Worksheet IT 19: Reproduction of a cultural heritage in virtual/augmented reality

Cultural heritages are the legacy of humanity and it's vital that everyone can benefit from them as best as possible. Reproducing a cultural asset through augmented/virtual reality breaks down the barriers of distance, time, and the physical limitations to the fruition of a given asset.
In the previous scenarios, it has been shown how it is possible to reconstruct a cultural asset through "digital preservation" techniques and how virtual/augmented reality works. This educational activity shows how to combine this knowledge and reproduce a usable cultural asset through a digitally constructed reality.

What will you learn?

- **Step 1:** Plug your VR device into your computer
- **Step 2:** Viewing Environment
- **Step 3:** Interactive experience

Plug your VR device into your computer

What do you need to connect the virtual reality device to the computer?

- ☐ Visor, controller, base, cables
- ☐ Visor, gloves, base, cables and drivers
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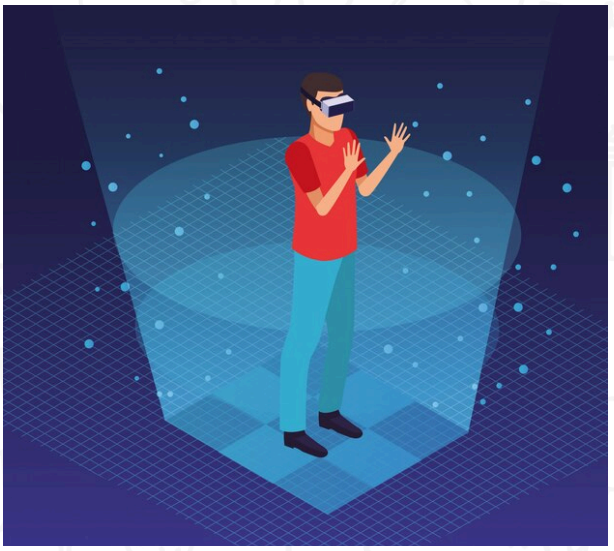
Viewing Environment

What is meant by the visualization environment of a virtual reality experience?

- ☐ A platform used to create games or simulated realities
- ☐ A three-dimensional platform capable of reproducing realistic or imaginary representations of a world through augmented reality
- ☐ A virtual reality video game where you immerse yourself thanks to a VR helmet



Interaction

You can interact with the objects in the experience through the controller, in this case you can

- ☐ Grab the object, and throw it to see it fall subject to gravity
- ☐ Take the object and leave it in the air levitating so that you can walk around it
- ☐ Take the object and use it as a weapon to defeat enemies

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