



# e-voluzione Multimedia Portfolio

*Multimedia systems realized by e-voluzione and by our consultants*

## Castel dell'Ovo: Tourist Information Installation

### European BlueMed project

A wireless network has been deployed throughout the Castle paths. Visitors can obtain an iPod Touch at the entrance, with which photos, videos and information about the Castle are received. Information change automatically as the visitor moves around.



## Universal Forum of Cultures in Monterrey, Mexico

### Institutional Stand of the Municipality of Naples

e-voluzione has realized all the technological systems of the stand for the Municipality of Naples, implementing some multimedia solutions as described in the following:



## The interactive table

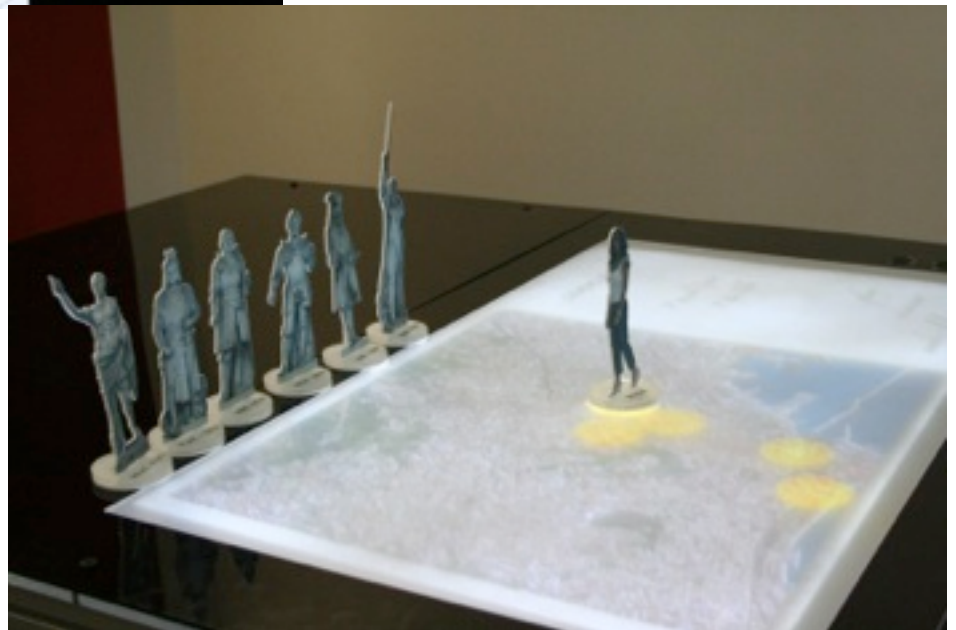
The installation comprises a table, the surface of which contains a rear projection screen, a series of figures representing different ages of Naples' history (Ancient Greek, Roman Age, Middle Ag, etc.) and an external display on which the contents



are displayed.

By placing a figure on the table, a map of the historical city of Naples is displayed underneath, reflecting the age the figure belongs to.

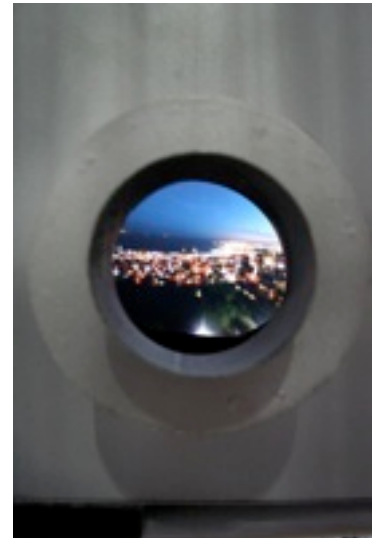
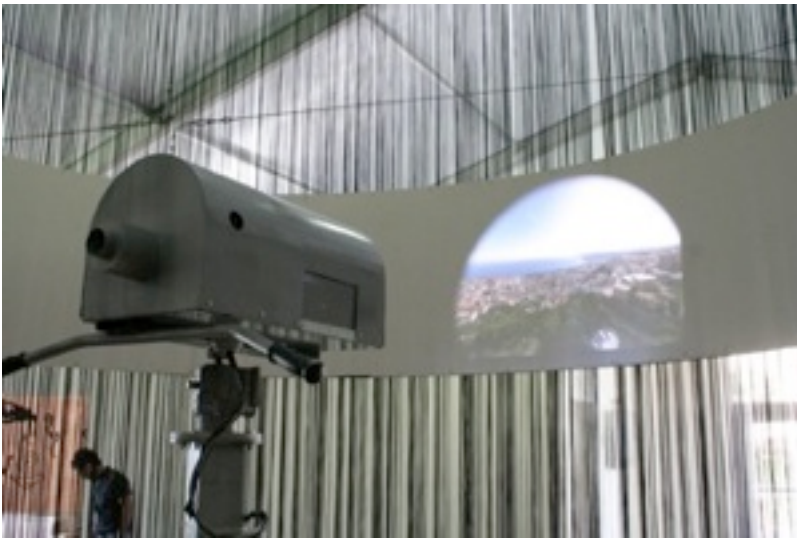
By moving the figure around the map on specific tags, identified by different colours, a video referring to that place in that specific time is shown on the external monitor.



