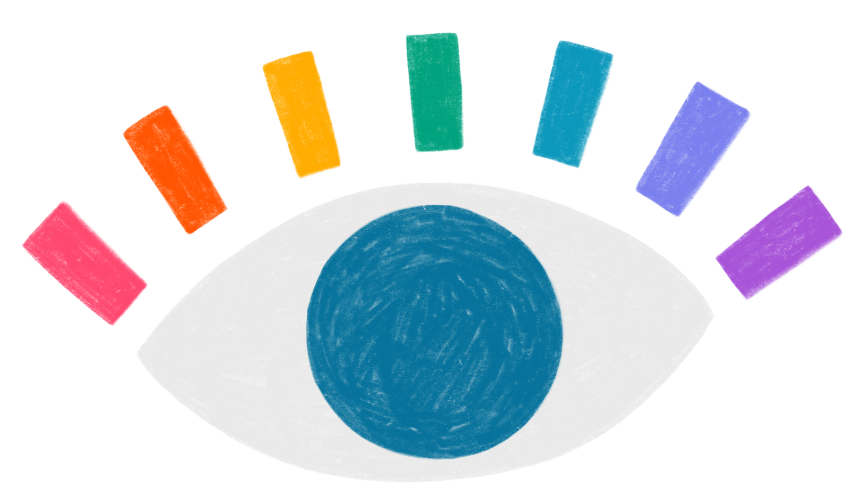


VALETE VOS VIATORES:

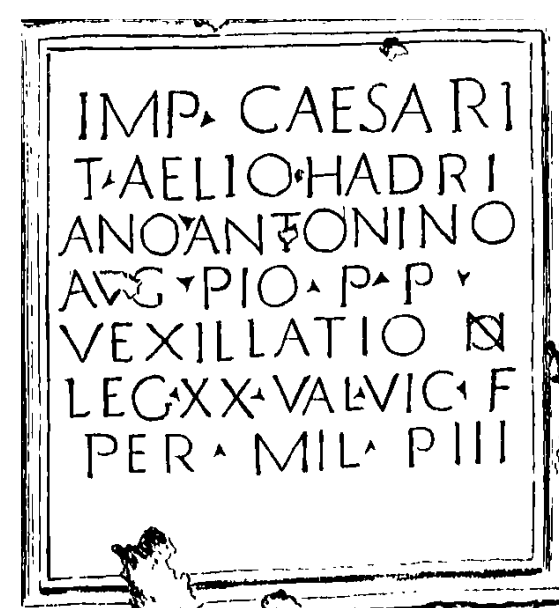
New tools for teaching and disseminating Roman Epigraphy

OPPORTUNITIES AND GOALS

VISIBILIZATION



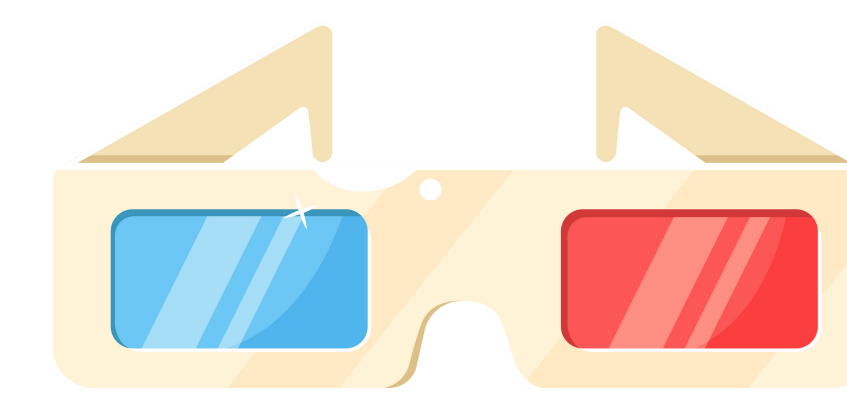
THE BEAUTY OF ROMAN EPIGRAPHY



THE NEW GENERATIONS



THE POWER OF 3D



LEARNING TOOLS FOR TEACHERS



Make visible Roman inscriptions as mass media during the Roman Principate recovering its social function and primary topographic context

Underline the intellectual attraction of reading, contextualizing and dating Roman inscriptions as main mission of Roman Epigraphy

Promote scientific vocations to the study of Antiquity and to the epigraphic science by virtually participating in the stonecutting process and understanding the work-flow of Epigraphy

