(500) Living the Oppidum - Vivir en el Opida

Author(s): Magoga Piñas Azpitarte, Cesar San bruno, Luis de la Barrera Montenegro, Alberto Martinez, Jorge Alcala Zamora, Santiago Alfaro Ballesteros, Victor Manuel Egea, Paula Lupiañez Lopez, Sopa de Sobre

Institution(s): El Rancito, Empty, VR Zero, Cirugia Grafica, SPAIN

A computer applications that adapts graphics contents of the Spanish National Museum of Archeology to the Samsung virtual reality system, the Gear Vr provide you an innovative and different vision of our history,thanks to the virtual reality device and a motion controller (Pad) the visitor will be able to feel the experience of freely moving around Oppida, in the second century a.c, to know in first person how was the life in Spain at that time.

The environment is a 3D design and shows a very detailed performance of the house and utensils al that time. The performance is based in part on the archeology investigations about Numancia and has been supervised by the conservation team os the Spanish National Museum of ArchaeologyThe visitor will be able to walk around the streets and get into a house and have a look at the difference home spaces.

The virtual reality system provides a 360 degrees view and an immersive sensation, for a most personal and interesting sensation the applications is also a game, the aim is to find 3 characteristics objets from that time.When you find them you will get additional information about these objets and their use.