



D5.2 AR stories

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¹ **R**=Document, report; **DEM**=Demonstrator, pilot, prototype; **DEC**=website, patent filings, videos, etc.; **OTHER**=other

² **PU**=Public, **CO**=Confidential, only for members of the consortium (including the Commission Services), **CI**=Classified, as referred to in Commission Decision 2001/844/EC

Modifications index	
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EXECUTIVE SUMMARY

Deliverable D5.2 “AR Stories” describes the AR/VR stories that were created to showcase the capabilities of the AR/VR Application of PLUGGY’s suit of applications, as well as PLUGGY’s Social Platform and Curatorial Tool. At the time of delivery, the following four exhibitions have been created, with each one having both AR and VR versions. All stories were tested and evaluated during the summer pilots (August – September 2019) in PIOP’s Silversmithing Museum in Ioannina.

- The pistol of Edward John Trelawny
- The famous Megillot of Ioannina
- Silver kalamari
- Silver cutlery set

The stories can be found online in PLUGGY’s Social Platform at the following addresses:

The pistol of Edward John Trelawny

<https://beta.pluggy.eu/exhibitions/5d31f51434b84b650875f701>

The famous Megillot of Ioannina

<https://beta.pluggy.eu/exhibitions/5d31fde334b84b650875f77c>

Silver Kalamari

<https://beta.pluggy.eu/exhibitions/5d35de0834b84b650875f92e>

Silver cutlery set

<https://beta.pluggy.eu/exhibitions/5d382bb534b84b650875fb0c>

1 Introduction

In the next paragraphs, we describe the AR/VR stories that have been created to showcase the AR/VR app of PLUGGY's suit of applications. The app is integrated into PLUGGY's Social Platform and is a part of the platform's Curatorial Tool. It was developed to facilitate the creation of virtual exhibitions, enhance on-line and/or on-site visits to museums, monuments, archaeological sites and share tangible and intangible cultural heritage.

The AR application is available only as a web application and is used to curate and test the creation of stories based on 3D models of objects. The application is a tool for the creation of AR/VR stories through PLUGGY's Curatorial Tool. The stories can be saved as exhibitions and published in PLUGGY.

Four stories have been created to showcase the AR/VR application. These stories are based on the 3D models of four objects from the permanent exhibition of the Silversmithing Museum in Ioannina, part of the Museum Network of Piraeus Bank Group Cultural Foundation. They are:

- The single-barrel flintlock pistol (roka) of Edward John Trelawny.
- The famous Megillot of Ioannina, a Jewish clerical pouch for scrolls.
- The kalamari, a pen holder featuring an ink container from the 19th century.
- Cutlery set, dinnerware that dates back to the second half of the 18th century (1778) and belonged to a wealthy middle-class inhabitant of the city of Ioannina.

2 THE PISTOL OF EDWARD JOHN TRELAWNY

This story features the 3D model of a single-barrel flintlock pistol from the 19th century that belonged to Edward John Trelawny (1792-1881). Trelawny was an English adventurer and novelist of the Romantic times, close friend with poets Lord Byron and Percy Bysshe Shelley. He accompanied Lord Byron to Greece during the Greek Revolution. He also supported Odysseas Androutsos during the civil conflicts of that time and became his brother-in-law by marrying his 13-year-old half-sister. He lived to reach 89, a fact remarkable for his time, and died of old age at his birthplace, having lived a tumultuous life between reality and myth.

By experiencing this AR exhibition, museum visitors have the opportunity to observe the artefact through close-up views from all possible angles, focus on highlighted parts and learn additional information about its original owner, its functioning mechanism and its decorative features.

