

You can follow the webinar through the Zoom platform.
To register go to the following links:

DAY 1

<https://unive.zoom.us/meeting/register/tZMrcuihqD0vHtUX7SCEiu4Nu3CjchtwYxf>

DAY 2

<https://unive.zoom.us/meeting/register/tZErfulhqDovE9xvopWUvHopDz84xAwonPDv>

DAY 3

<https://unive.zoom.us/meeting/register/tZMrfuqhpjlvHNer24nVPGPeUHxGwUyG7nXm>

PROJECT PARTNERS

PatrimonioCulturale
FRIULIVENEZIAGIULIA



Ca' Foscari
University
of Venice

Department of Humanities



REGIONE PUGLIA
Governo Regionale, Governo della Cultura
e Valorizzazione del Territorio

www.italy-croatia.eu/underwatermuseum



UnderwaterMuseum

Immersive Underwater Museum
Experience for a wider inclusion



UNDERWATERMUSEUM WORKSHOP – DIGITAL TOOLS FOR UNDERWATER ARCHAEOLOGICAL SITES



WHEN
1-3 December, 2020



LANGUAGE
English

Three days workshop within the Interreg Italy-Croatia project “UnderwaterMuse - Immersive Underwater Museum Experience for a wider inclusion” with the interventions of specialists on the theme of the underwater archaeological heritage of the Adriatic Sea.

The project aims at applying on sample areas (maritime landscapes of Torre Santa Sabina, Grado, Resnik/Siculi, Venice) a methodological and technological protocol based on research/ knowledge and development/ communication of an underwater archeological site that is complex and multi-stratified, characterized by strong diversity. The project’s objective is therefore to transform the site into an underwater archaeological park through innovative and experimental methodologies and techniques in order to try to reduce the loss of important cultural heritages as well as to guarantee an economic spin-off deriving directly from the creation of a sector linked to the tourist-cultural promotion of the context of reference. An immersive VR approach renders underwater sites accessible to a wider public, including people with different kinds of disabilities.

The conferences during the workshop will introduce into the UnderwaterMuse project. The covered topics will be the underwater archaeological heritage of the Adriatic sea, the archaeological sites in the Venice lagoon and sea, the digital acquisition and processing of shipwrecks, the 3D documentation, the digital reconstruction of archaeological boats, photogrammetry, GIS and georeferenced maps, the digital storytelling and interactive exhibits for archaeological museums.

1 December 2020

14.00-17.00

G. Vian, Head of the Department of Humanities
Welcome salutes

Introduction to UnderwaterMuse project and the underwater archaeological heritage of the High Adriatic and presentation of the underwater sites investigated by Ca’ Foscari University in the lagoon and in the sea

14.00-15.00

R. Auriemma, *The project Underwater Muse and the underwater archaeological heritage in Adriatic sea*

15.00-16.30

C. Beltrame, S. Medas, *Underwater archaeological sites in the Venice lagoon and sea*

16.30-17.00

Discussion

2 December 2020

9.30-12.30

Data acquisition and data processing of shipwrecks and underwater sites: documentation, modelling, hydrostatic.

9.30-11.00

E. Costa, *Digital acquisition and processing of archive and legacy data on Grado I shipwreck*

11.00-12.30

P. Tanner, *3D documentation, digital reconstruction and hydrostatic analysis of archaeological boats and ships*

14.00-17.00

Documentation, photogrammetry, GIS and WebGIS

14.00-15.00

E. Costa, *Underwater photogrammetry*

15.00-16.00

C. Balletti, *GIS in underwater archaeology*

16.00-17.00

P. Perozzo, *Possible alternatives to GIS for a georeferenced web map*

3 December 2020

9.30-12.30

Digital exhibit at the Museo Nazionale di Archeologia del Mare of Caorle.

9.30-11.00

C. Barbiani (assegnista del progetto Interreg Arca Adriatica CUP E79G19000000005), *Digital storytelling and multimedia for underwater archaeology: the National Archaeological Maritime Museum example*

11.00-12.30

P. Perozzo, *Virtual reality engines for multimedia installation at the National Archaeological Maritime Museum*