



Europeana DSI 2– Access to Digital Resources of European Heritage

MILESTONE

MS8.3: Heritage in Motion Awards Ceremony

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REVISION HISTORY AND STATEMENT OF ORIGINALITY

Revision History

Revision No.	Date	Author	Organisation	Description
1	31 August 2017	Victor-Jan Vos, EF Eleanor Kenny, EF Onno Ephraim, Heritage in Motion/EMA	EF / EMA	Published the submissions on Europeana Pro

Statement of originality:

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Heritage in Motion Awards Ceremony

Heritage in Motion is a multimedia competition for the creators and users of films, games, apps and websites on themes related to Europe's heritage, cultural and natural, tangible and intangible.

Europa Nostra and the European Museum Academy have taken the initiative jointly to launch Heritage in Motion. These two founding partner organisations felt the need to gather the best multimedia products and achievements at a European event, focussing specifically on themes related to the safeguarding and promotion of Europe's heritage. Heritage in Motion is empowered by Europeana.

The Heritage in Motions Awards 2017 will be held in Skopje, Macedonia on 29 September 2017 during the annual conference of the European Museum Academy.

Because of its alignment with the EMA-annual conference the HiM awards will be presented on 29 September 2017, outside of the project period. No funds from the Europeana DSI-2 project grant will be used for the ceremony itself; the project grant has been used for communication, project submission and preparation.

In addition, this milestone contains a listing of submissions to HiM, as previously published on <https://heritageinmotion.eu/himeditio/entries-2017>

Submissions 2017

These are the submissions for the current competition. The shortlist is to be announced in the end of August. The winner of the Heritage in Motion Award 2017 will be announced at the 2017 European Museum Academy Conference and Award Ceremony in Skopje on September 29th.

All Submissions

Games & Interactive experiences



A flight over the Colonies

Karolien Horckmans

In the 19th century, the United Kingdom of the Netherlands experienced an unprecedented wave of poverty. The Society of Benevolence was established as a direct effort to tackle this wave. The society founded 7 agricultural Colonies within 7 years. Tens of thousands of poverty-stricken individuals were forced to work here under a strict regime. Hard work and fresh air was meant to make better people of them and return them to the straight and narrow path. In 1993, the Belgian vagrancy law was suddenly abolished. Since then, being poor is no longer punishable. The Wortel and Merksplas Colonies fell into disuse. This resulted in a

unique 1000ha piece of landscape being freed up that ...

[Kempens Landschap](#) [Heritage](#) [Colony of Benevolence](#) [landscape](#) [agriculture](#) [19th century](#)
[poverty](#) [Little Planet](#) [drone](#) [360° photography](#)

Website



The Next Rembrandt

Eline Overkleeft

The Next Rembrandt is a 3D printed painting based on Rembrandt's artwork. The project brings together the innovative character of ING with one of the most important sponsorships: Dutch art and culture. The painting was unveiled in the presence of the Dutch press. After worldwide media attention, the painting went on tour and was displayed in various big cities. The media has focused extensively on the unveiling of The Next Rembrandt. Afterwards the 'painting' went on tour in The Netherlands so people could see The Next Rembrandt for themselves. At ING we believe in the power of innovation and what it can mean to people. We want to bring this innovative spirit to the sponsorship of Dutch ...

Film & Video



EXHIBITION ON SCREEN

Seventh Art Productions

EXHIBITION ON SCREEN is the originator and the unique provider of a year-on-year art exhibition based films to cinemas worldwide. The objective of the project is to bring an in-depth look at some of the most outstanding exhibitions and art collections in Europe and beyond to as broad an audience as possible. Currently EXHIBITION ON SCREEN is in a remarkable 1,500+ cinemas in more than 50 countries with over one million seats having been sold. This is a wonderful resource for audiences worldwide with a catalogue of 16 pre-existing films and a further 3 in production. Our audience is growing rapidly and, as it does so, its knowledge of Europe's rich history grows with it. It has been ...

[EOS](#) [EXHIBITIONONSCREEN](#) [ART HISTORY](#) [MUSEUMS](#) [ARCHIVES](#) [DOCUMENTARY FILM](#) [ART](#)

Games & Interactive experiences



Fortress Pannerden - Brave the Elements

Tinker imagineers

The Pannerden Fortress, located furthest east on the famous New Dutch Water Line, is not taken lightly. That's its charm, it is waiting to be discovered. Starting with the journey out – on foot, by bicycle or across the water – through unspoilt nature. Once you're inside, the gigantic fortress opens up to you, with its endless corridors and secret stories. Tinker came up with an overall concept for experiencing the Pannerden Fortress. A new identity, with four different adventurous tracks, challenging visitors to battle the elements. One of the four adventurous tracks, challenging visitors to battle the elements, is Elements – The Real-Life Game. A unique game, truly one of a kind. It's ...

[interactive experience](#) [reallifegame](#) [escaperoom](#) [experience design](#) [fortress](#)

Film & Video



Hidden Conservation

Leonardo Leckie

The historic centre of Florence, one of the most important cultural cities of Italy, is visited by millions of people every year. Mass-tourism and overcrowding threatens the very fabric of the city and its many cultural treasures. Produced by six students, this documentary film is an interdisciplinary project that seeks to communicate heritage values by exploring current conservation challenges. It includes interviews with key figures from the Florence municipality and UNESCO with a special focus on the Vasari frescos of Michelozzo's courtyard in the Palazzo Vecchio.

[Florence](#) [Conservation](#) [Tourism](#) [Palazzo Vecchio](#) [Fresco](#)

Games & Interactive experiences



Enhancing artworks using Augmented and Virtual Reality: the “Ara As It Was” project

Davide Pantile

The “L’Ara com’era” (The Ara As It Was) project, promoted by the City of Rome, Department of Cultural Growth - Capitolina Superintendency of Cultural Heritage, was organised by Zètema Culture Project and assigned to ETT SpA. The subject of this innovative work is one of the most important Roman monuments, Ara Pacis, built by Augustus between 13 and 9 BC. Samsung GearVR viewers bring the Ara reliefs to life, regaining their original splendour right before visitors’ eyes using Augmented and Virtual Reality. The AR system recognises three-dimensional bas-reliefs and carries out real-time tracking “anchoring” the overlay to the real surface, increasing the effectiveness of the experience. ...

