

## Scenario „Archaeology“



### Dramaturgy and Navigation

When entering the area of the Celtic settlement sounds of wind and birds introduce the scenario “Archaeology”. Shortly after, the houses and the surroundings reaching to the horizon inclusively the sky and ambient effects like fog and shadow (baked into the texture) become visible and overlay today’s reality. According to the **walking speed** more or less of the scene gets visible (when the visitor begins to walk the overlaid scene becomes transparent up to 80% **transparency**).

The area gets vitalized **acoustically** and the introduced themes get specific backgrounds: human voices, working animals, activities, etc. The acoustic ambient is situated spatially in the field and the volume therefore changes: the sounds that are closest become louder as one passes by. The noises from the street get faded out a bit (special head phones).

**Human characters** are introduced as 2D-alpha channel images. They always orient towards the visitor, so he will never see a flat plane.

The settlement is composed of several houses and groups of houses and the surroundings. They represent different **themes**:

- Residential houses represent private life
- Pottery ovens and the cottages around represent the handcraft of pottery
- Ditches represent international trade
- The blacksmith represents the handcraft of the blacksmith

Visitors can enter the “**show house**” located on the pavement. When entering the noise from the street becomes more quiet (special headphones) and sounds from inside the house can be heard (3D-positioned). The 3D-model of this house is more elaborated than the other ones (thickness of walls, floor, roost, fireplace, etc.) and in the interior several objects are located like pottery, hardware (blacksmith) and international merchandise. After staying for a while inside the house (about 20 seconds) the scene changes. The walls and most objects become grey and become an abstract background. The visitor enters an educational zone. Only one object per theme stays textured (interactive trigger) and activates, when the visitor looks at it (field of view), a small virtual animation fixed in front of the visitors eyes (alternatively a image slide show can be shown). For example: When the Mediterranean amphora placed on the floor catches the visitor’s eye, it gets grey too but triggers the 3D-model of the amphora turning in front of the users head. An off-voice explains the significance of the object. When the amphora on the floor gets out of the user’s field of view the 3D animation disappears. If two interactive objects enter the field of view, the first activated is dominant until it gets out of the field of view.

When leaving the area, the scene gets unloaded and the sound fades out.

### Themes and their mediation:

„Private life“

3D-Objects:

- Residential houses in the field

- The “show house” with roost, fireplace, etc.
- Utensils and images for the themes: pottery (pots), trade (amphorae), blacksmith (hardware) and agriculture (utensils for gardening)

#### 3D-Sound:

- Outdoor sounds: human voices, animals, music, etc.
- Indoor sounds of the “show house”: appropriate for the utensils and activities in the house.

#### „Pottery“

- 3D-Objects: Pottery ovens and surrounding cottages
- 3D-Sound: Fire, wood chopping, pottery shards

#### „International trade“

- 3D-Objects: Ditches
- 3D-Sound: Oxcart in motion, roman music

#### „Blacksmith“

- 3D-Objects: Blacksmith cottage
- 3D-Sound: Hammer and anvil

#### „Agriculture“

- 3D-Objects: Vegetation, ditches, fields, fences, 2D-images of animals, etc.
- 3D-Sound: Voices, tools

### Image gallery

Alongside the building of the “Unterwerk” virtual images (drawings and photos) get displayed, which document the history of the area. They are positioned and fixed in space without further comments.

### Spatial situation

The houses and other scene elements of the first phase stay where they are, archaeologically placed at the right place in the middle of the Voltastrasse. On top of the pavement in the thematic area of “private life” (close to the Voltaplatz) the “show house” is located. The image gallery is placed on the pavement alongside the wall of the “Unterwerk”. Visitors start their trip at the tram station “Novartis Campus” to get the optimized succession of information and experience: start at the tram station – fade in of the settlement – image gallery and “show house” on the pavement – interviews in the auditorium of the “Unterwerk”-building.

