



VIRTUAL REALITY

www.realtavirtualeweb.wordpress.com
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The theme of the Virtual Reality, developed during the course of study for the refurbishment of two different areas of two city, has been useful to define an approach that can be used in every city for the revaluation of an area.

The base of the process is to start from an abandoned building - the project deal with two buildings that belong to the ecclesiastical heritage - and make this fulcrum of a network that connect different part of the city, the area around the building and the manufactured itself. However, in the first case (Pistoia) we focused on the spaces of the ex-Monastery in the other (Genova) instead on the connections and relations between the building and the city.

In Pistoia the first step is the San Bartolomeo complex, composed by the church and the relative convent, the second is the connection with the surrounding spaces and a series of public spaces over the city.

This is possible thanks to some "monoliths" distributed in different squares of the city that allow people to connect and share content - so become active part of a data collection about the city - and receive support information.

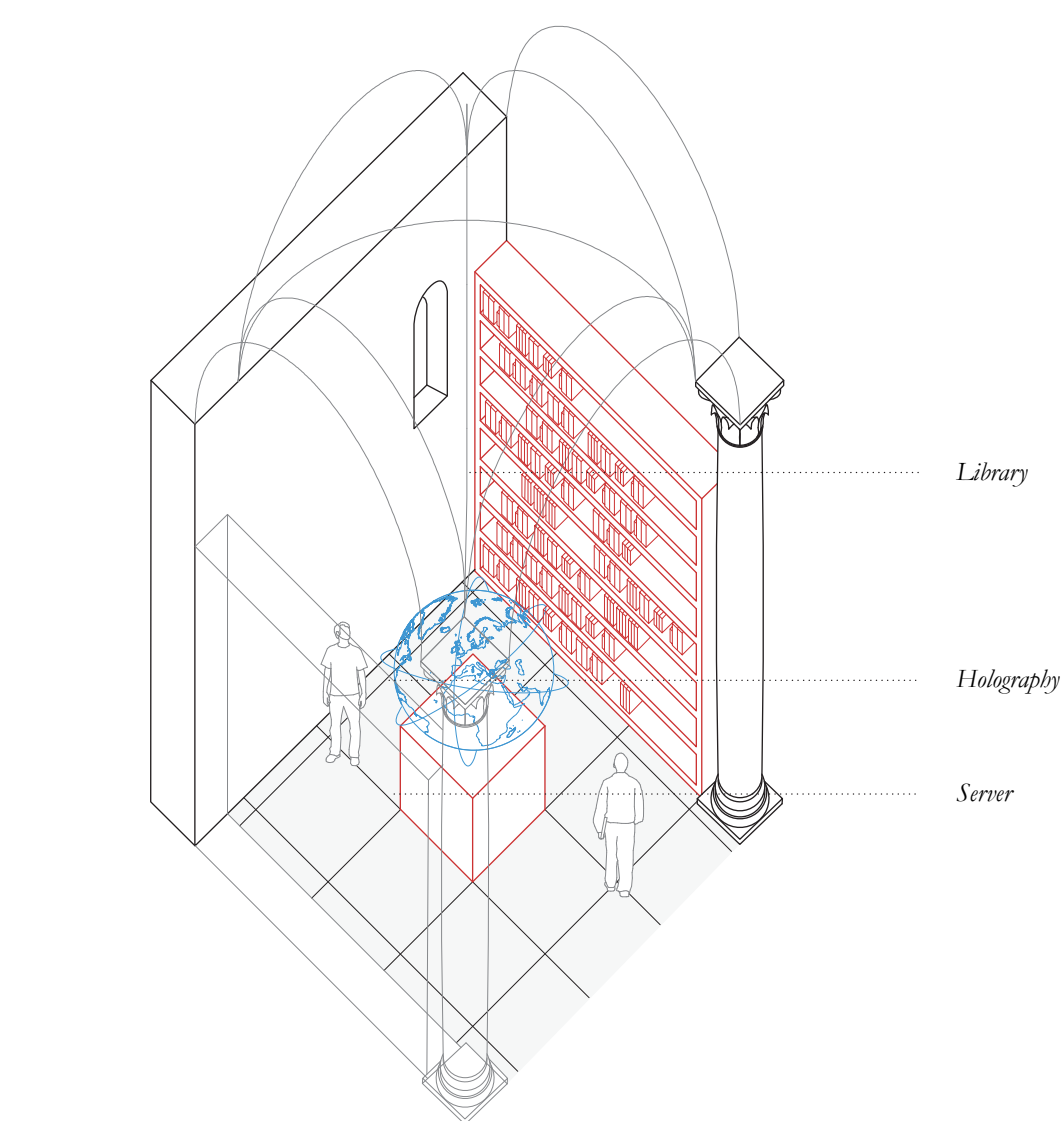
All these data are sent to the convent, which is used as mediathèque. The convent spaces have been designed in sequence from the church, where there are 'thematic chapels' that contain papery and informatics support. Around the cloister, there are reading rooms, restaurants, and multimedia spaces.