[virtual reality](#) [archaeology](#) [AUGMENTED REALITY](#) [STORYTELLING](#)

App

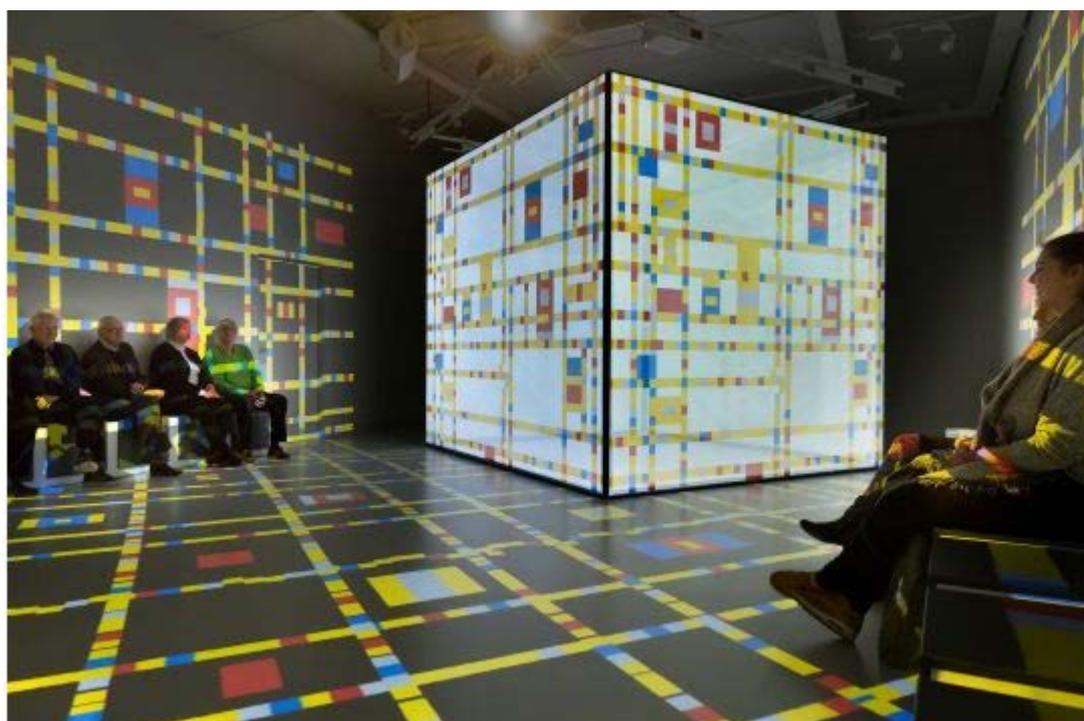


Rijksmuseum SnapGuide

Wouter van der Horst

The Rijksmuseum SnapGuide is a web based-app that acts as an engaging and educational tour guide for students visiting the Rijksmuseum. SnapGuide takes an innovative approach to stimulating learning by ditching lectures and books in favour of informal, interactive mobile tours. Inspired by the quick and informal character of camera apps such as Instagram and Snapchat, the SnapGuide is designed to connect today's visual camera culture, with the visual culture on show at the Rijksmuseum. Rijksmuseum SnapGuide introduces art to 12-18 year olds in an new and personal way. The app features six of the Netherland's most popular influencers who, through short video blogs, invite young people ...

[Rijksmuseum](#) [museum](#) [children](#) [schools](#) [education](#) [history](#) [art](#) [mobile phones](#) [teachers](#)
[influencers](#) [youtube](#) [instagram](#) [snapchat](#) [story](#)



Renewed Mondriaanhuis - Cradles of Abstract Art

Tinker imagineers

The Mondriaanhuis in Amersfoort was renovated to coincide with the 100th anniversary of the De Stijl art movement. The museum reopened in March, on Mondrian's birthday. Tinker imagineers created and produced the multimedia concept and the new interior design. Mondrian's birthplace reflects his life. The renovation was based on the concept of an empty canvas, which is gradually filled in. It tells Mondrian's story through multimedia – modern, immersive, and unique in the world – rather than museology. Visitors follow this pioneer of abstract art on his journey: from Amersfoort to Winterswijk, and from Amsterdam via Paris and London to New York, his final destination. They get to know ...

[experience design](#) [video installation](#) [mondrian](#) [de stijl](#) [immersive experience](#)

App



JiTT.travel: the easy way to create and share travel guides

JiTT.travel

JiTT.travel Publisher is a user-generated content platform focused on tourism, where users can share their travel/tourism contents related to any destination in the world. By uploading contents into the platform, individual people, travel agencies, universities, tourism boards, public institutions, and others, will generate their own travel guide app, without the need of knowing anything about coding. The idea is to create a travel marketplace, JiTT.travel app, where people share their contents, which become travel guides, through the usage of the Publisher platform. We wish to bring people together in an increasingly global world through the sharing economy. Knowing that there are many ...

[travel](#) [tourism](#) [contents](#) [technology](#) [app](#) [travel guides](#)

Website



Van Gogh at school - Get to know Vincent: an online educational platform on the Van Gogh Museum website

René van Blerk

To keep up with all the changes and differences in school systems, the Van Gogh Museum developed a new education strategy which combines school programs in the museum, outreach to schools in the Amsterdam region, and online. Central in this strategy is 'Van Gogh at school - Get to know Vincent' ('Van Gogh op school - Leer Vincent kennen'), an online platform which was developed together with LessonUp. Their online tool allows users to create, share and teach diverse lessons using elements like video, weblinks and interactive quizzes. The platform facilitates and inspires teachers working in primary education (age groups 4-12 years), in both Dutch and English. Van Gogh at school offers ...

