

Date: 12<sup>th</sup> April 2017

## **Vela Spila Virtual Reality Proposal**

BDH propose an immersive journey in virtual reality, taking the viewer back 20 thousand years to reveal how the landscape and climate around Vela Spila has changed and tell the story of the first inhabitants to have lived in and around one of the most significant archeological sites in the world.

For this project we will use the technology of lidar scanning and photo-grammetry to produce a realistic 3 dimensional model of the caves. These techniques will enable BDH to create a dynamic journey and a dramatic story with exciting perspectives. The story will reveal how the area became an island and how the climate around Vela Spila is very different from today.

BDH will also scan 3 dimensional artifacts and unusual findings, showing them in great & magnified detail and bringing a great insight into the lives and the history from its earliest inhabitants. The experience between 7 to 10 minutes.

### **Vela Spila VR - The Journey**

Present Day. The experience starts in the present day, inside the real cave. From initial darkness, the viewer will experience the cave walls build around them. A 'world clock' records the date. We move towards the edge of the cave to see the landscape.

We travel down into the ground, 11 metres.

20,000 years ago. The 'world clock' reveals that you are travelling back in time 20,000 years. You are looking through the opening of the cave, onto the valley, the grasslands and the mountains in the distance. There is no sea to be seen. You see herds of large animals roaming across the landscape and you pick up your spear.

17,000. The 'world clock' shows the new date. Inhabitants are creating pottery figurines using fires. The viewer will be shown a selection of pottery artifacts. BDH will scan a selection of items, allowing them to be shown spinning in front of the viewer in close-up.

15,000. Heavy volcanic clouds tinged with crimson approach; scattering a heavy fall of white ash over the landscape. Animals and people start to run.

11,000. Sea levels have risen, creating an island for the first time. Inhabitants are building boats and fishing. The cave ceiling has fallen in. The only animals to eat at this time, were small animals.

6,000. Inhabitants have built shelters outside the cave using animal skins and wood. They are herding goats and sheep.

Present Day. We travel up the present day. The sun rises in time-lapse and archeologists excavating the cave. The film climaxes, revealing the complex and fascinating structure of the cave. It has been scanned using the latest laser technology and made into a sophisticated 3D model.

## **Vela Spila VR - The Future Legacy**

The Vela Spila VR experience will leave the viewer wanting to see more about the site and what has yet to be excavated. The film will reinforce the need to support all the future digs needed to uncover the secrets hidden in the depths of Vela Spila.

## **Vela Spila VR**

Publishing the Vela Spila VR on Google Play and Apple Stores as an app, will promote the Vela Spila and enable millions of people around the world to download and experience the secrets of the caves and encouraged to visit it for themselves.

Vela Spila VR low resolution visualization on Vimeo (private link)  
<https://vimeo.com/210463173/d2fc34d2fb>



## **Budget**

CGI: scanning caves and objects. Build: 3D cave, 360 landscapes, sea, settlers, animals, boats, shelters, artifacts. Generating climate conditions.

Creation: direction, design, coding, graphics, sound design, music, production.

Publishing: app store publishing, after-care & maintenance.

Expenses: Equipment, travel, postage.

£60 to £80k

Additional costs:

Hardware estimate per headset/viewer, installation @ £1k.