## The Telescope

This installation consists of a telescope, mounted on a rotating base, that embeds a 10" LCD and a projector. With the telescope, a video of Naples from dawn to dusk taken with a special 360° lens camera can be seen.

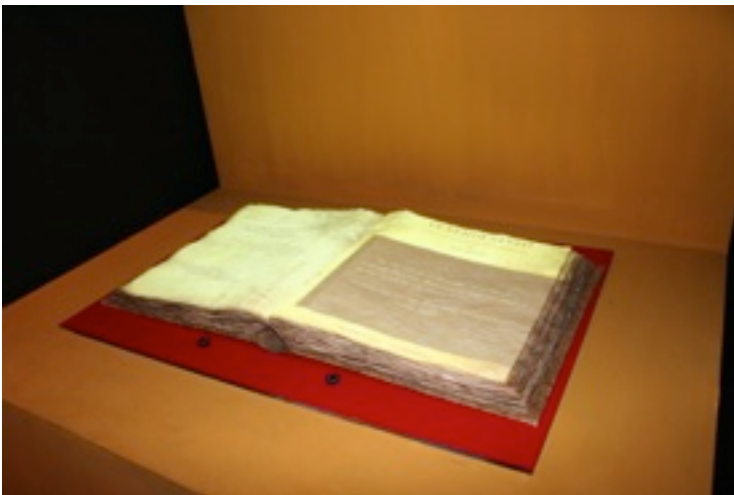
The video is shown through the monocular of the telescope, on the LCD, while it is also projected at the other side on a cylindrical screen.



The rotation of the telescope on its base rotates a small portion of the video, allowing every direction to be shown.

### The book

This system consists of a real, scenographic book of approx. 100x50 cm, opened on two blank pages, and a projector pointing at



the book, displaying the video contents. By sliding the hand on the book with a horizontal movement, pages are flipped on the left or on the right, depending on the direction of the movement.



## Virtual Pictures

This multimedia system is realized with real frames, mounted on screens showing painters' lives. The system allows to choose the video with the simple pressure of buttons.

By using special acoustic "bells", multiple videos can be seen simultaneously by different visitors, not interfering with each other.

When not showing videos, the screen shows hi-res pictures of the related author.



## Virtual localization

This installation is based on two patents by e-voluzione: ITNA2009A000051 and ITNA2009A000076 , concerning the realization of a multisensorial room providing audio, video, wind, fragrances and colored lights.



It virtualizes panoramic, gastronomic and touristic aspects of the city of Naples, through a multisensorial stimulation of the audience.

The installation consists of a rectangular room, with dimensions to be defined, on the walls of which a 180° panoramic video of typical locations of the city is projected.



At the four corners of the room, multisensorial spots are installed, providing panoramic audio, colored ambient lighting in coherence with what is being shown, and producing directional air movement simulating a natural breeze.

Moreover, a series of interactive tables are provided, the surface of which is a mirrored glass through which images projected by 46" displays are shown.

The visitors, i.e. 4 people at a time, sit at the table and can select with provided sensors the contents to be shown, coherent with the external projection.

Every single visitor sitting at the table can select a different video to be played.

Tables can even provide the diffusion of fragrances according to the current displayed content.

This installation provides a virtual visit of typical Neapolitan locations, allowing the visitor to live a significant sensorial experience.

As an example:

- A street bar: Many different types of Neapolitan coffees (espresso, Brazilian) are selectable, with a wall projection and sounds taken from a real Neapolitan bar, and a diffusion of coffee fragrance.
- A street pastry bar: Various Neapolitan cakes and pastries (babà, pastiera, sfogliatella) selectable on the tables, with a wall projection of a real Neapolitan bar and a diffusion of vanilla, rum, orange flowers fragrances. Sweet recipes can also be shown.
- Garden pizzeria: many types of Neapolitan pizzas are selectable, with a wall projection of sounds and images from a real Neapolitan pizzeria, and a diffusion of tomato and basil fragrance. On the tables, pizza ingredients can also be shown.
- Sea view restaurant: Various Neapolitan typical dishes are selectable, with a wall projection of images and sounds from a real panoramic Neapolitan restaurant, and sea fragrances diffusion. On the tables, dish recipes will also be shown.
- An Archaeological location (i.e. a Pompeii marketplace): many archaeological exhibits are selectable on the tables, with historical narration and a wall projection of Pompeii and Ercolano locations. Diffusion of aromatic herbs fragrance.
- Naples bay: Boat trip in the bay of Naples. Touristic and historical information on what can be seen from the boat are selectable from the tables, sea breeze and sea fragrances are diffused.
- Naples' alleys: A walk in some of the most attractive Naples' alleys, with real sounds and historical descriptions selectable from the tables.