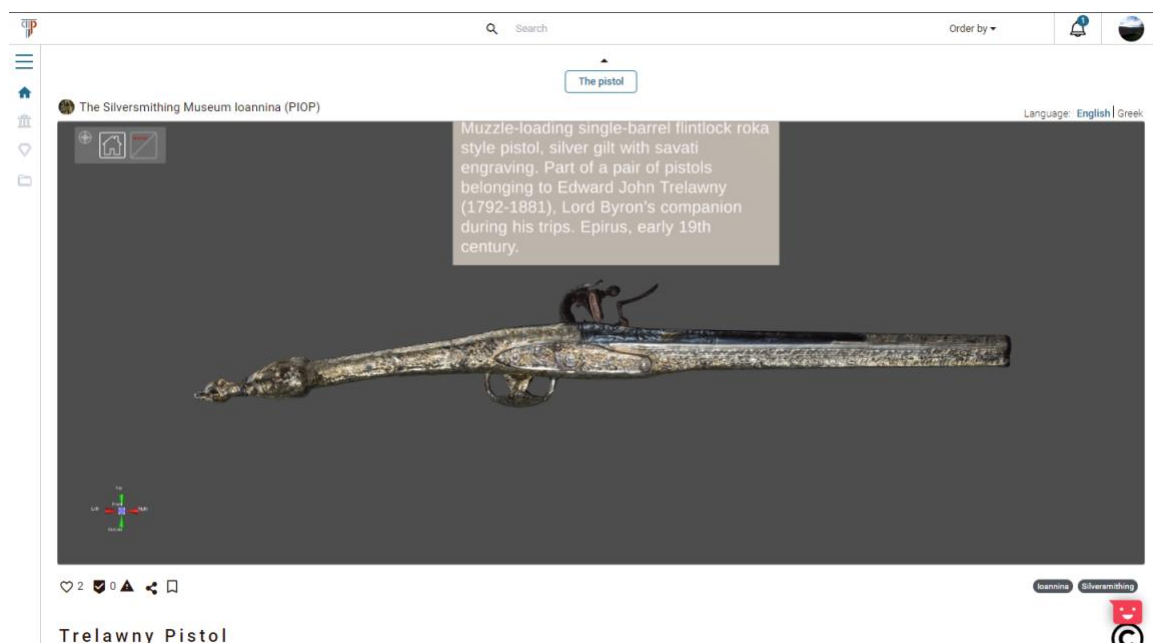


Figure 1: Screenshot of the 3D model and the exhibition

3 THE FAMOUS MEGILLOT OF IOANNINA

The famous Megillot of Ioannina constitute a significant category of the Romaniote material culture. They were sold regionally, as well as to other areas in the Balkans. The Megillah, or Megillat Esther (Hebrew pl. Megillot), comprises the Book of Esther, which tells us the story of the salvation of the Babylonian Jews from the plot of Haman, a court official who planned to exterminate all the Jews living in the Persian Empire (5th century BC). To commemorate this event, the biblical narrative demanded its joyful celebration including the exchange of gifts. This holiday was called Purim.

In Ioannina, the Megillah was read twice during the holiday of Purim, in the synagogue on the first evening by candlelight and at home within the family circle. The parchment scroll within its precious case constituted, also, a part of the dowry and was presented at Purim to the groom by his father-in-law. Most of the Megillot made in Ioannina date from the early 19th to the mid-20th century. The silver or parcel-gilt cases consist of an engraved and repoussé cylinder closed by rounded covers and provided at the long side with a slot for drawing out the parchment scroll for the reading.

Through this AR exhibition, museum visitors have the opportunity to observe the Megillat Esther through close-up views from different angles, focus on highlighted parts and learn additional information about its origins and its decorative features.

