

# Parian Marble | A Virtual Multimodal Museum Project

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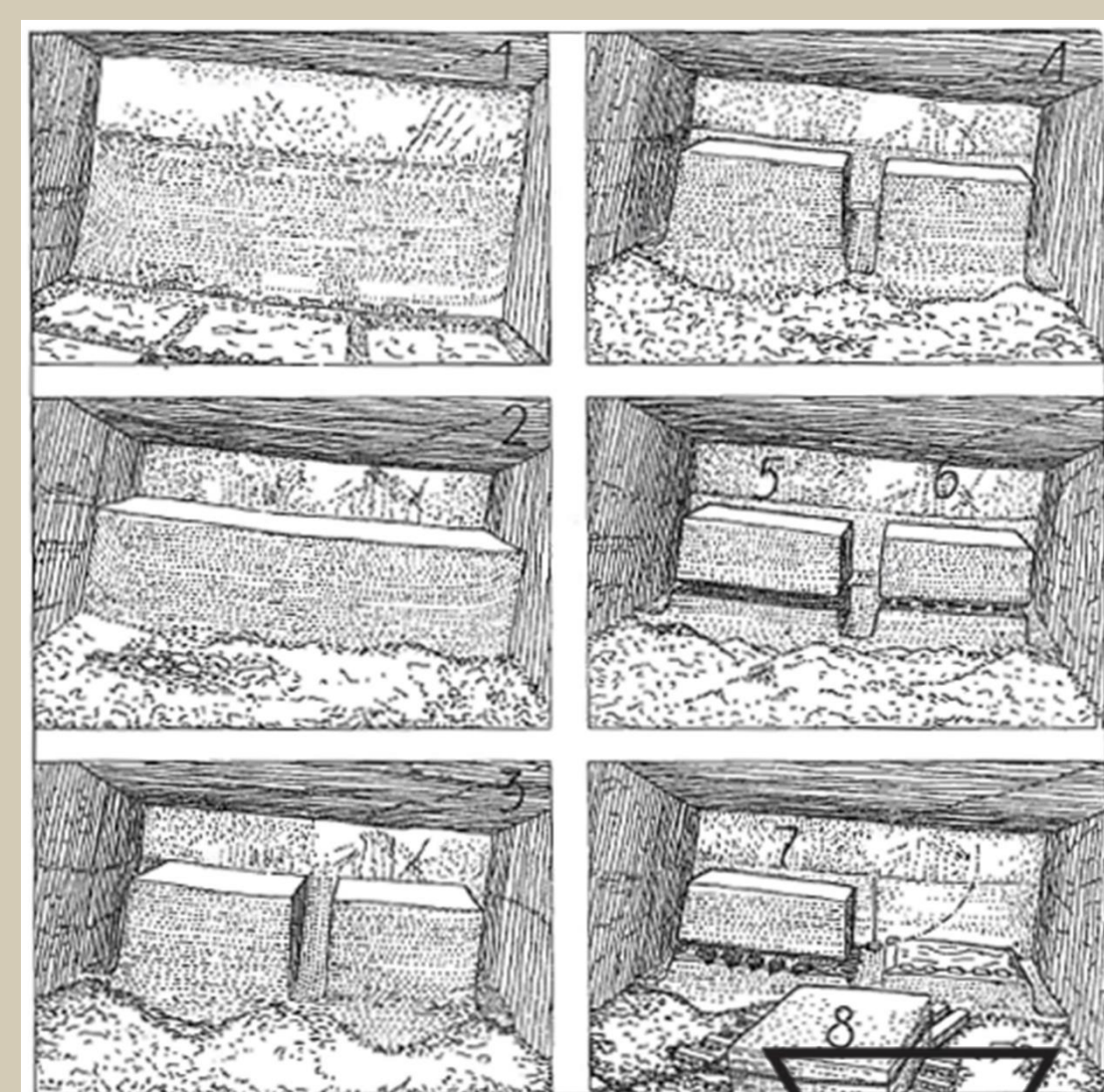


## Introduction

This case study is about the cultural promotion and exploitation of the ancient quarries of Paros island in Greece, in a multilayered project which uses modern technologies attempting to **virtually “return”** all the marble works that have been created from 7<sup>th</sup> to 5<sup>th</sup> century BC to their place of origin.

## Parian Quarries

Because of its huge network of quarries, Paros has unique global mineral deposit of **great cultural significance**.



## Parian Stone

Parian Stone constituted a priceless treasure for Paros offering wealth and fame on the island. The quarries produced distinct cultivars of marble that were standing out for their transparency degree, their size as well as their homogeneous shade [1]. “**Lychnitis**” and its unique characteristics, was the main ingredient for the craft of **antiquity’s greatest sculptures** and monuments which, over the years, were exhibited away of their place of origin and set in **museums all over the world** (the Louvre, the Acropolis Museum, the MET and others).