## **City of Padula Museum**

### **Carlo Pisacane's Trial**

This system consists of a touch screen monitor that manages the trial, five 46" screens on which the judge, witnesses and defendant appear, and four benches with colored buttons by which the audience can participate at the trial, voting for the final judgement.



A separate station allows the visitors to leave their video-deposition.

The trial is started by choosing the language on the main touch screen, then on the central display the judge appears, introducing the trial and its history. He

then calls the witnesses, who appear on the other screens. At the end of the depositions, the judge asks the audience if they want to hear more depositions, left by previous visitors, for or against the defendant.

After the judge has called the audience to vote, the visitors can express their vote with the colored buttons on the benches. At the end of the poll, the result appears and a video of the defendant, Carlo Pisacane, commenting it.

### **The puppet theatre**

The visitor can choose from 6 puppets representing 6 different characters (the farmer, the bandit, the policeman, etc.). A different video telling a different story is showed for each character placed on the base of this installation.

By simply placing the puppet on a glass base, our system identifies the correct story, and the orientation of the puppet, allowing the visitor to choose the language by rotating the puppet.



## Two touristic information installations in Fez, Maroc

On a 42" display, a matrix intersects aspects of Maroc (archaeology, architecture, gastronomy, traditions, etc.) with the major cities. Visitors can select a main theme, that is developed through videos of different places, or a city, of which the various aspects are shown.



On a white carpet made of the typical Moroccan tradition weaving, a pattern is projected. Parts of the pattern are then substituted by videos. In sync with the projection, some typical traditional items are spotted by lights.

## Virtual Archaeological Museum of *Hera Argiva* in Paestum

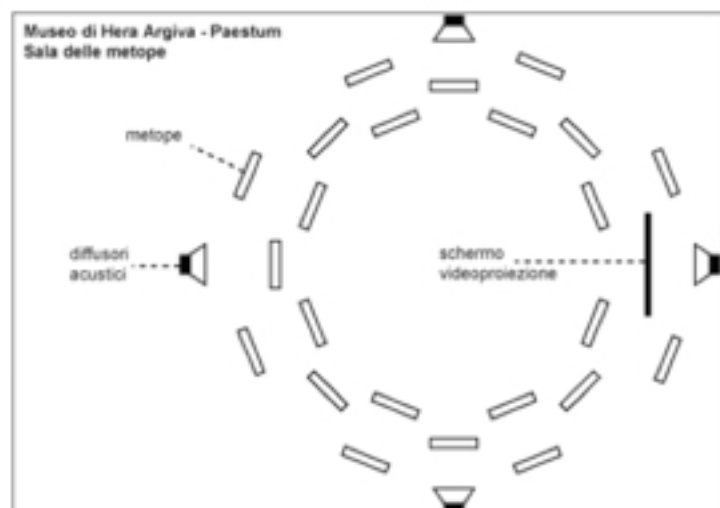
### Metopes Room

In a room about 10m long, bas-reliefs reproductions of the Hera Argiva temple facade are hanging on the roof.

A big screen for the projections and acoustic speakers are dislocated in the room.

While the room is completely dark, a story is told by many actors' voices, narrating what the bas-reliefs represent.

During the narration, videos are played on the big screen and the bas-reliefs are lighted and the audio moves in their direction.



The whole event is managed by a computer, driving lights, audio diffusion and direction, and projections.

