

PROGRAMME

(S²) SecretSpaces Design Workshop

**Multisensory experiences
in off-road exhibition spaces**

00. SECRET SPACES

- One of the aspects of Sustainable Development, which with Climate Change is at the centre of the environmental emergencies we are facing every day, is that of **Overtourism**.
- Characteristic of Overtourism is the concentration of so many people in the same time and space, that it impoverishes the content and **degrades the quality of the experience and the preservation of the place itself**.
- There are places and cultural centres that we could call **off-road**, or **outside the usual mainstream**, that are the antidote to this practice.
- These are the **Secret Spaces (S²)**, places to be reactivated and valorised through innovative and informal targeted **public engagement** projects, all the more significant if they belong to peripheral contexts and out of the usual view.

01. THE THEME

- In Secret Spaces, significant are the so-called **secondary museums and exhibition spaces**, which are increasingly becoming places for the integrated promotion of knowledge, **inclusion and human and social development**.
- From the simple traditional enjoyment of transmission and preservation, a visit to a museum or exhibition, especially **in areas that are not purely central and well-known**, must be able to speak to everyone and involve everyone in increasingly comprehensive experiences through **all the senses and all possible actions**.
- The tools for involvement must therefore **integrate physical and digital devices**, seeking new interpretations of the works and proposing actions capable of stimulating the **entire sphere of perceptive capabilities**.

02. VIRTUAL4REAL

- The **(S²)** workshop proposes an intensive analysis of an **existing non-central exhibition space** and the design of a **multisensory variant** of a significant part, through the operational tools of **Interaction Design**.
- The practical experience, will be oriented towards the production of a finished visitable exhibition in **Augmented Reality**, realised by the students through the learning of some digital tools offered for free by the web.
- The continuous transition from the real reading of problems to the definition of answers will allow the understanding of methods and a **working approach that can be replicated in any context**.

03. THE DESIGN SPACE

- The proposed project space is that of the **Capitoline Museums of the Centrale Montemartini in Rome**, a 'peripheral' but unique museum that articulates the exhibition of works of Roman classicism inside an early 20th century thermoelectric power station, with all its machines on display.
- The museum, already a place of friction because of its ancient-modern juxtaposition, also has a **digital museum** to interrogate and a **virtual museum** to navigate, which will be included in the work.
- Within the building, a specific area will be selected in which to create a multi- **sensory gallery**, offering new viewpoints and approaches that can be extended to the rest of the museum.

04. THE TOOLS

- The **virtual museum** that can be visited remotely, enabling understanding of existing layouts and spaces even before visiting in person
- **Twinmotion**, a free intuitive software that enables the set-up and realtime rendering of digital spaces, and produces navigable spaces in Virtual Reality with Oculus and mobile devices
- **Sketchfab**, a repository of free 3D models of objects useful for exhibition design, including Roman statues reconstructed from scans.

05. LEARNING OUTCOMES

- **Analysis:** reading and understanding of an existing museum exhibition system; acquisition of tools for defining the limits and available exhibition resources; experience of live investigations (photos, drawings, filming, scans); method for drafting the intervention program.
- **Project:** writing the strategic concept and defining the objectives; multisensory extension and inclusion program; definition of interventions.
- **Development:** acquisition of 3D assets (from the network, on-site scans, modeling); basic tools for three-dimensional modeling of the project space (the multisensory gallery); simplified mapping and rendering; video production.
- **Presentation:** production of navigable space in Virtual Reality; graphic optimization; navigation with devices and Oculus.

06. STRUCTURE

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|--------------------------------------------------------|------------|
| 4 online preparation lessons | 20h |
| 1 day visit and study in the museum | 8h |
| 4 days of on-site project development workshops | 32h |
| Individual and group study activities | 15h |
| Total | 75h |

07. ACTIVITIES

ONLINE

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|---------------|--------------------------------------------------------------------------|
| Les. 1 | the theme, the physical space of the power station, the project workflow |
| Les. 2 | Twinmotion, basic functions and production of navigable VR space |

ACTIVITIES ON YOUR OWN

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|---------------------------------------------------------|
| Deepening the use of Twinmotion based on online lessons |
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ON SITE

| | |
|-----------------|-----------------------------------------------------------------|
| Wshop. 1 | Museum visit, photos and filming, life drawing |
| Ws. 2 | Design and closing concept |
| Ws. 3 | Project development |
| Ws. 4 | Project development |
| Ws. 5 | Project development - Virtual Tour presentation on Oculus Visor |

The planned activities are open to students even with basic knowledge of 3D modelling, and can be modulated according to the experience and background of the group.

POST-COURSE

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| Les. 3 | Review and conclusions |
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08. FINAL OUTPUTS

- 2d graphic concept existing analysis and intervention strategies.
- 3d model with mapping and simplified lighting.
- Rendering and video.
- Navigable space in Virtual Reality with devices and Oculus.

09. KEY WORDS

- **Public Engagement**
- **Cultural Welfare**
- **Interaction Design**
- **Virtual Reality**

10. SITOGRAPHY

<https://www.centralemontemartini.org/it/infopage/museo-online-0>

<https://sketchfab.com/search?q=3d+model+roman+statue+&type=models>

<https://www.twinmotion.com/en-US>