[digital learning](#) [art](#) [vincent van gogh](#) [online education](#) [ready-made lessons](#)

Games & Interactive experiences



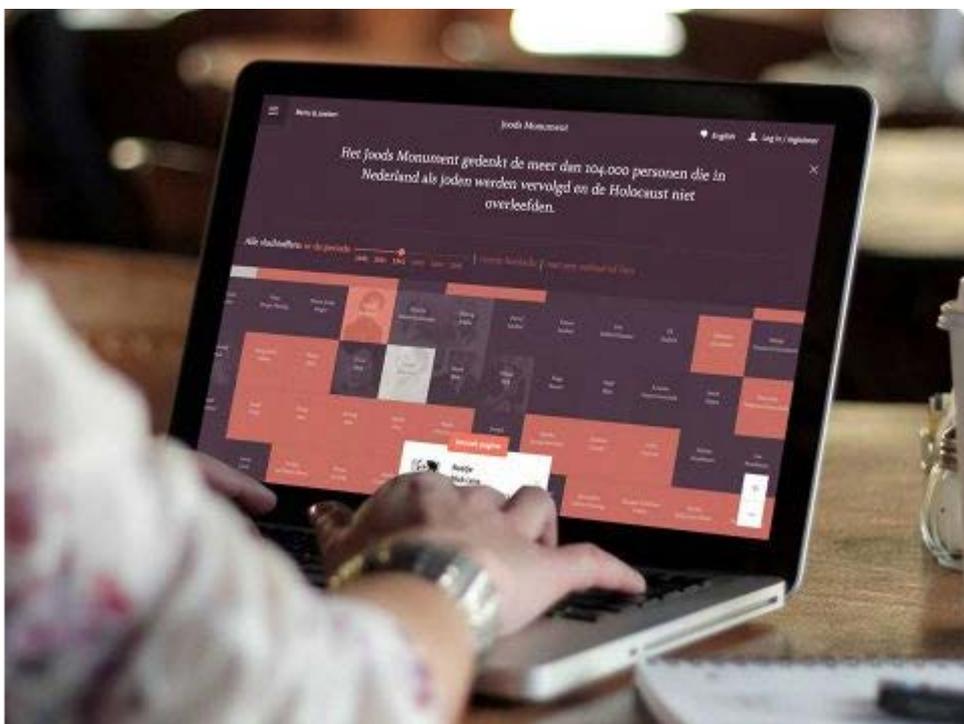
More Than Reality: Augmented Reality and other digital contents on Barone Fortress (Šibenik, Croatia)

Tvrđava kulture Šibenik

MORE THAN REALITY A revitalization project of the Barone Fortress in Šibenik started in the summer of 2014. After the very successful makeover of the older St. Michael's Fortress into a prestigious open-air summer stage, this second large EU project on one of neglected heritage monuments of Šibenik had an aim to implement high-tech features to revalorize the historical story behind the fortress' construction, as well as the monument itself. Therefore, an augmented reality platform was included into the project, and it was developed along with other digital contents through 9 months of 2015/16. Barone Fortress was opened in January 2016, and AR platform is its main attraction. This ...

[Barone Fortress](#) [Sibenik](#) [Croatia](#) [Augmented reality](#)

Website



Jewish Monument

Anat Harel

www.jewishmonument.nl is an online memorial for all those who were persecuted as Jews in the Netherlands during WWII and who did not survive the war. The homepage immediately introduces a small number of victims, with their names and - if available - pictures. The zoom-out function allows you to get a graphic overview of the enormity of the number of Dutch Jewish deaths, yet also allows you to zoom into any of the over 104.000 names and faces in the monument. In this way it serves both private/personal commemoration and provides a powerful educational tool.

[history](#) [education](#) [memory](#) [commemoration](#) [participation](#)

Website



ELAICH E-learning Platform for heritage preservation education (ELAICH - Educational Linkage Approach In Cultural Heritage)

Anna Lobovikov-Katz

Educational Linkage Approach In Cultural Heritage (ELAICH) - the scientifically-based, innovative, flexible educational e-learning toolkit, was developed by researchers and educators from five universities in European Project of the same name. It links between frontier scientific research and general public, between advanced knowledge in science and technology, and values of cultural heritage. All teaching material, interactive exercises and instructions are provided online, and enable study of actual historic sites. "FROM learning by means of an intangible WEBSITE TO an onsite study of a tangible HISTORIC SITE": this unique ELAICH "SHUTTLE ONLINE-ONSITE LEARNING" linking ...

[heritage education](#) [e-learning platform](#) [conservation of cultural heritage](#)

