

Visualizing Venice



BASS
CONNECTIONS

Urban Histories/Digital Cities

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This project reconstructs the built environment of Venice demolished following the end of the Republic in 1797.

Digital reconstructions permit viewers to experience this thriving and unique city in virtual form.

PROJECT OBJECTIVES

- Perform in-depth research to accurately visualize various historical aspects of Venice
- Create an environment for collaboration across fields of study and levels of experience
- Lead the way for using digital tools as effective means for learning



Students modeled historically accurate Venetian buildings using OpenSim based on intensive research

CONCLUSIONS

Visualizing Venice as both a semester long course and a fellowship project has taught participants about academic research, virtual modeling, and collaboration with faculty and students from different backgrounds. The final product includes videos and an interactive game in which users with no background knowledge can navigate in eighteenth-century Venice to explore structures and culture that existed at that time.

SCALZI,
OpenSim Model



METHODOLOGY

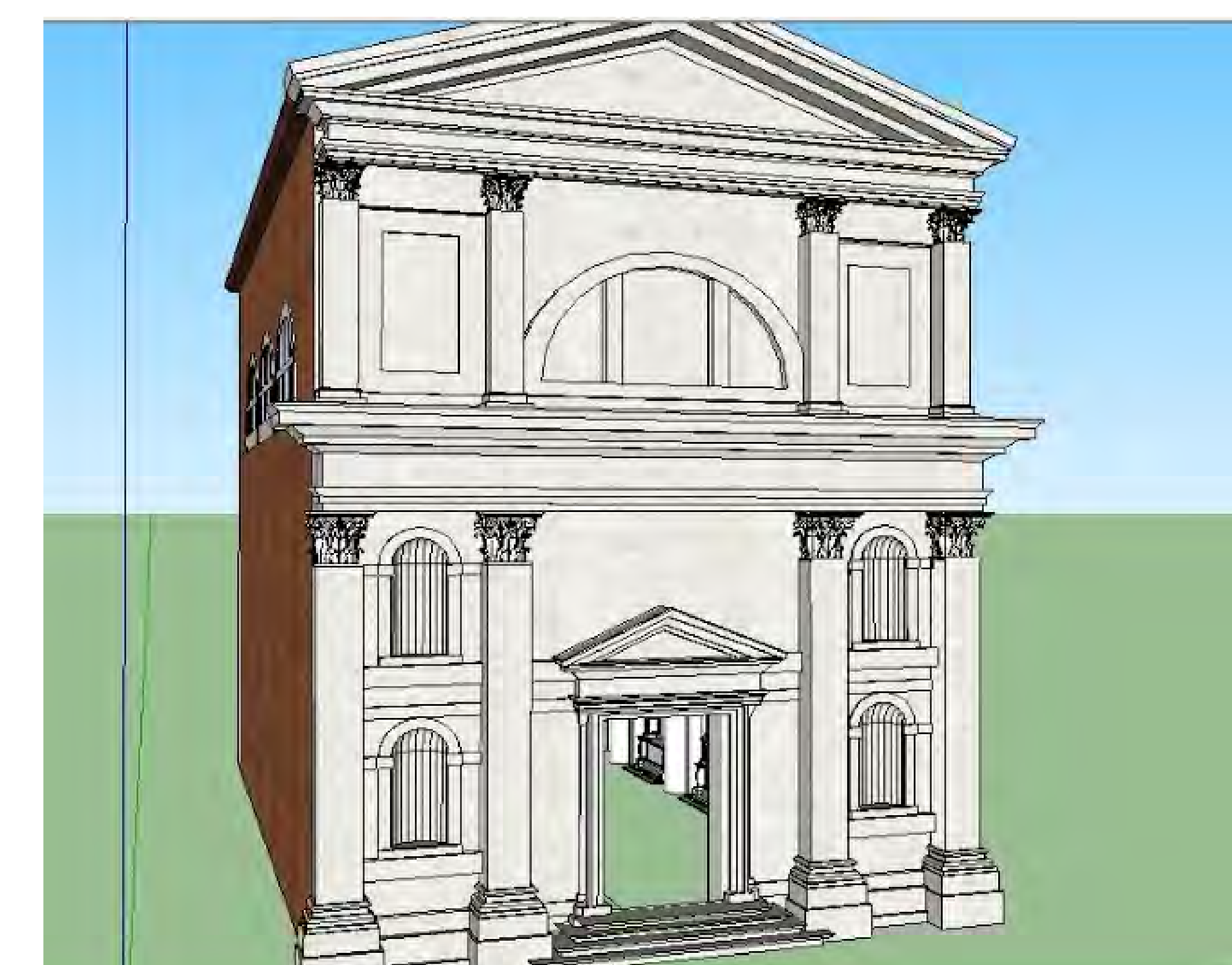
Combine traditional research with digital tools through collaborative work among small teams. Each one contributed to the goal of reconstructing lost monuments. Some components of the virtual world:

- Constructing churches and palaces
- Costuming of avatars
- Designing gardens and their plants
- Georectifying maps for spatial accuracy



Avatar of a Working Class Woman in

THE GARDENS, a virtual representation of the plants and landscape destroyed in



SAN GIACOMO, Sketchup model from Mapping and Modeling Venice