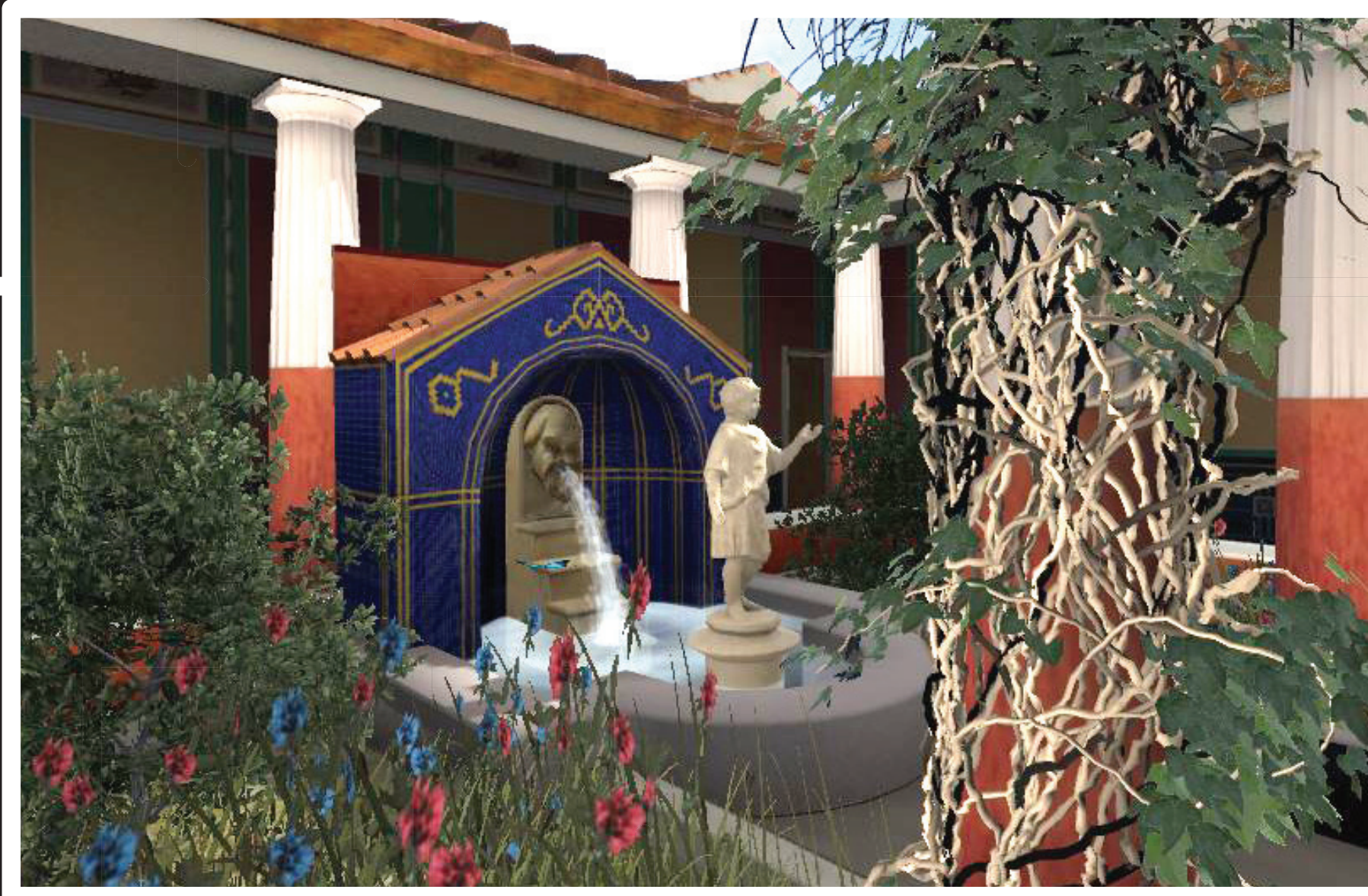


Viridarium Villa (residence)



Forum at Regium Lepidi



Basilica at Regium Lepidi



Virtual cityscape of Regium Lepidi and surrounding countryside.



There is **a lived in history to every day places and objects**. The local bank on the corner, holds untold stories of yesteryear's comings and goings. In **Reggio Emilia**, this is literally true as **pieces of Regium Lepidi, an ancient Roman city, still remains in basements and museum foundations**.

The **Dig@lab at Duke** worked to **uncover these cultural legacies** hidden beneath modern city infrastructure.

**Regium Lepidi 2200** is meant to offer an **open sandbox for exploration, immersion, and imagination**. By wandering the virtual streets of the past, **we step into the shoes of a Roman citizen, we step into their lives, their livelihoods**, and through this **perspective**, we gain new **insight, awareness, and empathy with our ancestors**.

