

# [THE VIRTUAL THEMATIC ROUTE EMIL BENČIĆ – FROM EXPERIENCE TO INFINITY]

## Project description

The virtual thematic route Emil Benčić – From Experience to Infinity addresses the creation and implementation of activities regarding the importance of the artistic work of Croatian artist Emil Benčić (1930–2011).

The problem/purpose is to ensure that knowledge about him survives the physical limitations of human life. The general mission is to encode his heritage permanently for future generations through new media methods and to preserve it in the new media space.

The methods to reach the goal in practice are:

- research and edit existing content,
- generate new content through new media techniques,
- cause and promote ideas and new media works by others, and
- store existing and newly created content in the new media space.

In the context of the research-oriented and practice-focused process, we

- investigated alternate digital heritage platforms and good practices,
- mastered available tools and technologies, and
- realized creative solutions up to the public presentation stage.

The content of the virtual thematic route is implemented in eight subprojects on infinity shape ( $\infty$ ) and is virtually located on the Istrian peninsula Punta Busola (Croatia).

The practical outcomes are subprojects realized as databases, applications for mobile devices, videos, panography, cymatics, graphical sound, performance, installation, storytelling, and gamification.

Two applications, *Augmented Reality View of The virtual thematic route* and *Guide to The virtual thematic route*, provide the spectators with a content overview and virtual space orientation.

## Guide to The virtual thematic route

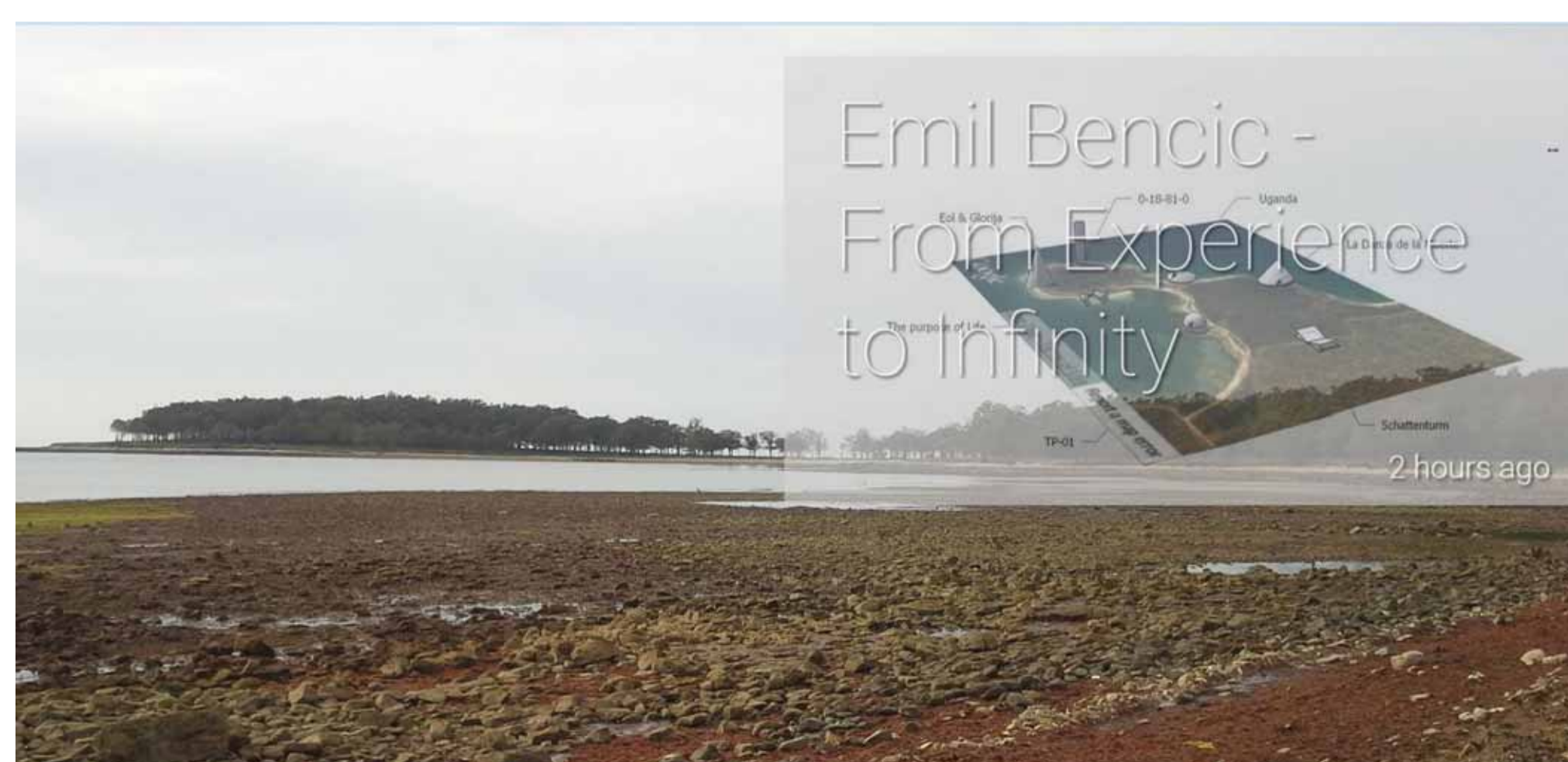
The GuidiGo application has proven itself to be as the most appropriate solution to illustrate content and goals of The virtual thematic route Emil Benčić – From Experience to Infinity.