App



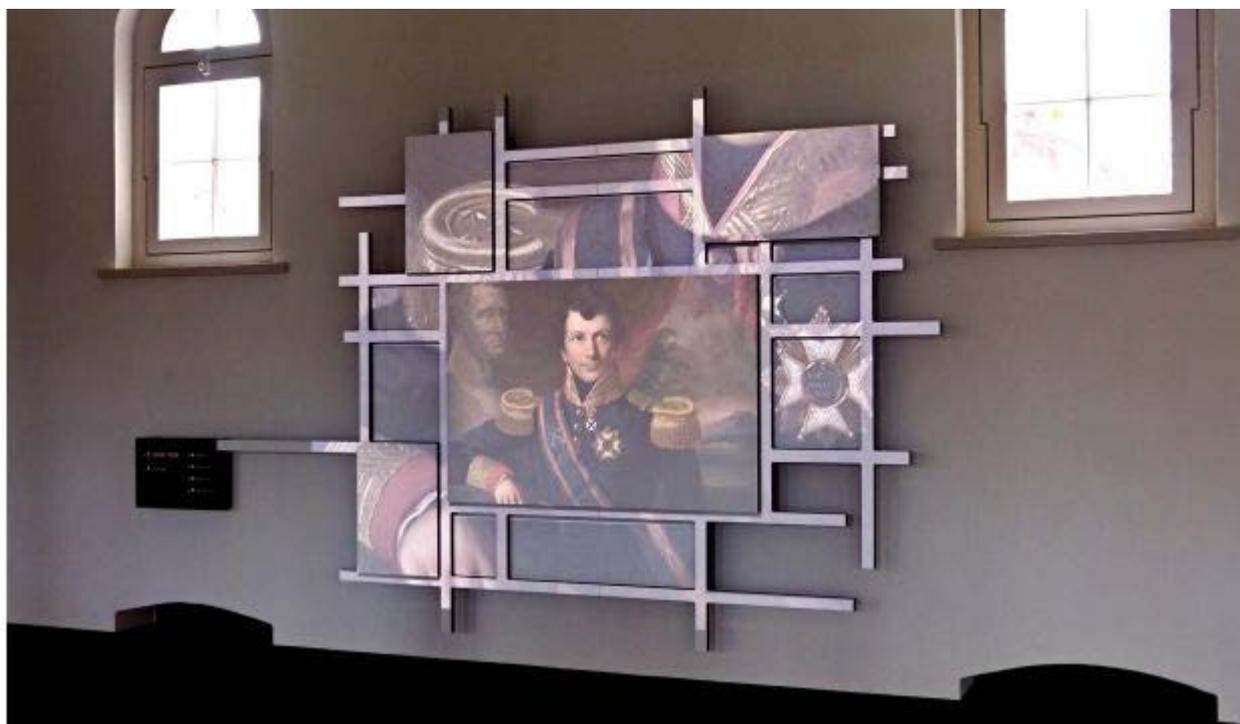
The Speaking Celt

Philipp Breuss-Schneeweis

"The Speaking Celt" is an Augmented Reality companion app for visitors to the Museum of Celtic Heritage (Keltenmuseum Hallein) in Hallein, Salzburg, Austria. In this app, two Celtic avatars „guide“ the visitors through the museum and explain the artefacts inside the display cases. One Celtic warrior „stands“ in front of the museum as a guard. The technology used is called Augmented Reality and it works like this: First of all, users download and install the free app "The Speaking Celt" on their own smartphone (iOS, Android) from the App Store or from Google Play. They can also borrow an iPad at the reception desk in the museum. Then, within the exhibition, they look for ...

[Augmented Reality](#) [celts](#) [Hallein](#) [Salzburg](#) [Austria](#) [history](#) [archeology](#) [children](#) [avatar](#)

Film & Video



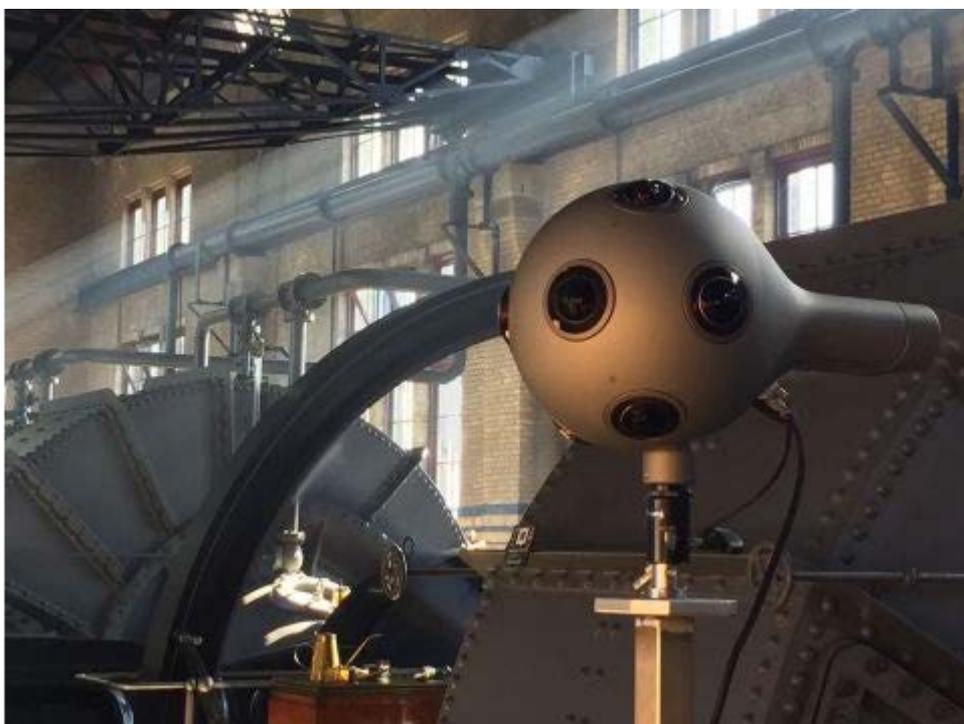
One History - Seven stories

Karolien Horckmans

Tagline: An epic animated story on how the ideas of one man affected thousands of lives, changed the rural landscape and society itself. The seven Dutch and Belgian Colonies of Humanitarianism share a single unique history. Their goal: to eradicate poverty in the 19th century by making poor paupers into good, hard-working citizens. From 1818, the Society of Benevolence founded seven agricultural colonies within seven years. Thousands of poor lived and worked here under a strict regime. The hard work and fresh air was meant to bring them back on the right path and make better people of them. Tinker Imagineers has created an audio-visual production that is projected onto a unique medium, ...