## **PolisMusea Project**

### **Naples Architectural and Environmental Supervisory**

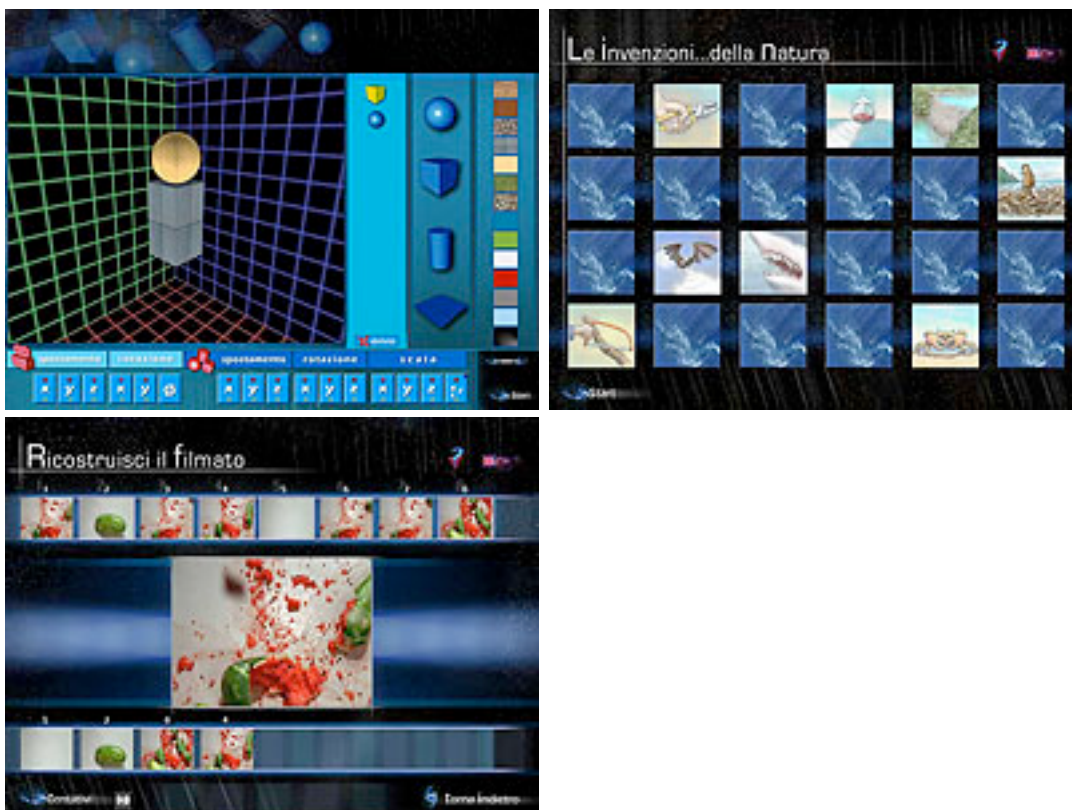
Realization of seven information points and 3d maps of seven monuments of the Decumano Maggiore in Naples.



## **“Città della scienza” Museum in Naples**

Software development of several interactive stations.

Here are some examples:

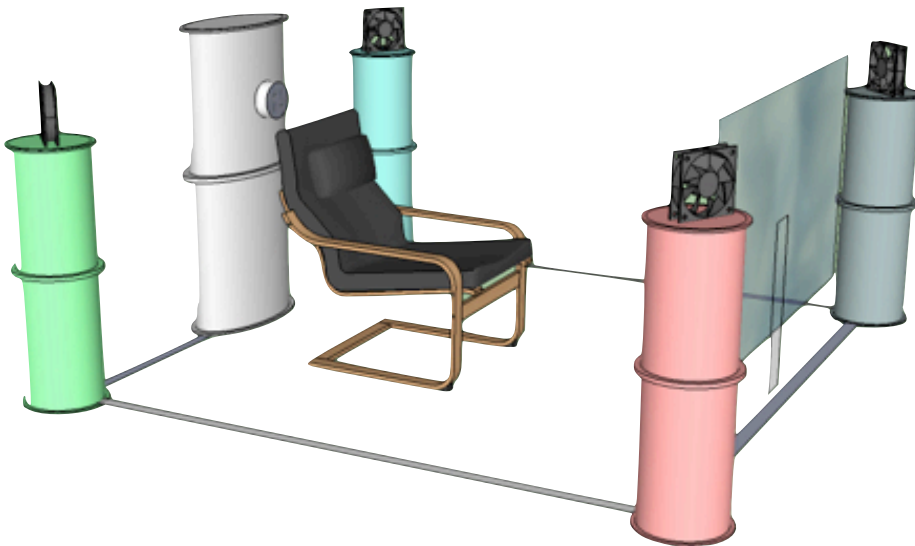




## Patents & other projects

### 5D Relax room

E-voluzione has designed and realized a prototype of a multi-sensorial room, covered by two patents.



E-motion 5D recreates a natural location with a multimedia experience stimulating all of the five senses.

The aim is to create a relaxing immersive multi-sensorial system.

This prototype creates the virtual location with a video projection, color-changing cylinders, fragrance diffusion, breeze-like air diffusion, soft water sprays, audio and music, all synchronized with the displayed video.

The video can be played on a screen or a front wall.

Visitors can be sat or immersed in water pools.

Some scenarios can be beaches, tropical forests, moon walks, submarines, etc.

Scenarios are recorded on special DVDs and can be played without PC, with a simple DVD player connected to the control system.