

D.2.5.4 - Leaflet summarising UnderwaterMuse's pilot results

30.6.2022.

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Author: Marjan Dumanić PI RERA SD

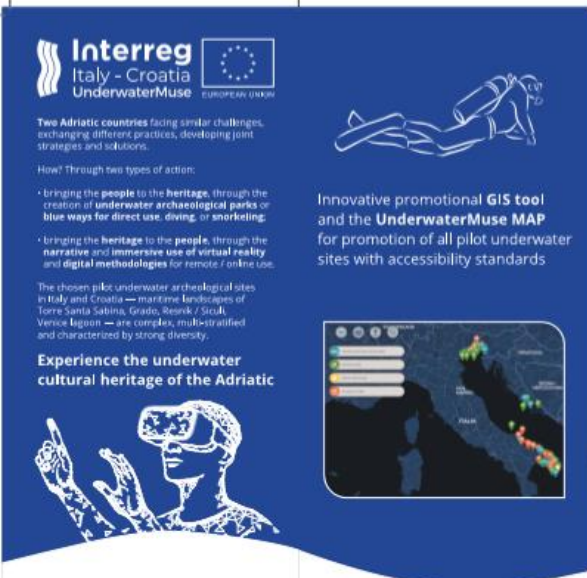
1. Introduction

According to the AF Activity 2.5 “Targeted events and promotional material”, specifically D.2.5.4., the project team needed to prepare and print project leaflets that present main results/outputs in brief and offers links to web-based resources. Leaflets had to be colour-printed, local version in Italian / Croatian 250 copies, transnational version in English 250 copies).

2. Implementation

To implement this activity, the project partners had to prepare a summary of the pilot locations, main project activities and project objectives. The partnership selected the photos implemented in leaflet and participated in the translation of the text into Croatian, Italian and English. Due to participation in the Museum Connection fair in Paris, PI RERA SD decided to prepare and print another version of the leaflet in French and English version. Leaflets were distributed at local/international fairs, local stakeholders meeting and events, museum exhibitions, the final event of the project, etc. The partnership prepared, printed and distributed a total of 1,250 copies of the leaflets.

3. Layout of the leaflets



Interreg Italy - Croatia UnderwaterMuse

Two Adriatic countries facing similar challenges, exchanging different practices, developing joint strategies and solutions.


How? Through two types of action:

- bringing the people to the heritage, through the creation of underwater archaeological parks or blue ways for direct use diving, or snorkelling;
- bringing the heritage to the people, through the narrative and immersive use of virtual reality and digital methodologies for remote / online use.

The chosen pilot underwater archaeological sites in Italy and Croatia — maritime landscapes of Torre Santa Sabina, Grado, Resnik / Siroli, Venice lagoon — are complex, multi-stratified and characterized by strong diversity.

Experience the underwater cultural heritage of the Adriatic

Innovative promotional GIS tool and the UnderwaterMuse MAP for promotion of all pilot underwater sites with accessibility standards



Interreg Italy - Croatia UnderwaterMuse

Immersive Underwater Museum Experience for a wider inclusion

PROJECT DURATION: 01/01/2019 - 30/06/2022

ERDF: 1.348.890,71 EUR

TOTAL BUDGET: 1.586.930,25 EUR

The "invisible" heritage rises to the challenge of the valorization

THE PILOT ACTIONS

Torre Santa Sabina (Puglia, Italy): paths of submerged history

Grado 2 (Friuli Venezia Giulia, Italy): an underwater park to experience

Resnik (Split, Croatia): the virtual museum

UnderwaterMuse has the ambition to make submerged heritage and landscapes accessible and make visible the invisible parts areas today below sea level, shipwrecks, underwater stratifications produced by the continuous frequentation of landings.

Torre Santa Sabina (Puglia, Italy): paths of submerged history

Virtual "bones" of the late Imperial wreck of Torre S. Sabina transforming the seabed of the ship into an archaeological park.

Resnik (Split, Croatia): dive into the ancient Scilli

Remains of a Neolithic village on the seabed, sections of walls, and roads of the Hellenistic town and the Roman port integrated and animated through an interactive 3D map available in new "Virtual Museum".

Grado 2 (Friuli Venezia Giulia, Italy): an underwater park to experience

Enhancement of the amphoras cargo of the Grado 2 wreck covered with metallic grids, ensuring the protection and accessibility of underwater tourists, giving life to a real underwater museum.

The experimentation on the Venice Lagoon sites

Use of modern technologies to provide info sheets with images, videos and some 3D models on the underwater sites, making it visible what remains basically "invisible" in its overall dimension and has so far been beyond the reach of potential audiences.