[Heritage](#) [Colonies of Benevolence](#) [landscape](#) [agriculture](#) [19th century](#) [Age of Enlightenment](#)
[poverty](#) [orphans](#) [social-economic experiment](#) [beggars](#) [forced labor](#) [welfare state](#) [prison](#)

App

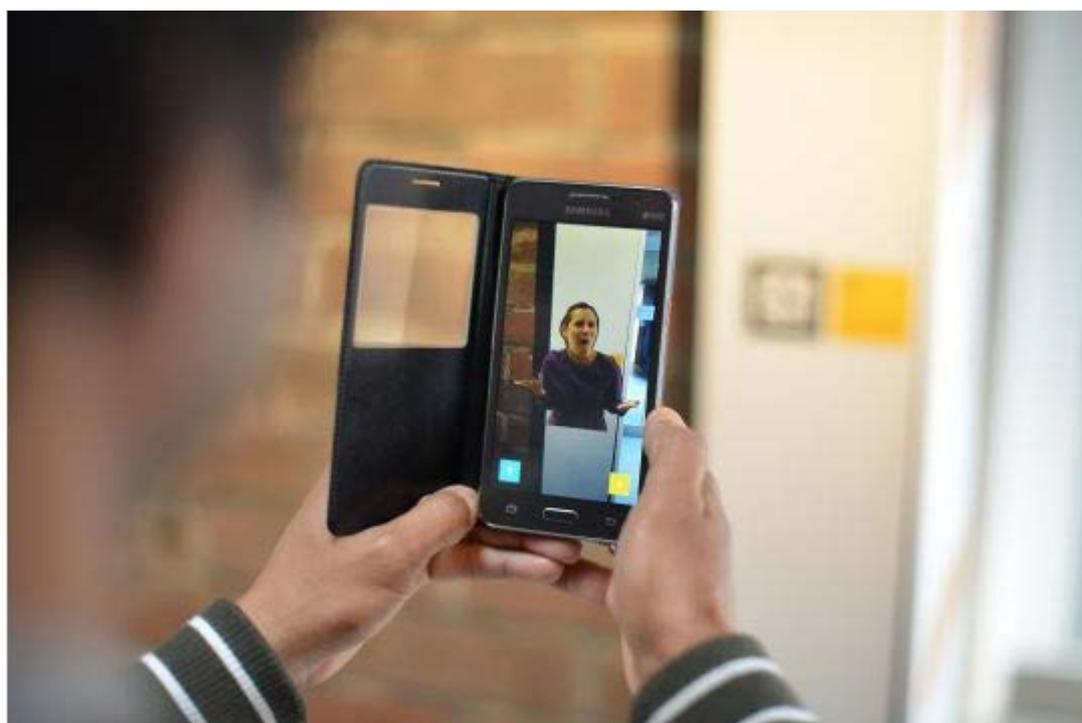


'Woudagemaal 360', virtual (VR) tour with augmented reality (AR)elements

Janet van Essen

The Ir. D.F. Wouda pumping machine is a UNESCO World Heritage . It is the largest still functioning steam pumping station in the world. The pumping station from 1920 is still used a few times a year for the Frisian water management. After starting and warming up for six hours, the almost 100 year-old machines operate at full speed: a fantastic sight. Virtual reality allows us now to see the pumping station work every day of the year. We made a 360 movie at nine locations in and around the Woudagemaal. Of the lighting of the huge boilers, the steam clouds outside the pumping station, the impressive steam engines and its smooth rotating flywheels. The 360° film was made with the ...

App



Signly @ The Roald Dahl Museum and Story Centre

Mark Applin

Sign language is the preferred language for many deaf people, and the Signly app at the Roald Dahl Museum and Story Centre, delivers smart signed content directly to the user's device. Open the app and point at a Signly Signpost to play the relevant video. Signed content appears as if the visitor had brought their own interpreter along in their pocket. For example, aim Signly at the Signly label positioned near Roald Dahl's writing chair to get signed content about the exacting daily routine he followed to create his famous tales.

[signly](#) [deaf](#) [deafness](#) [bsl](#) [britishsignlanguage](#) [rdm](#) [accessibility](#)

Film & Video



Romanization, Government and Territory

Sergio Pereira

By the late First Century BC, the end of peninsular wars and the Roman administrative organization made Conimbriga the center of a vast territory, which encompassed the area between the rivers Mondego and Arunca in Portugal. This centrality attracts people with new lifestyles and knowledge that boost an unprecedented progress. The new roman order provided a broad network of opportunities and successes for the local people, allowing the natives success, wealth and power.

App



Athens Time Walk

Athens Time Walk

Athens Time-Walk is an offline guide with 3D representations of Athens' most famous archaeological sites. This application presents you the cultural past of Athens in a virtual and augmented environment, featuring the famous sites of the city and presenting them in 3D reconstructions. The app functions whether you are on-site or off-site. In the on-site tour, related to your current position, you may watch the ancient monuments in situ and through multimedia content to get all the information needed. When you are off-site, the app functions like a virtual tour, using the joystick to walk through the site. This app comes with a detailed and fully functional city map to assist you not only ...

[3D visual augmented app guide](#)

Games & Interactive experiences

A promotional poster for the game 'Father and Son'. The poster is split into three vertical panels. The left panel shows a man with a beard sitting at a desk in a dimly lit room, looking at a smartphone. The middle panel features the title 'FATHER AND SON' in large, white, stylized letters, with 'COMING SOON' below it. The right panel shows a woman sitting at a table in a brightly lit kitchen, also looking at a smartphone. At the bottom, there are logos for the publisher 'MUSEO ARCHEOLOGICO NAZIONALE DI NAPOLI' and the developer 'TUO VI USEO'. There are also icons for downloading the app on the App Store and Google Play.

Father and Son

Paolo Giulierini

it is the first time that an archeological museum becomes publisher of a pan european videogames aimed at reaching a mature worldwide audience. Father and Son is a 2D side scrolling narrative game that explores the feelings of love, dreams, fear and the passing of time through the story of an archaeologist and the son he never knew. Throughout the game, the main character crosses the lives of people from different historical eras: Ancient Rome, Egypt and Bourbon period. What begins as a personal experience, becomes a universal and timeless story where the present and the past are a set of meaningful choices. In the first two weeks the game reached 100.000 downloads and has been picked ...

