

Submerge in a new reality!



PROJECT PARTNERS



AIMS & SCOPE

Project's iMARECULTURE scope is to raise public awareness of European identity by focusing in maritime cultural heritage, which by default bridges different civilizations.

In particular, iMARECULTURE aims in 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.

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.

After two years, the project is now devoted in application development and pilot tests. Having gathered all necessary information and data, pilot applications of VR immersive visits to submerged cultural heritage and initial evaluation are performed. Two serious games and the 3D libraries of ships and amphorae are at their final stage.

Underwater tests for the AR applications were conducted in Baia, gathering many data and comments for improvements. Storytelling, which will highlight the educational aspect of our applications, is progressing

MAZOTOS SHIPWRECK



© MARELab, University of Cyprus



Project releases

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

XLENDI SHIPWRECK



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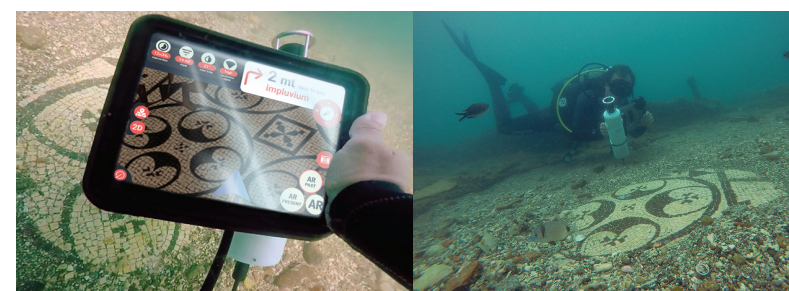
Virtual Reality

BAIA UNDERWATER SITE



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



Augmented Reality



Innovation and Technology

Project makes great use of AR and VR Technology providing high quality experiences in story telling, virtual visit and gaming.