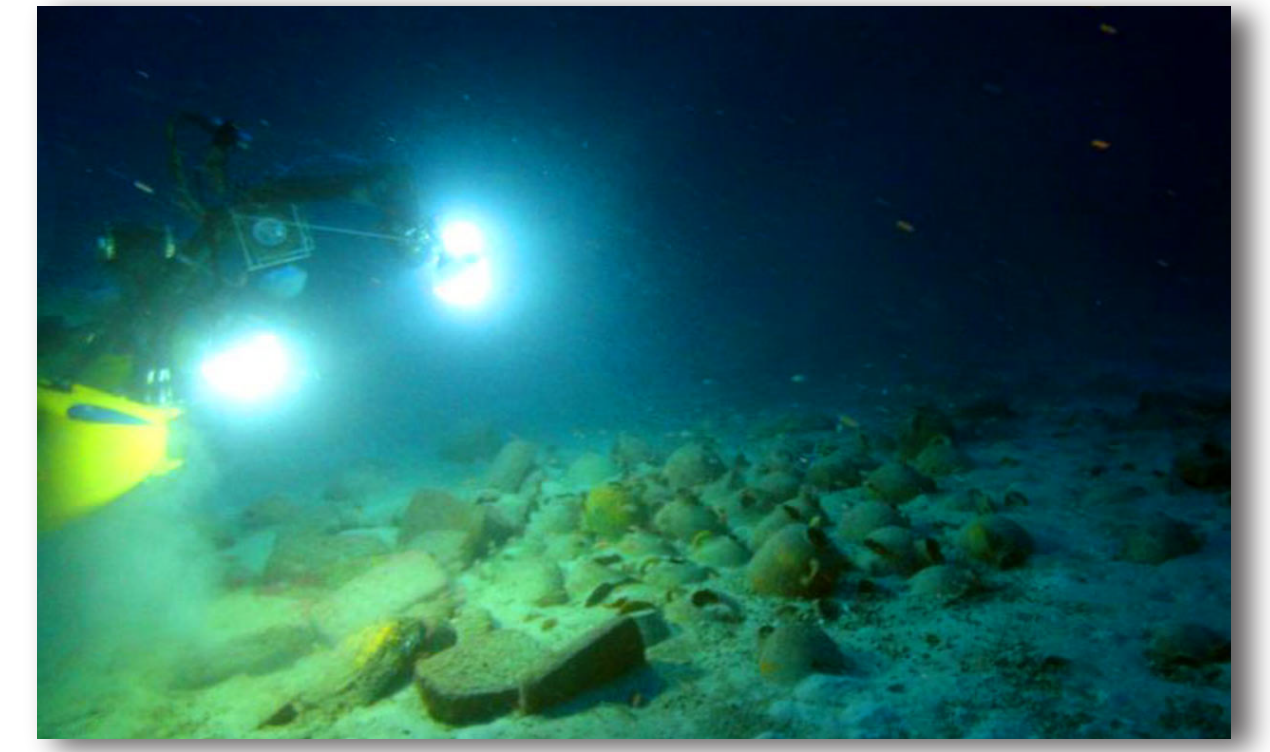
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Ministero dei beni e delle attivit  culturali e del turismo

Cyprus University of Technology

Πανεπιστήμιο Κύπρου
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2018 EUROPEAN YEAR OF CULTURAL HERITAGE
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www.imareculture.eu

imareculture@gmail.com