In Genova, as already mentioned, we focused on the revaluation of the places where the San Giuliano church rise and the relation with the city. Indeed this church is placed in the middle of Corso Italia, famous promenade in Genova. In this case, the focal points for the creation of the virtual network are the numerous bell towers distributed all over the city. In this way, we aim for the revaluation of the ecclesiastical heritage that is abandoned and hidden in Genova.

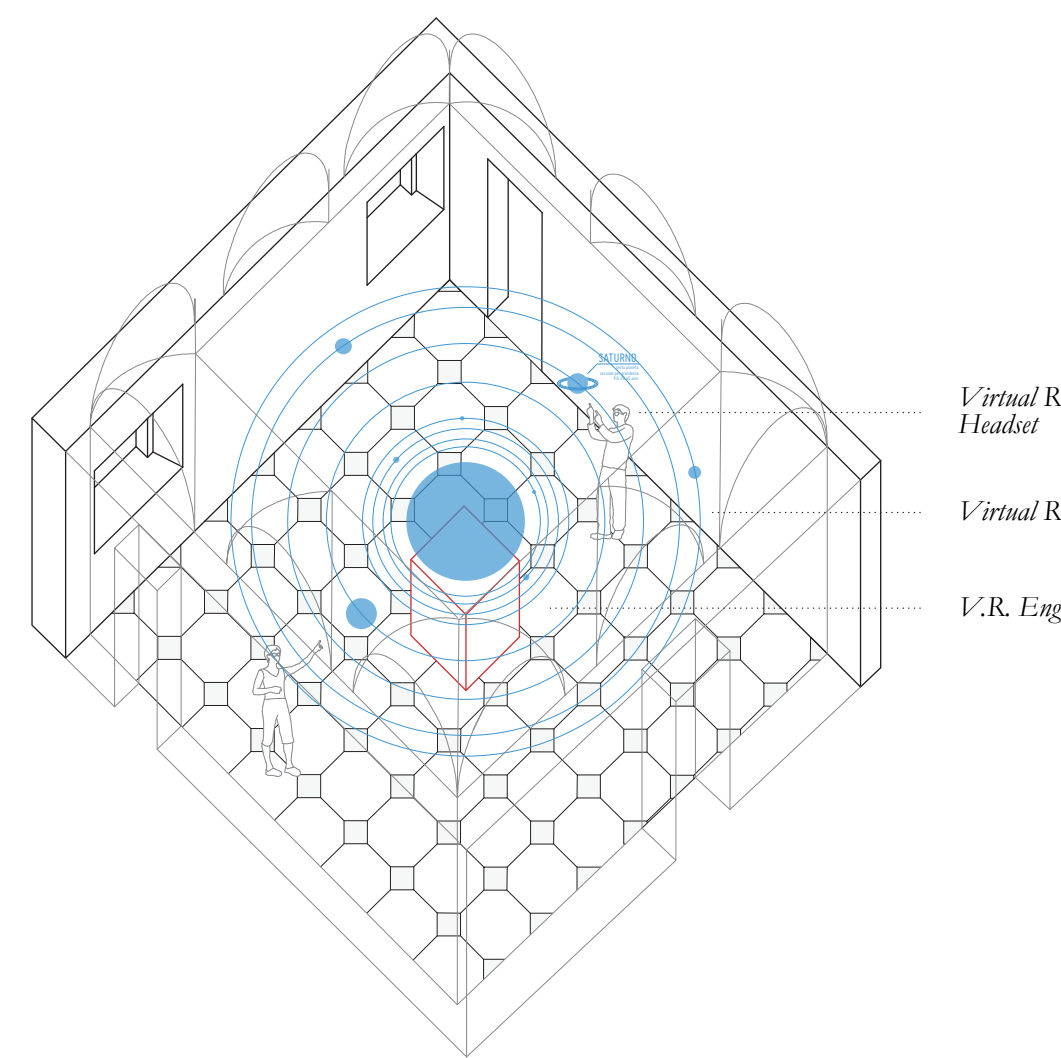
On the Corso Italia's itinerary, there is a series of "smart stations"; these elements permit services as Wi-Fi zone, info point, rental bike etc. In fact, the idea, according to the concept of augmented reality, is to allow people to travel along the path using technological support, suitable for all, to increase reality perception.