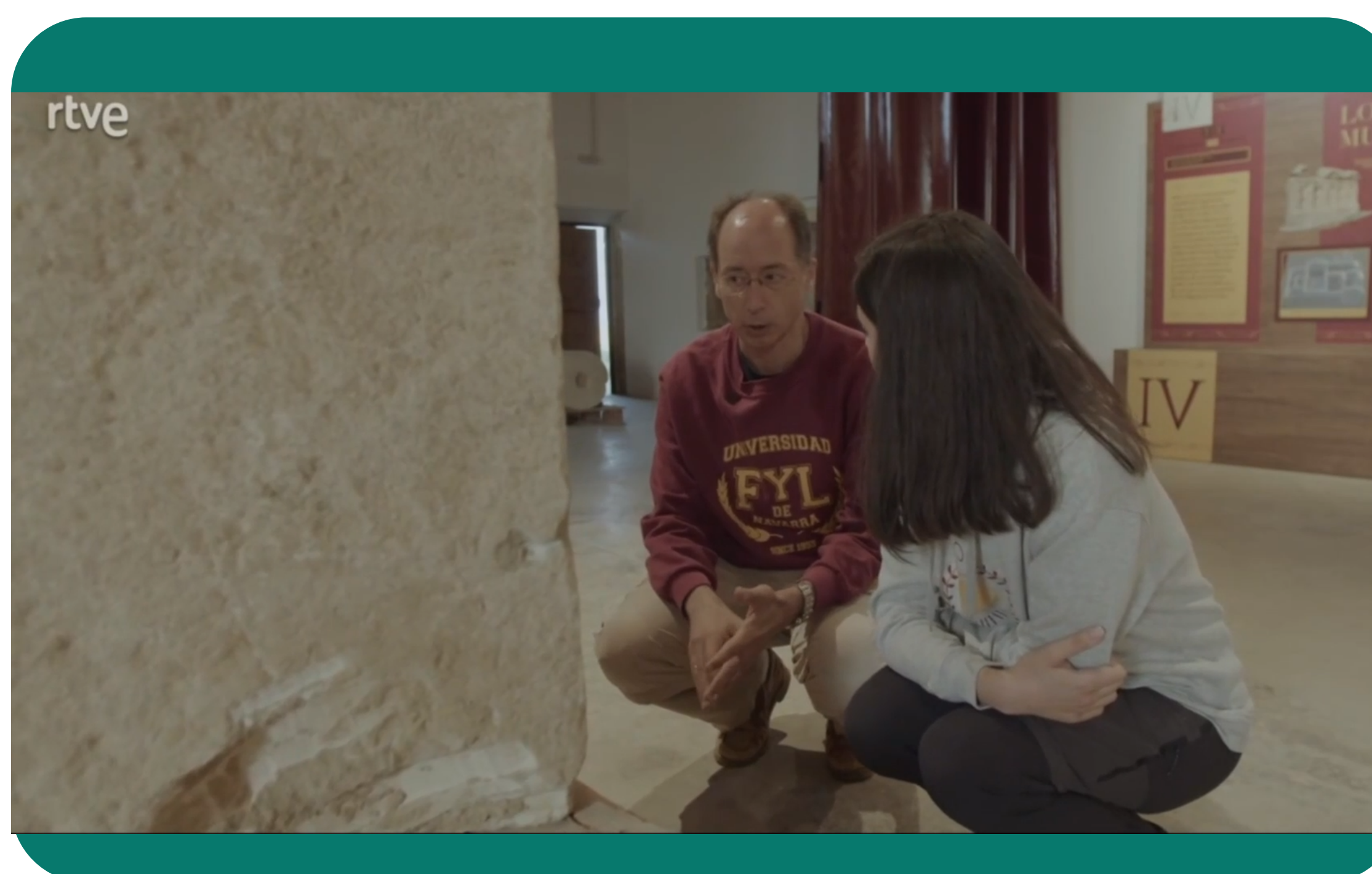
Share with society and with the scientific environments the possibilities and strengths of 3D Epigraphy not only in terms of research but also of dissemination and promotion of the classical legacy

Create new interactive tools for being used as pedagogic instruments

TOOLS AND DELIVERABLES



Virtual model of a Roman inscription from the forum of the Roman town of Los Bañales de Uncastillo, Spain, by Pablo Serrano Basterra



Frame of the project documentary, by Clau Creative



Section of the videogame in which create a Roman inscription for the forum of Los Bañales de Uncastillo, Spain, by Iker Ibero

VIRTUAL MUSEUM

About 200 selected Roman inscriptions from Museums and collections from Portugal, Spain, France and Italy, presented in 3D format as a way to summarize the variety of epigraphic cultures around the Roman West

DOCUMENTARY SERIES

120 minutes of an audiovisual product for turning accesible the work-flow of today Roman Epigraphy including also its main projects, periodicals, databases or its social perceptions

VIDEOGAME

Innovative videogame in which the player will become an scriptor carving and cutting different kind of inscriptions going through the spread of epigraphic culture and habit from Rome to the ancient province of Lusitania

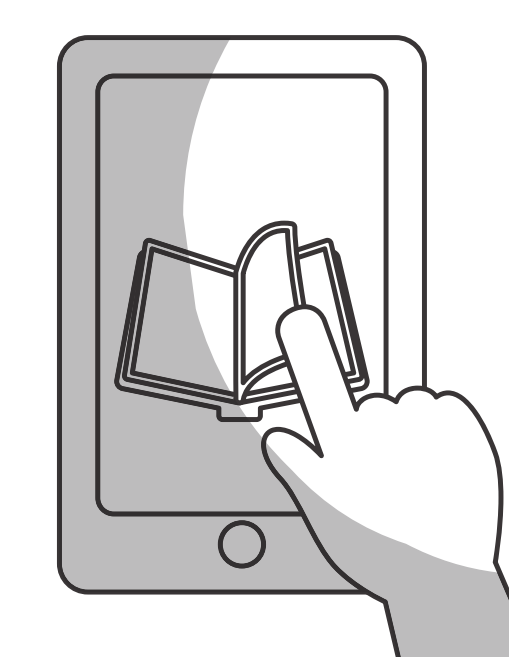
For more information:



1. Homepage of the project with all the previously mentioned deliverables available for downloading



2. Serie of posts showing the work-flow of the project and evaluating some of the mass media appearances and outputs



3. E-book with contributions of all the scholars involved in the project and reflecting on present an future of digital and 3D Epigraphy