Figure 1: Layout of the leaflet, English version, 250 copies



Deux pays de l'Adriatique confrontés à des problèmes similaires, échangeant différentes méthodes et élaborant des stratégies et solutions communes.

Comment ? Avec deux types d'action :

- améliorer les gens au patrimoine par la création des parcs archéologiques sous-marins ou des voies bleues à usage direct, plongeon ou plongée avec masque et tuba ;
- améliorer le patrimoine aux gens par le discours et l'utilisation immersive de la réalité virtuelle et des méthodologies numériques pour l'utilisation à distance en ligne.

Les sites archéologiques sous-marins pilotes choisis en Italie et Croatie – passages maritimes de Torre Santa Sabina, Grado, Resnik/Split, lagune de Venise – sont complexes, multi-stratifiés et caractérisés par une forte diversité.

Découvre le patrimoine culturel sous-marin de l'Adriatique




Outil SIG innovant de promotion et la CARTE UnderwaterMuse pour la promotion de tous les sites sous-marins pilotes avec des normes d'accessibilité.



Une expérience immersive de musée sous-marin pour une inclusion plus large

PROJECT DURATION
 01/01/2018 - 30/06/2022

END
 1.348.890,71 EUR

TOTAL BUDGET
 1.586.930,25 EUR

Le patrimoine "invisible" relève le défi de la valorisation





LES ACTIONS PILOTES

Torre Santa Sabina (Puglia, Italie):
 chemins de l'histoire submergée

Grado 2 (Frioul-Vénétie Julienne, Italie):
 parc sous-marin à vivre

Resnik (Split, Croatie):
 musée virtuel

UnderwaterMuse a pour ambition de rendre plus accessibles le patrimoine et le paysage submergés, ainsi que rendre visible l'invisible: zones portuaires qui aujourd'hui se trouvent sous le niveau de la mer, épaves, stratifications sous-marines produites par la fréquentation continue des débarquements.

Torre Santa Sabina (Puglia, Italie): chemins de l'histoire submergée

Le "dôme" virtuel de l'apave impériale de Torre S. Sabina qui transforme le fond marin du rivage en un parc archéologique. Le "dôme" virtuel de l'apave impériale de Torre S. Sabina qui transforme le fond marin du rivage en un parc archéologique.

Grado 2 (Frioul-Vénétie Julienne, Italie): parc sous-marin à vivre

Photo retouchée des archéologues de l'apave Grado 2, couvertes par des grilles métalliques pour assurer la protection et l'accessibilité des touristes sous-marins, donnant vie à un vrai musée sous-marin.

Resnik (Split, Croatie): plonge dans l'ancien Siculi

Restes d'un village néolithique sur le fond marin, sections des parois et des murs de la ville néolithique et le port romain intégrés et armés à travers une carte 3D interactive disponible dans le nouveau "musée virtuel".

L'expérimentation sur les sites de la lagune de Venise

Utilisation des technologies modernes pour fournir des flux d'information avec des images, vidéos et certains modèles 3D sur les sites sous-marins, qui rendent visible ce qui reste pratiquement "invisible" dans sa dimension globale et qui a jusqu'à présent été hors de portée des publics potentiels.



Figure 2: Layout of the leaflet, French version, 250 copies



TKO SMO MI

Projekt financiraju odnosi Interreg VA Italija - Hrvatska 2014 - 2020, programi europske suradnje.

Naš partneri:
 ERDFC - Regionalni odbor za regionalni razvoj i razvoj turizma u Istri
 ANZ - Agencija za razvoj turizma u Istri
 ANZ - Agencija za razvoj turizma u Istri

Partneri:
 Sema i Sema - Cef Foscarini Venezia, Italija
 Jemascor Croatia, za koordinaciju i razvoj projekta, dalmatinsko A pumpa, FERASO, Hrvatska
 Općina Šibenik, Hrvatska
 Hrvatski Regija - Općina Šibenik, Hrvatska
 Hrvatski Regija - Općina Šibenik, Hrvatska

interreg Italy - Croatia UnderwaterMuse

IMMERSIVE UNDERWATER MUSEUM EXPERIENCE FOR A WIDER INCLUSION

Čiji projekt UnderwaterMuse je uspjeh i promocija potopljene baštine projekta koji kroz potopljenu baštinu omogućuje posjetitelju iskustvo koje je potopljeno baštinom i potopljeno baštinom.

PROJECT DURATION: 2019-2020

BUDGET: 1.000.000,00 EUR

TOTAL BUDGET: 1.000.000,00 EUR

Italy-croatia.eu/web/underwatermuse
 @Projekt-UnderwaterMuse

ZASTO UnderwaterMuse?