Amphitheatre (front) and Theatre (back)



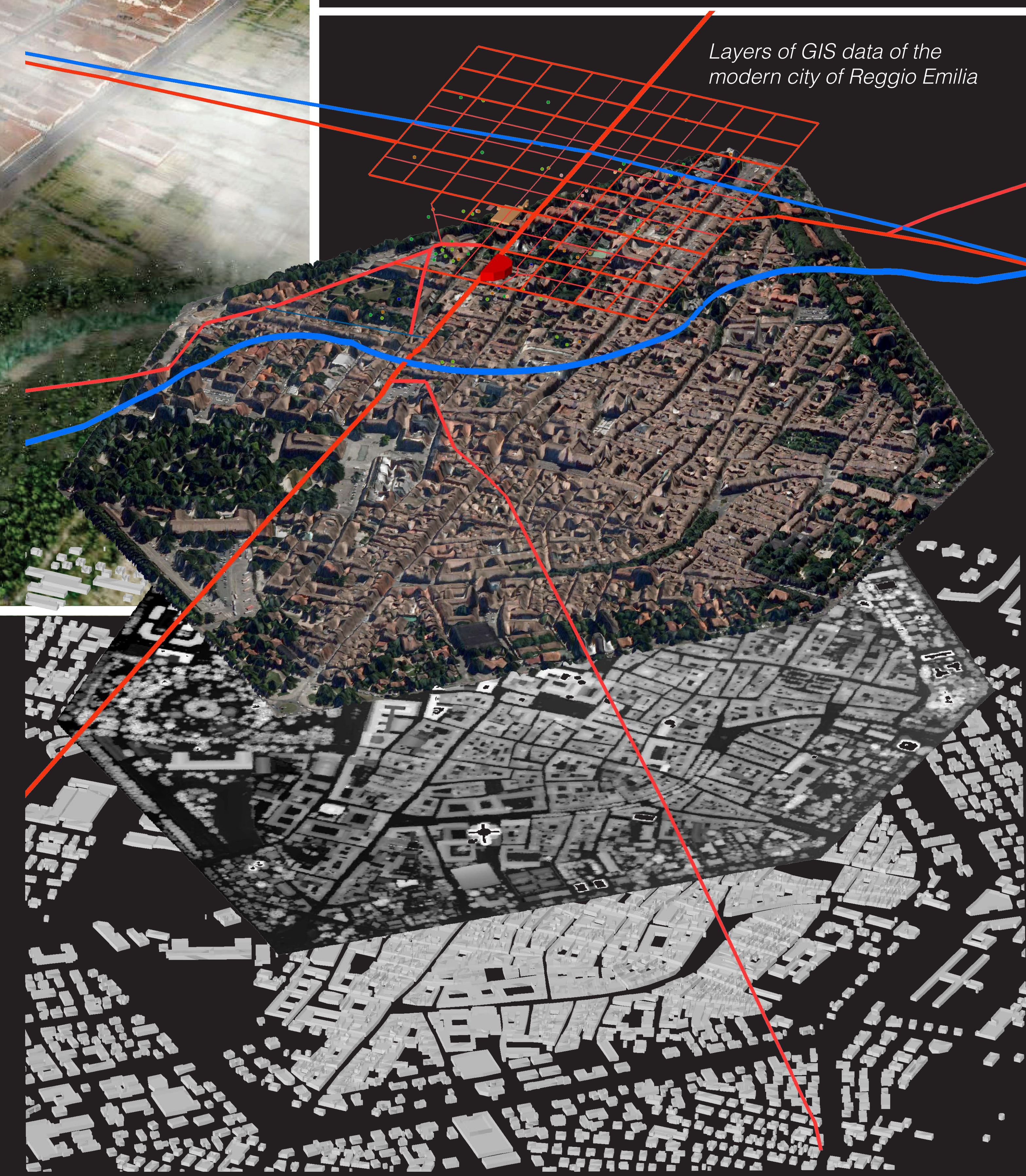
Workshops on the outskirts of town.



Necropolis on the outskirts of town.



Layers of GIS data of the modern city of Reggio Emilia



We developed **Regium Lepidi 2200** as the **first scientific virtual "reconstruction" in Italy**. It was built with **an array of digital methods including GIS, laser scanning, photogrammetry, digital modelling, procedural modelling, and rigorous historical research**.

The final result takes multiple forms including three applications developed for Oculus Rift, an application for an immersive holographic room installation, and an interactive Z-space learning puzzle.

We say "reconstruction" because **the past cannot be truly reconstructed**. We can only **simulate a potential past** enriched by research, science, and technological advancements.

Maurizio Forte PhD  
Nevio Danelon PhD



Thanks  
David Zielinski for Unity Development  
Julia Liu for poster help  
Lions Club & Bass Connections



# REGIUM LEPIDI 2200