TORCH (EN)CODING HERITAGE NETWORK

EXPLORING ANCIENT ROME THROUGH IMMERSIVE TECHNOLOGIES

This digital event explores how 3D-modelling technologies and virtual reality can open new understandings of the past. Prof Matthew Nicholls describes the creation of a large-scale 3D model of Ancient Rome, exploring the use of computer modelling in the study of ancient structures. Richard Smith brings the technological perspective, discussing the tools which enable the exploration of such a model in virtual reality. The talk will focus particularly on the Theatre of Pompey, a Roman theatre complex, completed in 55 BCE, which no longer survives.

29 MAY 2020 | 3 P.M | ONLINE

Sign up: https://forms.gle/3MNihJEp3YyH1pFq5

TORCH (en)coding Heritage, University of Oxford
http://torch.ox.ac.uk/encoding-heritage