Projekt je uspjeh i promocija potopljene baštine i projekta koji kroz potopljenu baštinu omogućuje posjetitelju iskustvo koje je potopljeno baštinom i potopljeno baštinom.

KLJUČNE BIESEI

1. Podrška vjetrovima i klimatskim promjenama lokalnih zajednica.
2. Podrška vjetrovima i klimatskim promjenama lokalnih zajednica.
3. Podrška vjetrovima i klimatskim promjenama lokalnih zajednica.
4. Podrška vjetrovima i klimatskim promjenama lokalnih zajednica.

AKTIVNOSTI PROJEKTA UnderwaterMuse

Kroz projekt UnderwaterMuse potopljenu baštinu i projekta koji kroz potopljenu baštinu omogućuje posjetitelju iskustvo koje je potopljeno baštinom i potopljeno baštinom.

NA KODI NACRTI

- 1.1. Podrška vjetrovima i klimatskim promjenama lokalnih zajednica.
- 1.2. Podrška vjetrovima i klimatskim promjenama lokalnih zajednica.
- 1.3. Podrška vjetrovima i klimatskim promjenama lokalnih zajednica.

LOKALNE I DIGITALNE MREŽE

U okviru projekta UnderwaterMuse, aktivnosti su provedene lokalne i digitalne mreže i projekta koji kroz potopljenu baštinu omogućuje posjetitelju iskustvo koje je potopljeno baštinom i potopljeno baštinom.

PILOT AKTIVNOSTI

Terra S. Sabina (Puglia, Italija):
 potopljena baština

Barutić, Šibeniksko-dalmatinska županija, Hrvatska:
 potopljena baština

Gradišće (Friuli Venezia Giulia, Italija):
 potopljena baština

Figure 3: Layout of the leaflet, Croatian version, 250 copies

WHO WE ARE

The Project Funders/financers
the Interreg Italy-Croatia 2014-2020 (7000+ border cooperation program) 50/50

as Lead partner
ERFAC - Regional Entity for Cultural Heritage of the Autonomous Region of Friuli Venezia Giulia

as a partner
University of Foggia of Venice
Public Institution for Coordination and Development of Spole - Dalmatian County HR10150
Municipality of Gospić (Croatia)
Puglia Region - Department of Tourism, Economy of Culture and Development of the Territory



Italy-Croatia UnderwaterMuse
@Project UnderwaterMuse

IMMERSIVE UNDERWATER MUSEUM EXPERIENCE FOR A WIDER INCLUSION

The UnderwaterMuse project aims to enhance and promote the submerged heritage of the regions concerned, through the full development of local communities, so that it becomes a strategic resource for the sustainable growth of these territories.

PROJECT DURATION
2019-2021 (3 years)

€ 500,000


7000+ PEOPLE TO BE INVOLVED

WHY UnderwaterMuse?

The project fully complies with the policies and guidelines of the UNESCO Convention on the protection of submerged heritage (2001, L. 157/2002) and above all of the Fair Communities Concept realized by Italy in 2006, heritage as a common, fundamental asset for the spiritual, social and economic development of individuals and communities.

THE KEY WORDS

- 1) Heritage awareness inside the community
- 2) Culture heritage as a common good and economic resource to improve the quality of life
- 3) Archaeology for the territory, archaeology for the environment
- 4) Research, conservation, protection, management and participatory enhancement as elements of a supply chain



Torre S. Sabino (Puglia, Italy)
path of submerged history

The military landscapes partially preserved the remains of walls and bastions, sometimes preserved in an exceptional way this is the case of the late Imperial tower of Torre S. Sabino (late 9th - early 14th century AD), protagonists of the pilot action coordinated by the Puglia Region in collaboration with the Universities of Foggia, Bari and Salerno. The excavation and the survey make it possible to increase a "virtual catalog" of the wreck and the original ship, with animations and stories capable of allowing the widest use of this remote context/good.


The wreck of Torre S. Sabino is transformed into an archaeological park, through the application of a design for understanding the precious status of the submerged past, cargo of the ship that over the centuries have come to enliven the trapdoors of this bay but also thousands of settlements and activities.

WHAT UnderwaterMuse DOES?

It makes the submerged heritage and landscapes accessible and makes the invisible become visible, part areas today below sea level, shipwrecks, underwater archaeological monuments, produced by the common and transposition of findings.

HOW?

