MULTIMEDIA AND ARCHAEOLOGY

A CD-ROM ON THE ANTIQUE CITY OF PERGAMON
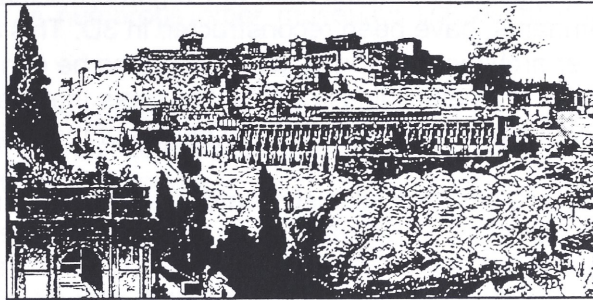
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Hill of Pergamon (Illustration made by R. Bohn / M. Koch 1886)

Subject:

The CD-ROM "Pergamon – a multimedia journey through the antique metropolis" aims to get the user acquainted with the antique city – nowadays located in Turkey – by the use of digital media.

Due to its location, its ruins and its complex history, Pergamon belongs to the most fascinating cities of the antiquity. Originating from a small mountainous settlement, it evolved to become the capital of a powerful Hellenistic empire and the splendid residence of the Attalid dynasty.

The CD-ROM focuses on buildings, history and inhabitants and covers a time span that reaches from the antiquity to the Byzantine period, with each period being introduced in both a diverting and informative manner. The user becomes familiar with, for instance, the famous Altar of Pergamon, which can be seen in the Berlin "Pergamon-Museum" , or the Traianaeum, a temple erected to honour the Roman emperor Traian. But also antique everyday life, including sports, theatre, thermal spas and medicine is covered in detail.

Target group:

The application will be published in English and German. It is intended to meet the interests of both youth and adults who have an inclination to archaeological issues.

Platform:

The CD-ROM will be hybrid, i.e. it will run on both Macintosh and IBM compatible computers.

Concept:

The user accesses the program via an interactive map, where he can choose among several possibilities: Either he decides to inspect a building, or to learn about a period, or to become acquainted with a historical personality.

Each building offers the chapters "location", "architecture", "function" and "history". If, for instance, the user clicks on a certain "urban period", he will cause all the buildings on the map erected during this period to highlight. He then can choose among the highlighted buildings. Historical personalities like the powerful King Eumenes II. appear and introduce themselves, their period and their city. In doing so, they communicate an authentic impression of Pergamon to the user.

Realisation:

- The *vocals* are based on secured scientific knowledge, but are formulated in generally comprehensive words.

- *3D technology:* Important buildings like the Altar of Pergamon or the Traianaeum, which in our days only persist in remnants, have been reconstructed in 3D. This allows the user to get an impression of the former architectural space, all the more as he can walk around the buildings and turn around about 360°. The buildings contain hot spots that lead to further information, like photographs and explanations on architectural details of the respective spot.

- A *2D animation* helps to explain the Hellenistic water pipeline, working according to the principle of communicating tubes.

- Interactive maps and plans: The program contains both interactive maps and plans of buildings. The user not only can access specific information individually, but with their help he is able to understand spoken explanations more easily.

- Music: Background music in different styles characterises the different periods and underlines the diverting aspect of the application.

Publication:

The CD-ROM is published by Konrad Theiss Verlag GmbH (P.O.B. 104827, D-70042 Stuttgart) and expected to appear in August 2000.

Following persons are involved into the realisation:

Dr. Jürgen Süß (project management, concept, image editing), Wido Weber (3D modeling, translation into English), Sandra Eberl (screen design), Jürgen Hinderer (programming), Gottfried Säftel (music composition, sound engineering, image editing) und Christiane Wörner (3D modeling).

Further projects:

Several further projects are being developed, destined either to serve as POIs in museums and exhibitions or as end consumer applications. If interested, please contact the persons indicated above.