## Proposals

- using and reusing crowdsourced images from tourists, experts, academics, or any user interested in the area of CH
- 3D printing services and facilities and provide tourists and visitors with 3D printed models
- exploitation of Unity, VR applications, to create a concept of cruise in the quarries of Paros witnessing the procedure of excavation of carved heritage and the minerals followed in ancient times.

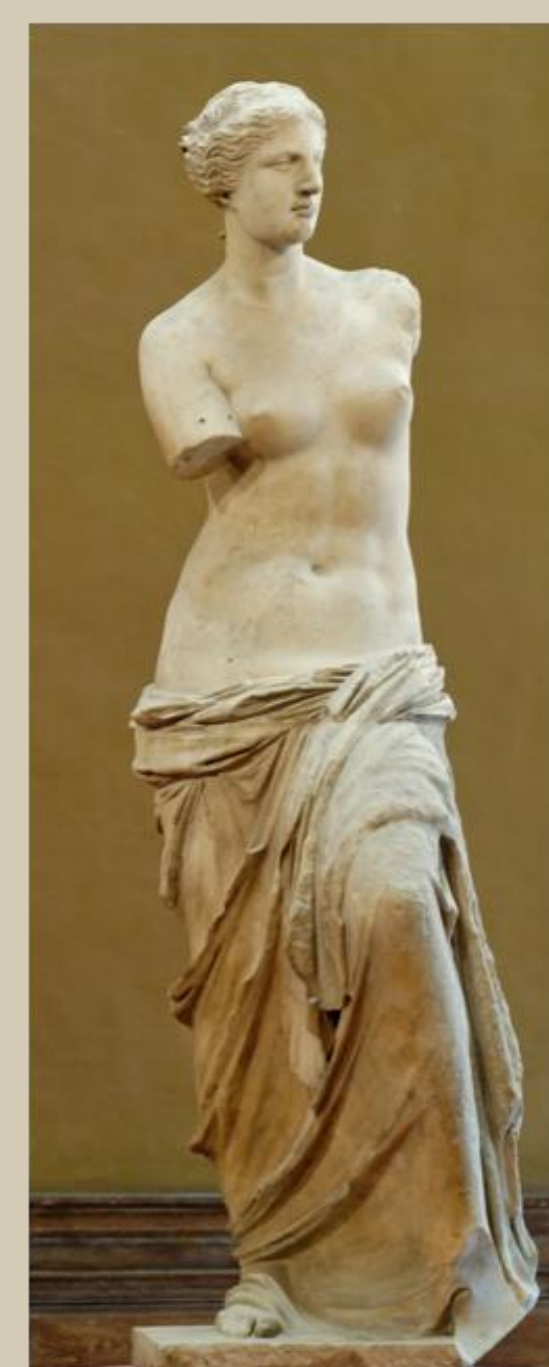
## Aim

The project is aiming at a **curatorial concept** of:

- breaking the restrictions of geography and time
- raising awareness by engaging
  - stakeholders
  - policy makers and
  - citizens of Europe in digitalization of heritage through virtual environments
- creating sustainable links between cultural entities of Europe

## Methodology

Massive production of 3D models of Cultural Heritage (CH) assets using various modelling techniques [2], Virtual and Augmented Reality that can contribute to storytelling, creation of narratives and 3D experiences, located (or not) online, have set the basis for the potential of bringing virtually together the crafted masterpieces. Furthermore, social media tools and Crowdsourcing can actively engage users to this interactive and creative process. These forms of participation and representation are the keys to success in disseminating the content of a Virtual Multimodal Museum.



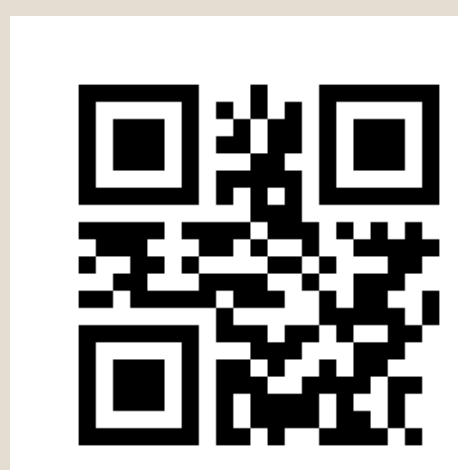
## References

- [1] Schilardi, D.U., Katsonopoulou, D., Katsarou, S., Brenner, C.: Paria Lithos Parian Quarries, Marble and Workshops of Sculpture, (2010).  
[2] Guarnieri, A., Pirotti, F., Vettore, A.: Cultural heritage interactive 3D models on the web: An approach using open source and free software. J. Cult. Herit. 11, 350–353 (2010).

### Images:

Sculptures: commons.wikimedia.org/

From [1], Manolis Korres “Υπόγεια Λατομεία της Πάρου”



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