- 1) **Bringing the people to the heritage**, through the creation of paths of encounter, archeological clubs for direct experience, diverging snorkeling.
- 2) **Bringing the heritage to the people**, thanks to the narrative and communicative use of virtual reality and digital technologies, for example, online real time 360° virtual tours or canvas dives, including the accessibility in this way, the safeguarding of the heritage itself is guaranteed, protected by citizens who learn to know it and to enjoy it as their own, and a strong economic impact deriving from the development of the cultural, environmental and experiential tourism sector.



THE PILOT ACTIONS


Buzanik (Spole, Croatia)
the virtual museum

The excavation and survey activities in the locality of Buzanik, ancient Croatia, coordinated by the Municipality of Karlobag in collaboration with the University of Zadar involved hundreds of archeology and members of local diving clubs (KADIC, Roman or Spina). The research brought to light on the seabed the remains of a Neolithic village, sections of walls and parts of the Hellenistic tower (2nd - 1st century BC) and, finally, the Roman port, visible in the aerial photos but only now fully documented, frequented from the end to the 5th century A.D., as suggested by the numerous materials recovered. All these remains, designed and animated, give life to a story created through an immersive 3D map, which can also be used remotely in the City Museum of Karlobag.

PHYSICAL AND DIGITAL NETWORKS

In all the involved areas, the activities have implemented workshops actions to raise awareness and involve local actors, underwater clubs, associations, cultural interpreters, territorial and cultural bodies. The resulting of doing guides is, however, also for extended accessibility.

The UnderwaterMuse network, implemented by the University of Foggia of Venice, public and private entities for the virtual exploration of submerged archaeological sites through work, text, images and animations, also responds to the need to tell the "invisible" heritage to an ever-increasing number of people.



Grado (Friuli Venezia Giulia, Italy)
an underwater park to experience

The intervention, conducted between August and September 2020 by ERFAC, FVG in collaboration with the Capitaneria di Porto and the Universities of Venice, Udine and Salerno, saw the full enhancement of the amphiteatro of the ancient Grado wreck, the most ancient shipwreck of the north-central Adriatic (second half of the 1st century BC), significant site of the presence of Rome on the Adriatic, since ancient relations with local communities.

The pilot action has made it possible to highlight the most beautiful discovery in accuracy and cover it, with a virtual guide ensuring the protection and accessibility of underwater spaces, giving life to an archaeological museum.

The realization of the "Grado" also allows those who cannot or do not want to dive themselves to enjoy the underwater thanks to an application that perfectly simulates a virtual diving on the site, available in the museum connected to the project.

Figure 4: Layout of the leaflet, English version, 250 copies

CHI SIAMO

Il Progetto, finalizzato all'ambito del Programma di Cooperazione transfrontaliera Interreg V-A Italy-Croatia 2014-2020, vede come Lead partner:
EFPAIC - Ente Regionale per il Patrimonio Culturale della Regione Autonoma Friuli Venezia Giulia

come partner:
Università di Trieste di Venezia
EFPAIC - Ministero del Coordinamento and Development of Igale - Galassia Canary 88781 S.R.L.
Comune di Kobarid (Croatia)
Regione Puglia - Dipartimento Turismo Economico della Cultura e Valorizzazione del Territorio




Interreg Italy - Croatia UnderwaterMuse

IMMERSIVE UNDERWATER MUSEUM EXPERIENCE FOR A WIDER INCLUSION

Il progetto UnderwaterMuse ha come obiettivi la valorizzazione e la promozione del patrimonio sommerso delle regioni interessate, attraverso il piano coinvolgimento della comunità locale, per il dialogo e la ricerca di strategie per la crescita economica di questi territori.

- IMPACT: inclusione culturale, inclusione
- IMPACT: inclusione culturale, inclusione
- IMPACT: inclusione culturale, inclusione
- IMPACT: inclusione culturale, inclusione


Italy: www.underwatermuseum.it
Croatia: www.underwatermuseum.hr

PERCHE UnderwaterMuse?

Il progetto risponde pienamente ai principi e alle linee guida della **Convenzione UNESCO sulla protezione del patrimonio sommerso (2001, L. 162/2002)** e soprattutto della **Convenzione di Faro (2005)** indicativa dell'Italia nel 2002. Il patrimonio come bene comune, fondamentale per lo sviluppo spirituale, sociale ed economico del singolo e della comunità.

I CONCETTI CHIAVE

- 1) **Conoscenza e partecipazione** di tutte le comunità
- 2) **Patrimonio culturale** come bene comune e risorsa economica per migliorare la qualità della vita
- 3) **Archeologia** per il territorio, archeologia per l'ambiente
- 4) **Ricerca, conservazione, tutela, gestione e valorizzazione** per cultura come elementi di una filiera



Torre Sancia Sabiona (Puglia, Italia):
parco di storia sommersa


Dopo un miliardo di anni, le rovine di questo sito di cartaceo e marmoreo, a volte conservate in maniera eccezionale e il caso del luogo, sono state ritrovate da un pescatore di Torre Sancia Sabiona (Puglia, Italia) nel 1950. La scoperta fu il primo passo verso il riconoscimento del sito come bene comune. Il sito di Torre Sancia Sabiona è considerato un parco archeologico, con la gestione e la manutenzione del sito affidata al Comune di Torre Sancia Sabiona.