One can download it and use it without an Internet connection – irrespective of the location – on the site or anywhere else.

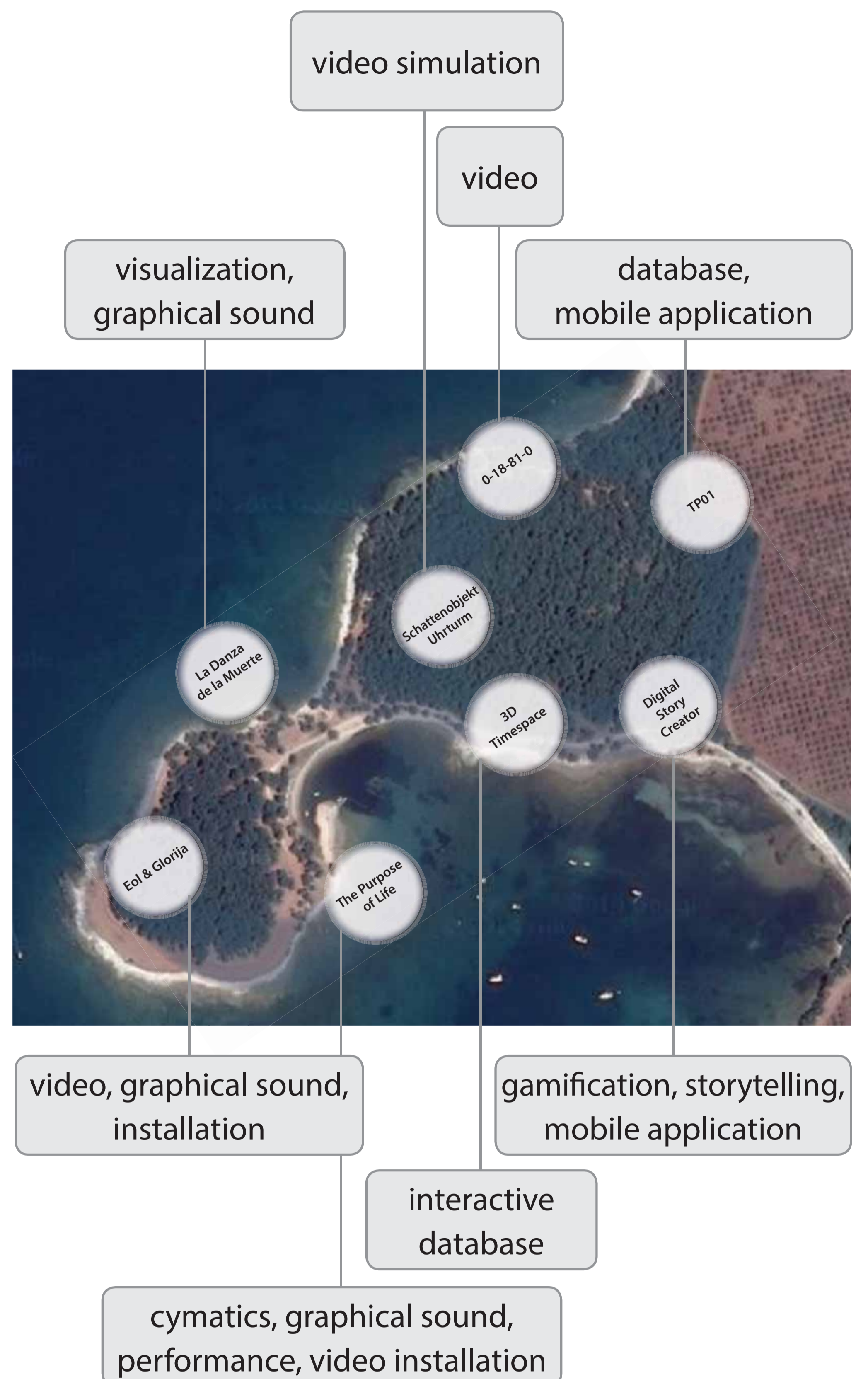
Documents shift from one stop to the next in different views (map view, list of stops view). Each virtual stop in this guide tells about the selected story using an appropriate digital media technology and links to the original sources. Virtual stops are equipped with photographs, texts, and links to subproject sites, acting in harmony with a user's view during the visit to the site or anywhere else to entertain, inform, and immerse the user in a multimedia experience.

The time of the visit is flexible and self-paced. The recommended flow of the virtual visit (subprojects from 1 to 8), average time of visit (2:00 h), the total distance (1.76 km) and the distance between the stops are marked.

The application is intended for GoogleGlass, iPhone, iPad, and Android.



## Subprojects



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user interface: GuidiGo

3D visualisation: Vanja Aš