[videogame](#) [mobile game](#) [storydoing](#)

Film & Video



From Marsh to Modern Living

Janet van Essen

The submitted project 'From Marsh to Modern Living' is one of the key exhibits of the recently opened Museum Hoge Woerd. It offers a stunning experience of the 'biography' of the Leidsche Rijn area, a recent town development of the City of Utrecht. The 360° panoramic movie starts about 3,000 years ago, when prehistoric farmer-gatherers deposited a red deer antler in a riverbed. Time accelerates and then pauses again as the visitor witnesses an Iron Age midwinter fest, and the emergence of the Roman frontier along the river Rhine. Dramatic changes of scenery occur as we witness the main periods of human occupation: prosperous farmers in the Early Middle Ages, the construction of castles in ...

Film & Video



Reviving Museums in Bursa

Bursa Metropolitan Municipality

Museums are the reflection of life. They do not only inform their visitors with various visual and sensual objects but they also provide their visitors the opportunity to experience different cultures, time and locations. When people visit museums they find the chance to experience a different time, a different way of life, different practices and to better understand their own life. Reviving Museums is a short movie that both promotes the museums of Bursa Metropolitan Municipality at one hand and at the other hand tells us how powerful museums are in reviving experiences of others. In the movie the museums revive and provide a great time to the visitors as they experience different ...

[museumsinbursa](#) [heritageinmuseums](#) [revivingmuseumsinbursa](#)

Games & Interactive experiences



The Lost Palace

Tim Powell

The Lost Palace, a virtual recreation of the long lost Palace of Whitehall and a new visitor experience for Banqueting House, was a unique combination of immersive audio theatre, interactive technology, live performance and architectural installations that launched as a pilot version in summer 2016. It comprised a daytime family-friendly and adult evening 'lates' – and was Historic Royal Palaces' first foray into creating participatory experiences in the public realm.

Games & Interactive experiences



Ullastret3D. Walking through an Iberian town from 2.200 years ago.

Albert Sierra

Today's latest game engines and virtual reality devices make it possible to recreate ancient worlds and build experiences with a new aim in mind, not just to see the buildings in an ancient town, but feel as if you were back then. During the last two years we have been working to process the archaeological information of the Iberian ancient town of Ullastret to a complete 3D model of the city that can be experienced in Virtual Reality. A team of archaeologists, designers and programmers has translated all that data to a 3D complete model built with Unreal Engine, a videogame creation software that allows new immersive outputs like 360° videos and VR environments. The ...

[Archaeology](#) [Iberian](#) [3D](#) [VR](#) [Unrealengine](#) [Heritage](#) [Museums](#) [Iron Age](#) [interactivity](#)

Website



Stockholms historia

Historia är vår tids berättelse om dåtiden. I Stockholmskällan hittar du källmaterial snår av människor

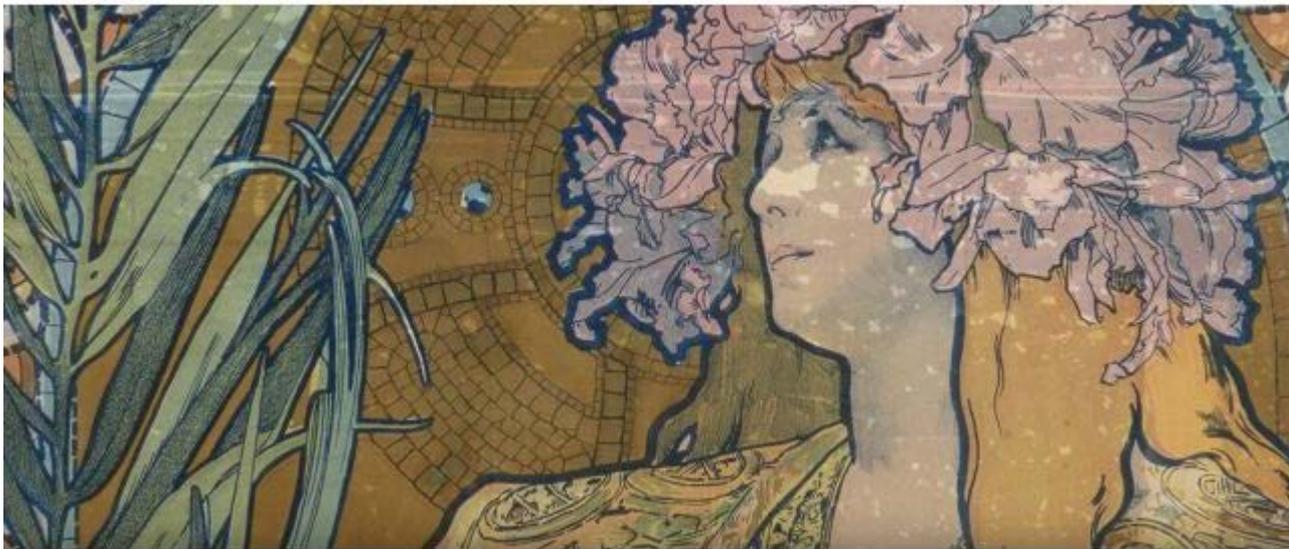
Stockholmskällan

Stockholmskällan

What happened in the streets of Stockholm 50, 100 or 700 years ago? The answer is in your smartphone. Stockholmskällan is a website that enables you to walk in the footsteps of your predecessors, and to see the traces of history in letters, photos, police reports, maps, film, music, paintings and tips of literature – all geo-tagged and marked out on present day as well as historical maps. Stockholmskällan tells the history of the City and its citizens through texts, sound clips and pictures. The combination of different types of artefacts clearly shows how Stockholm evolves - the city has been constantly growing from migration during more than 800 years. Stockholmskällan is a cooperati...