COSA FA UnderwaterMuse?

Rende accessibile il patrimonio e i paesaggi sommersi e lo **diffonde** in modo **visibile** e **informativo** alle persone, grazie all'uso di **tecnologie** e **strumenti** innovativi, per la **diffusione** del patrimonio sommerso e per la **valorizzazione** del territorio.

COME?

- 1) **Diffusione** del patrimonio sommerso attraverso la creazione di percorsi per la ricerca archeologica subacquea per la **guida**, **diving** e **snorkeling**.
- 2) **Creazione** di percorsi di persone, grazie all'uso di **tecnologie** e **strumenti** innovativi, per la **diffusione** del patrimonio sommerso e per la **valorizzazione** del territorio.



Breznik (Spalato, Croatia):
il museo virtuale

La ricerca di scavi e l'archeologia nella località di Breznik, antica Spalato, condotta dal Museo storico di Spalato in collaborazione con l'Università di Zagabria, hanno visto il coinvolgimento di studenti di archeologia e di ricerca del diving subacqueo (Giacca, Riccardo e Cipriani). La ricerca ha permesso di individuare i resti di un villaggio medievale, risalente al periodo dell'Impero romano (I-II sec. d.C.). Inoltre, è stato possibile individuare un sito di un villaggio medievale, risalente al periodo dell'Impero romano (I-II sec. d.C.).

RETI FISICHE E DIGITALI

In tutte le aree coinvolte, le attività hanno messo in campo una metodologia comune di ricerca e azione di difesa di questo patrimonio culturale, attraverso gli attori locali (diving e snorkeling club, associazioni, imprese culturali, enti territoriali e cittadini). È prevista la formazione di guide subacquee, anche per i bambini.

Finalità del progetto è la **valorizzazione** del patrimonio culturale sommerso e la **promozione** del territorio, attraverso la **diffusione** del patrimonio sommerso e la **valorizzazione** del territorio.



Grado (Friuli Venezia Giulia, Italia):
un parco sommerso da vivere

Un progetto, condotto tra agosto e settembre 2018 da EFPAIC (in collaborazione con la Soprintendenza e le Università di Venezia, Udine e del Salento), ha permesso di realizzare un sito di archeologia sommersa di Grado: il sito di un villaggio medievale, risalente al periodo dell'Impero romano (I-II sec. d.C.).

Questo sito ha permesso di mettere in luce uno dei patrimoni culturali sommersi del territorio di Grado, grazie al coinvolgimento di studenti di archeologia e di ricerca del diving subacqueo (Giacca, Riccardo e Cipriani).

La realizzazione del sito è stata anche a carico del Comune di Grado, grazie al coinvolgimento di studenti di archeologia e di ricerca del diving subacqueo (Giacca, Riccardo e Cipriani).

LE AZIONI PILOTA

Figure 4: Layout of the leaflet, Italian version, 250 copies

4. Printed leaflets

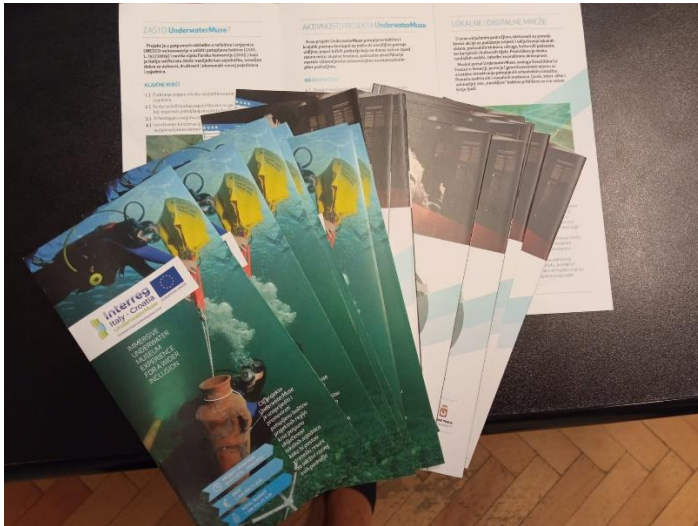


Figure 5: Printed leaflet, version I



Figure 6: Printed leaflet, version II