PISTORIÆ • GENVÆ



Ass1 - Chapel - Thematic Area - 1:100



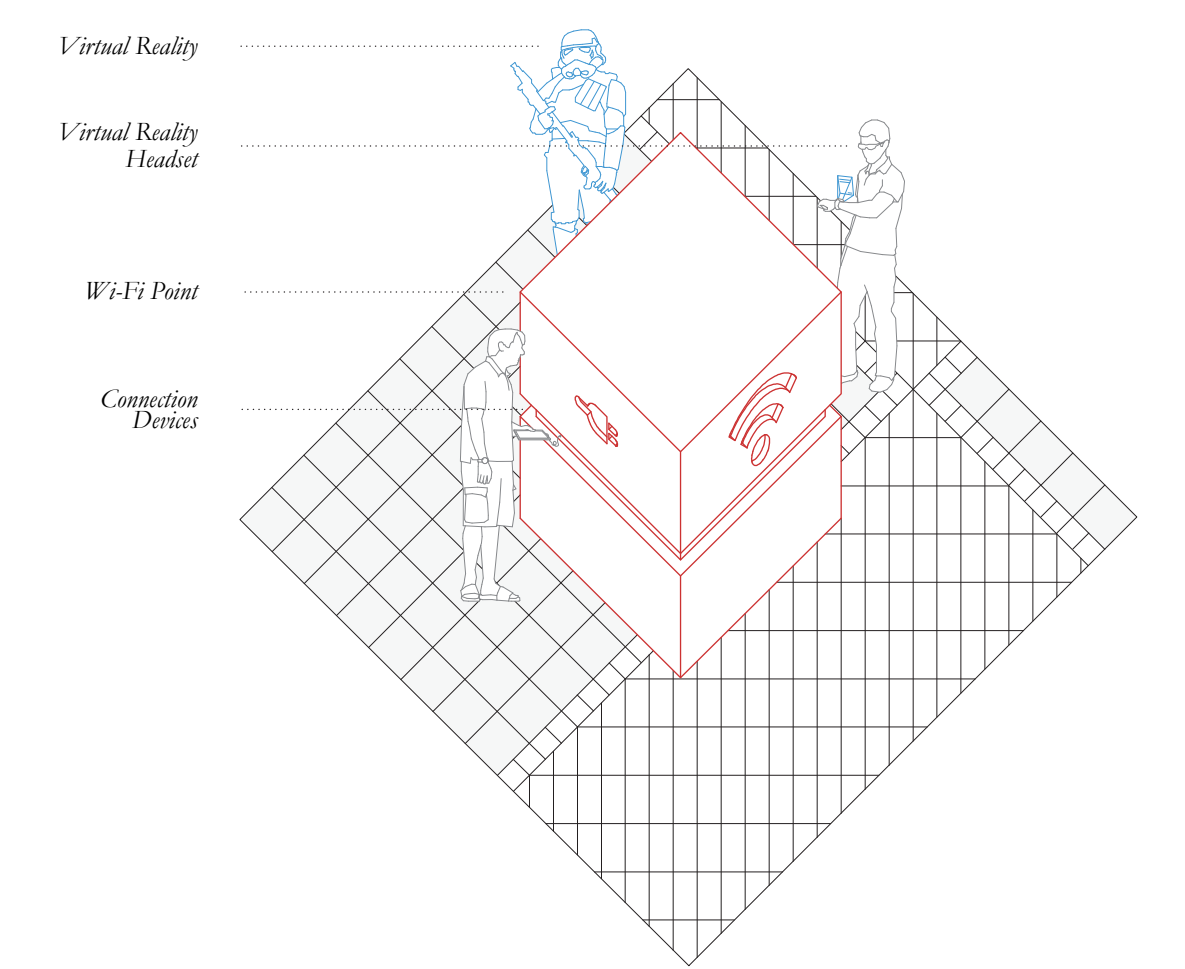
Ass2 - Room - Virtual Reality - 1:100