[history](#) [artefacts](#) [cultural institute](#) [education](#) [mobile devices](#) [responsive website](#) [online-content](#)
[geo tags](#)

Film & Video



Alphonse Mucha and Sarah Bernhardt

John Ferry

Sarah Bernhardt was the single most influential figure in Mucha's life as an artist. Narrated by an interview with Tamsin Omond, Alphonse Mucha's great-grand-daughter, this dynamic short film explores Mucha's relationship with Bernhardt and the influence that she had upon his life as an artist.

Games & Interactive experiences



VR Apps "Artist's Studio Utrillo-Valadon in Montmartre, PARIS"

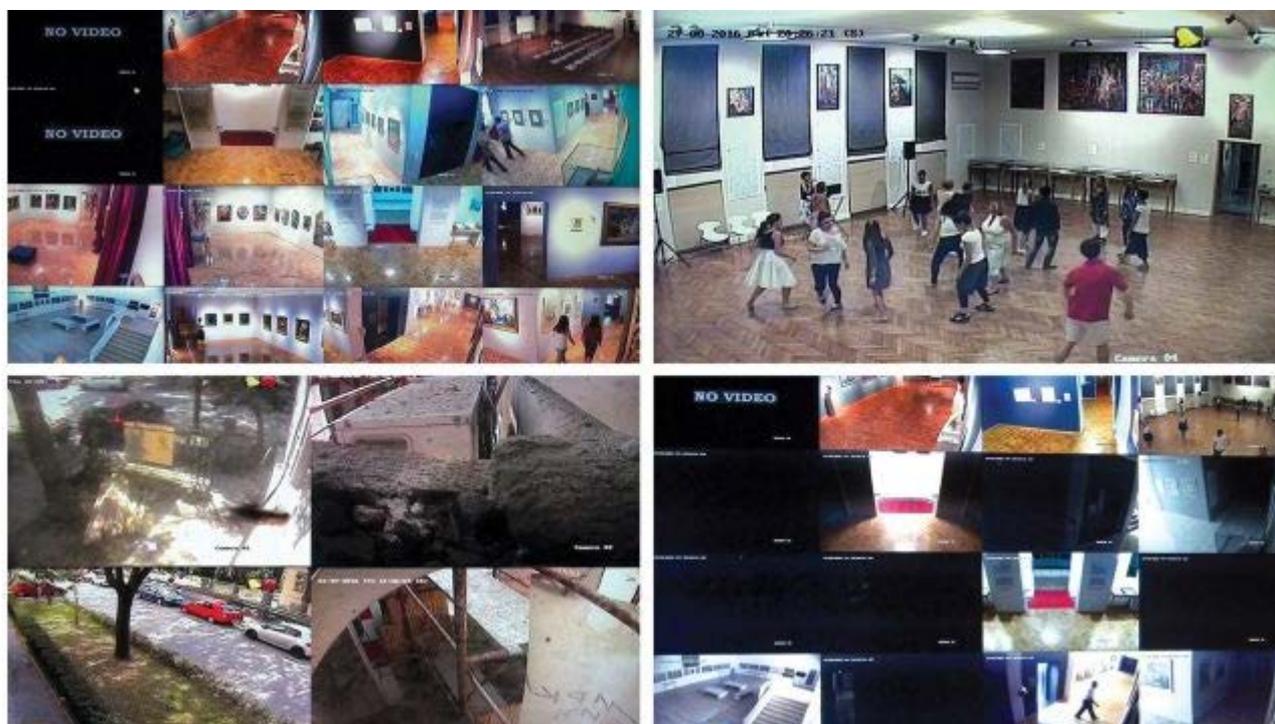
ArtofCorner

Hello and welcome to the Montmartre Museum! Before becoming a Museum, 12 rue CORTOT, was home to numerous artists. The most famous of whom was Pierre Auguste RENOIR. You discover here in VR a reconstruction of Suzanne VALADON and Maurice

UTRILLO's workshop, two famous French painters. With the headset HTC Vive, the virtual museum of French painters Maurice Utrillo and Suzanne Valadon allows the user to see paintings in 3D, and be immersed in the artist's studio in Montmartre. It is in this location full of history that we invite you to relive Montmartre's greatest moments.

VR Montmartre Museum PARIS Virtual Museum Utrillo-Valadon Artist's Studio

Film & Video



Waggle Dance

Galerija Matice srpske

The video "Waggle Dance" has emerged within the project "Beehive. Tradition and Contemporary Art" of the Gallery of Matica srpska in 2016. The Gallery has invited contemporary artists to interpret its symbol – the beehive. Igor Antić is one of the artists who interpreted the symbol through the medium of video. Scientist Karl von Frisch discovered in 1919 that bees possess a specific communication system based on movement, visual benchmarks, smell and sound. He called it the "Waggle Dance". Years later, a German-Danish team of researchers was able to construct a micro-robot that faithfully reproduces bee vibration and movement, which is also able to create new, quirky bee dances. Thus, ...

Waggle Dance hive The Gallery of Matica srpska museum art contemporary tradition

Film & Video



Alphonse Mucha - Contemporary Influence

John Ferry

Although many of us will not know Mucha by name, we are familiar with his images - generations of people are familiar with his distinctive imagery through years of exposure in popular culture. Narrated by interviews with Tomoko Sato (Mucha Foundation curator), contemporary tattoo artist Aimee Cornwell and curator Pippa Stephenson – this beautiful film explores and examines the enduring appeal and pervasiveness of Alphonse Mucha's art and imagery.

