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“Chauvet: Meet our Ancestors”



Project page: g.co/chauvetcave

Tagline: Chauvet Cave: one of the world's oldest artworks comes to life in Virtual Reality

Launch video: [here](#)

VR trailer: [here](#).

YouTube 360 version of the VR experience: [here](#)

Please note some links in this document will only work after the embargo lifts

Images and video material: [here](#) (copyrights indicated in file names)

- [Google Arts & Culture](#) puts the treasures, stories and knowledge of over 2,000 cultural institutions from 80 countries at your fingertips. If Google's mission is to make the world's information more accessible, then Arts & Culture aims to make more culture accessible to anyone, anywhere.
- It's an immersive way to explore art, history, wonders of the world and stories about cultural heritage from [Van Gogh's bedroom paintings](#), [Mandela's prison cell](#) to [Ancient Temples](#), [Dinosaurs](#), [Indian Railways](#) or [Food in Japan](#). More about Google Arts & Culture: [here](#)
- Our team has been an innovation partner for cultural institutions since 2011. Together we work on developing and applying technologies that help to preserve and share culture in [new ways](#). Read about our latest projects [here](#) and discover some of our highlights [here](#). The Google Arts & Culture app is free and available on [the web](#), on [iOS](#) and [Android](#).

About the Project:

- 300.000 years ago, humanity's ancestors took their brave first steps to discover the world. Though only traces of their lives made it through the eons they left us a small window through which we can perceive their experience and creativity.
- The Chauvet Cave in Ardèche (France) is such a window: paintings created 36,000 years ago spark our imagination and make us curious. They represent a priceless depiction of emerging human creativity, yet had to be sealed off to the public since their discovery in 1994, to prevent damage to the millenia old paintings.
- Through modern technology Google Arts & Culture in collaboration with “Syndicat mixte de l'Espace de restitution de la grotte Chauvet (SMERGC)” can open up this “prehistoric Sistine Chapel” so everybody has access to one of the oldest cultural treasures known to exist.

About the Content:

- “Chauvet: Meet the Ancestors” features a dedicated project page on Google Arts & Culture bringing together **54 curated exhibits** containing over **350 digitized assets**.
- Highlight online exhibitions explore a variety of related themes including the questions “[Why Did Prehistoric People Draw in the Caves?](#)” and “[Who was a Cro-Magnon Man?](#)”. These and additional exhibitions illustrate how Chauvet harbours one of the first masterpieces of humanity and window into life 36.000 years ago.

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- Modern technology enables a completely new way of exploring and experiencing the caves and their frescoes interactively. Humanity's oldest stories, now seen through our most futuristic media:
 - 6 3D models of digitally preserved cave paintings including the spectacular [The Horses Fresco](#) or a [Bear Skull](#) left behind in the caves by its last inhabitants 36.000 years ago
 - An Augmented Reality “Pocket Gallery” teleports a model of the cave paintings to you (available in the Google Arts & Culture app)
 - A high-end interactive **Virtual Reality app** (available on SteamVR) transports you into the caves. Also available as a [YouTube 360 video](#).
 - An Augmented Reality integration in [Google Search](#) gives everybody searching for the caves a direct way to explore them in AR.

About the Technology:

In light of the fragile nature of the cave paintings, data from the Chauvet Cave has been collected with laser scanning and photogrammetry since 2006. Together with engineers in the Google Arts & Culture Lab this data was applied to create state of the art Augmented Reality and Virtual reality experiences:



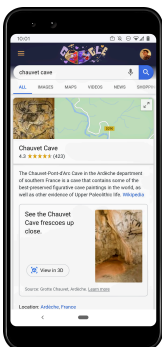
Chauvet Cave “AR Pocket Gallery - “[Pocket Gallery](#)” is an immersive exhibition feature within the Google Arts & Culture app that uses Augmented Reality to open up a life size virtual space that you can literally step inside using your smartphone. The Chauvet Cave version allows everyone to explore 3 highlight frescos in the cave. Users can trigger information cards that give further information about the cave paintings.

Availability: To discover the cave in AR, download the Arts & Culture app on Android or iOS, then tap the camera button and select “Pocket Gallery”.



“Chauvet: The Dawn of Art” VR app - The 10 minutes VR experience guides visitors through the Chauvet Cave and is narrated by Cécile de France (French Version) or Daisy Ridley (English version). The virtual visitor will be able to freely explore 12 stations within the cave complemented by expert commentary by Chauvet’s scientific team. Furthermore one will be able to discover the surroundings of the Chauvet Cave, explore the Horses Fresco up close, and marvel at the drawings coming to life. In this experience you are invited to “touch” the cave wall or to visit the cave in torchlight.

Availability: free download on the [SteamVR platform](#) in English and French. Accessible through HTC vive or Oculus Rift devices.



Augmented Reality in Google Search - With the [AR features in Search](#) you can view and interact with 3D objects right from Search and place them directly into your own space, giving you a sense of scale and detail. When you use Google Search to query the “Chauvet Cave”, you will be presented with the option to “See the Chauvet Cave Frescoes” up close in the “Knowledge Panel”. Clicking on the “View in 3D button” will allow you to see a 3D model that shows a highlight section of the Chauvet Cave frescoes that can be rotated and zoomed into. If your phone also supports AR, you will see the option to project the model in AR in your space.

Availability: This is available directly in Search, wherever Search is available in over 70 languages.

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