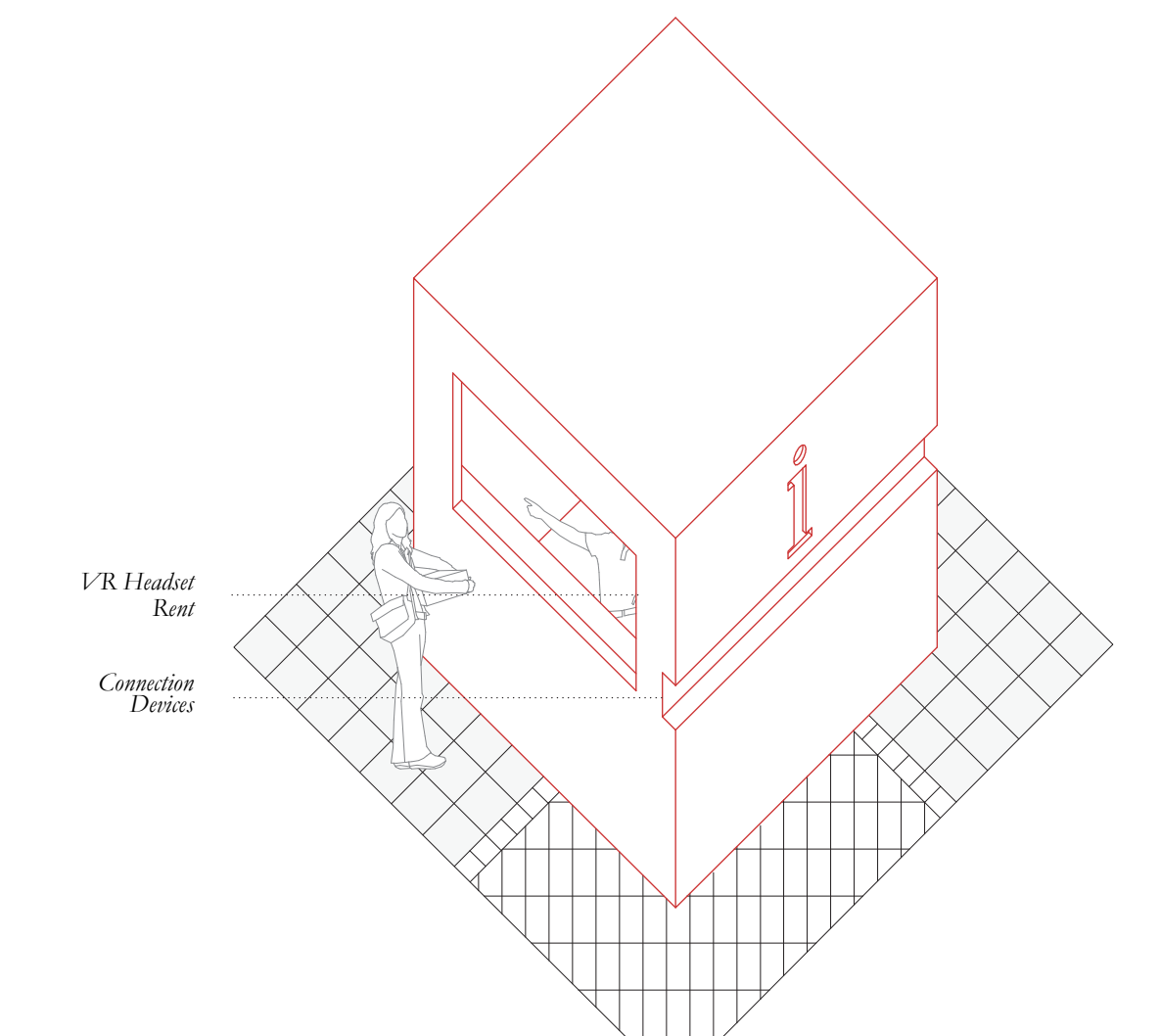
Pistoia - Plan - 1:10000



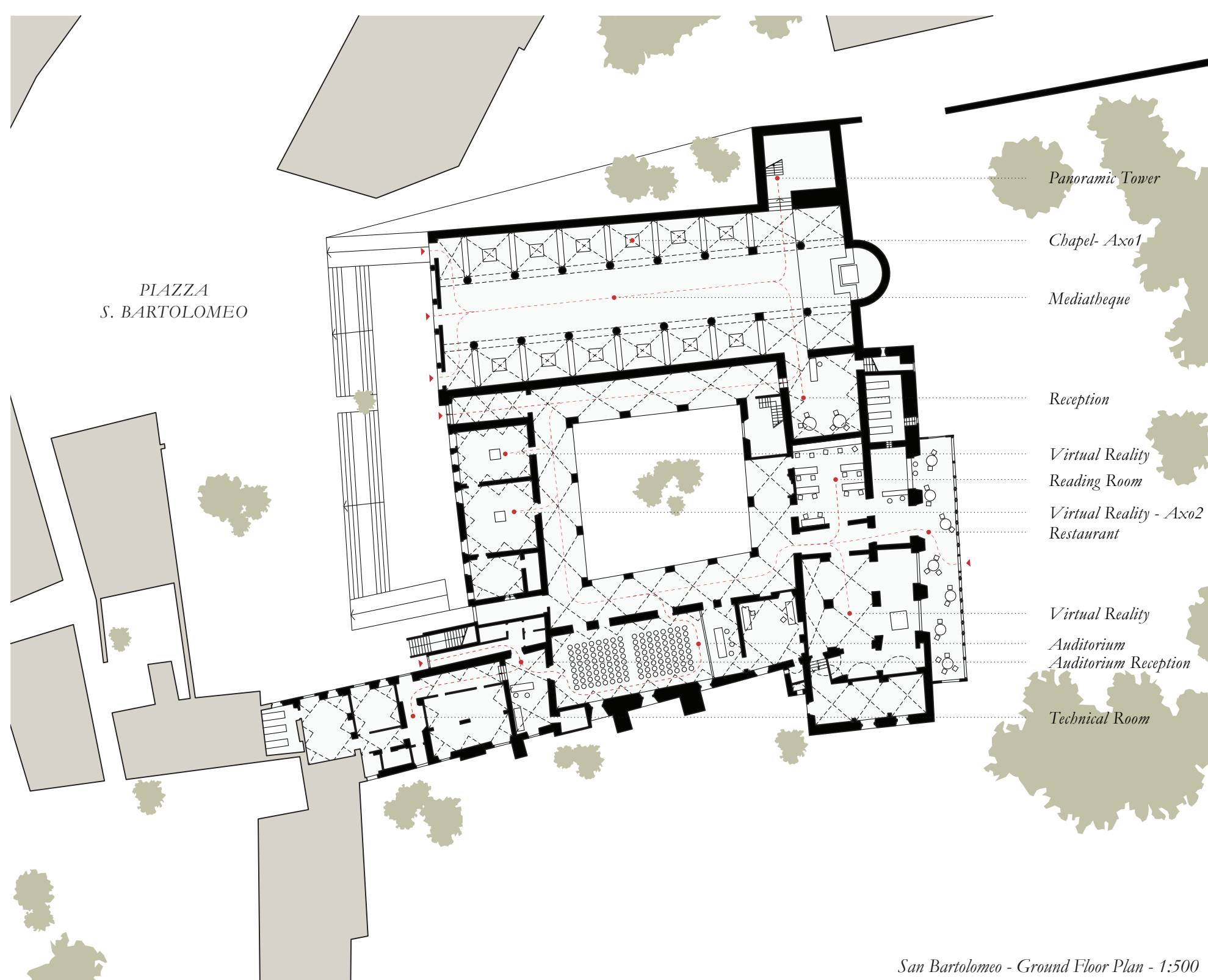
Genova - Plan - 1:10000



Ass1 - Smart Station - 1:50



Ass2 - Info Point - 1:50



San Bartolomeo - Ground Floor Plan - 1:500



San Bartolomeo Church



Corso Italia



Corso Italia - Plan - 1:1000