[Mucha](#) [Beauty](#) [Alphonse](#) [Glasgow Museums](#) [Kelvingrove Art Gallery](#)

Website

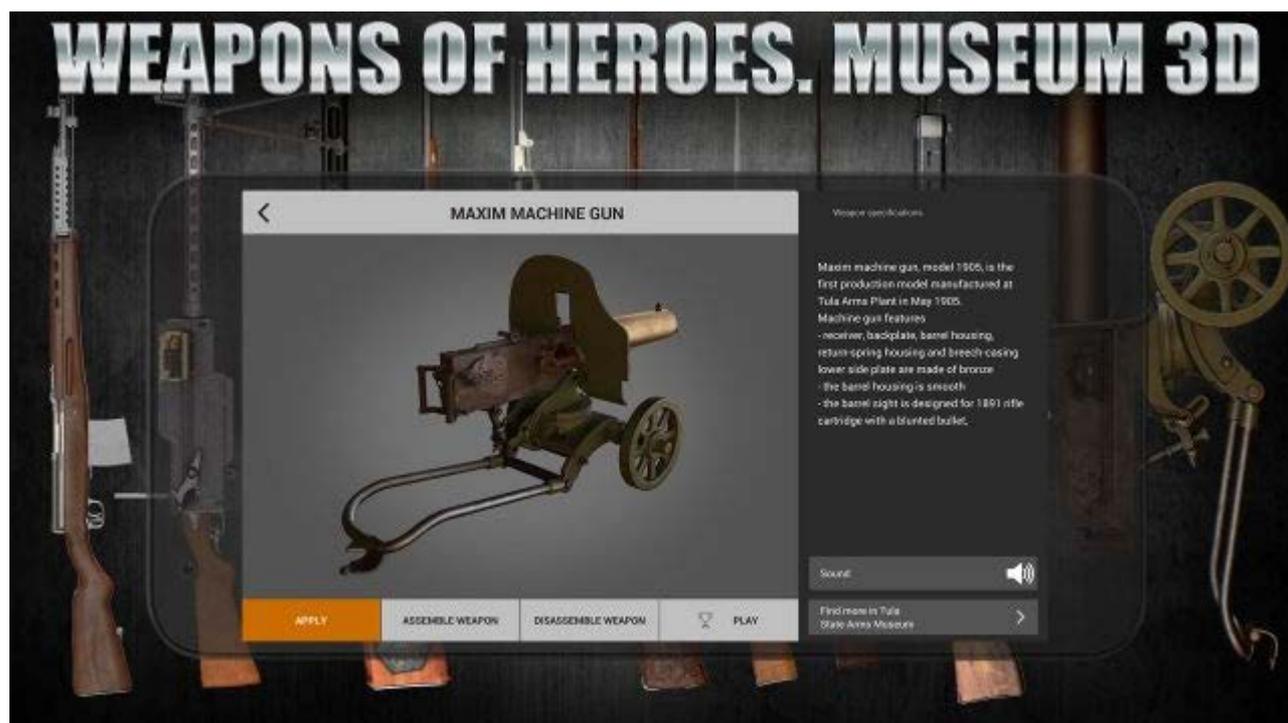


Victoria and Albert Museum

Duncan Gough

The V&A website was last refreshed in 2011. It looked dated with poor user experience and was built on technology that made it hard to publish content rapidly or make improvements to the front-end experience. Our ultimate goal was to turn more of the 14.5 million visits to our website each year into visits to the museum and our strategy is already bearing fruit. From the day the new website launched (April 2016) we saw an absolute step change in the way that people engage with the revamped visit-focused content: People are staying for longer - time on page has increased by 22% People are exploring further - bounce rates have dropped by 20% Plenty more ...

[art](#) [culture](#) [museum](#) [ux](#) [user-centric](#) [research](#) [v&a](#) [agile](#) [gallery](#)

App**Weapons of Heroes. Museum 3D***Alexander Lavrov*

Mission possible: Returning gamers to museums! Interactive 3d technologies and game mechanics allow presenting even most complex information in a fascinating way. The number of users returning to a game is several times greater than that of returning users of an ordinary informational app. In the course of the game they are motivated to learn more about the museum exhibits, with which they have repeatedly interacted. This initiates a process of active learning. We realized that game needed to win over some of the large gaming audience and bring it to the virtual museum of Tula State Arms Museum.

<https://play.google.com/store/apps/details?id=com.vizerra.tulaweapons> <https://itunes.app...>

[weapon](#) [heroes](#) [ppsh](#) [shpagin](#) [tula](#) [museum](#) [maxim](#) [colt](#) [berdan](#) [mosin](#) [ww2](#) [ww1](#) [duel](#)
[soldier](#) [peace](#) [virtual](#) [3d](#) [interactive](#) [game](#) [app](#) [google](#) [apple](#) [android](#) [ios](#)

Film & Video



Het Klokhuis - World Heritage sites in the Netherlands

Jacqueline Bollebakker

Children's tv program Het Klokhuis: series about World Heritage sites in the Netherlands Currently 10 properties in the Netherlands and Curaçao are inscribed on the World Heritage List. Together they tell the story of the Netherlands and the Dutch people on water management, civil society, architecture and landscape design. What makes these sites unique in the world? Klokhuis presenters visit the ten World Heritage sites in ten episodes and find out why these are important to the Netherlands and why all children should know about them. The stories are alternated with short comedy sketches such as 'breaking the world record of visiting the windmills at Kinderdijk' and songs that ...

Film & Video



Mar de Sines/ Sea of Sines

DV Filmes

Sines is an industrial complex and a Atlantic gateway to Europe. The silhouette of huge ships on the horizon, is a familiar image. But amongst these giants, a generation resists, representing the traditional fishing and the resilience of an activity that stubbornly resist the passage of time. Forming a symbiosis between tradition and innovation, fishing remains a living force in Sines. During a year the "Mar de Sines" team traveled through this coast and have had close contact with the local coastal communities, recording how they explore the sea and its resources. The sea is the common denominator of all the protagonists. It is both the adversary to be faced and the father figure that ...

Sea

Games & Interactive experiences



Temptation of saint Anthony by Hieronymus Bosch in VR

Les Poissons Volants

The temptation of Saint Anthony explores the uncanny creativity of Hieronymus Bosch. The 360° experience transforms his triptych in an animated space and allows us to dive into one of the masterpieces of this undeniable genius from middle age.

[VR](#) [Interactive work](#) [Art](#) [Painter](#) [Bosch](#) [Experience](#)

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GAMES & INTERACTIVE EXPERIENCES

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