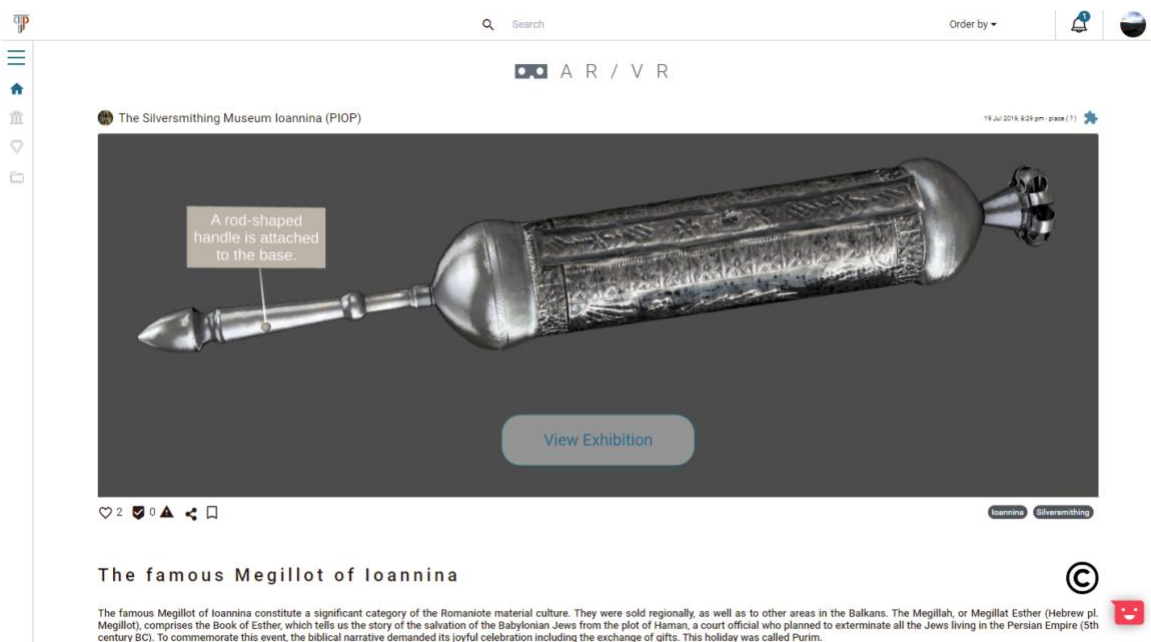


Figure 2: Screenshot of the 3D model and the exhibition

4 SILVER KALAMARI

The second half of the 19th century in Greece focuses on the construction and decoration of objects of men's arming and the everyday objects of the male costume. These items include the kalamari, a pen holder featuring an ink container. The commercial activity and the new economic opportunities that exist in mainland society are connected with the adoption of new habits, which are quickly "naturalized" by the emerging bourgeoisie, with the introduction of products of everyday use, the existence of which had not been documented until then. This kalamari is probably the work of the craftsman Ioannis Davarukas. It was purchased in England (London) in 1985 and was part of the private collection of Konstantinos Notaras.

This AR exhibition, provides the museum visitors with more information regarding the story behind this class of objects, as well as close-up views from various angles and detailed features regarding the structure and decorative elements of the specific artefact.

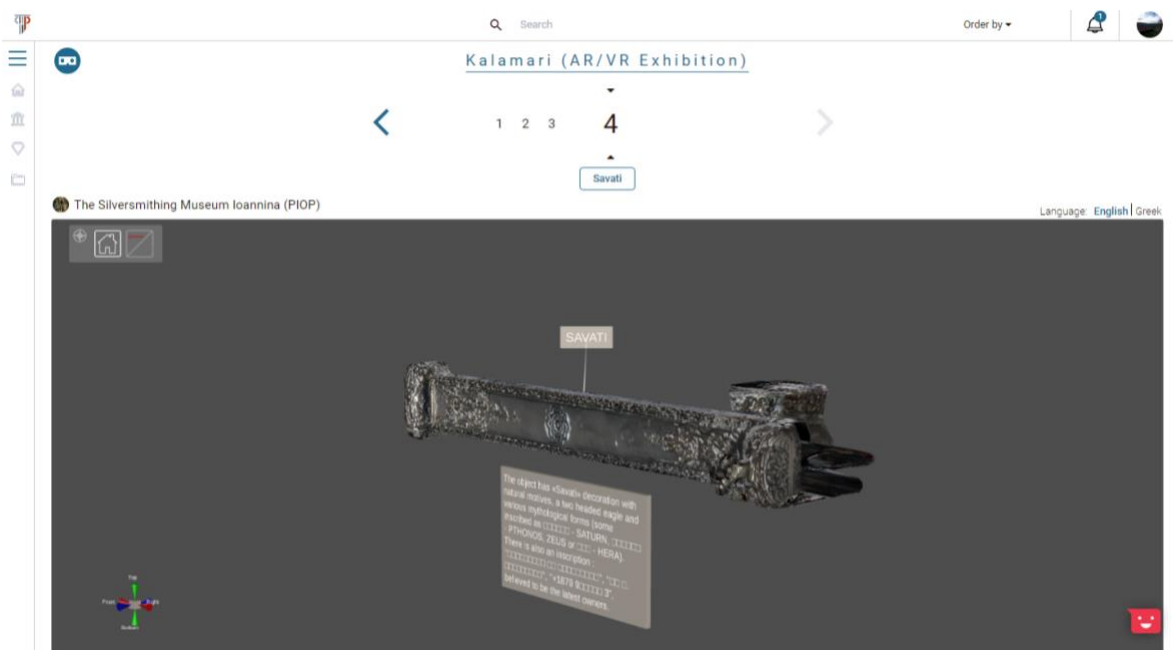


Figure 3: Screenshot of the object inside the exhibition

5 SILVER CUTLERY SET

Silver spoons and cutlery were urban objects of prestige, carried by travelers, usually priests and nobles. Cases with cutlery for travelers' or personal use are rarely found elsewhere in Greece (e.g. in Metsovo Folk Art Museum there is a similar case with strong Ottoman influences on the decoration - contrasting tulips). According to the inscription on the case, this dinnerware dates back to the second half of the 18th century (1778) and belonged to a wealthy middle-class inhabitant of the city of Ioannina.

Equivalent objects of prestige, demonstrate the economic flourishing of the province of Epirus during the second half of the 18th century, as the commercial networks of the time, which connected the area with the Italian coastline and the Habsburg Empire, had created the conditions for the accumulation of wealth and its display, through the use of luxurious personal belongings.

Through this AR exhibition, museum visitors have the opportunity to see the 3D models of the whole set. Furthermore, different viewpoints of the objects and additional information regarding their structure and decorative elements complete the viewing experience.

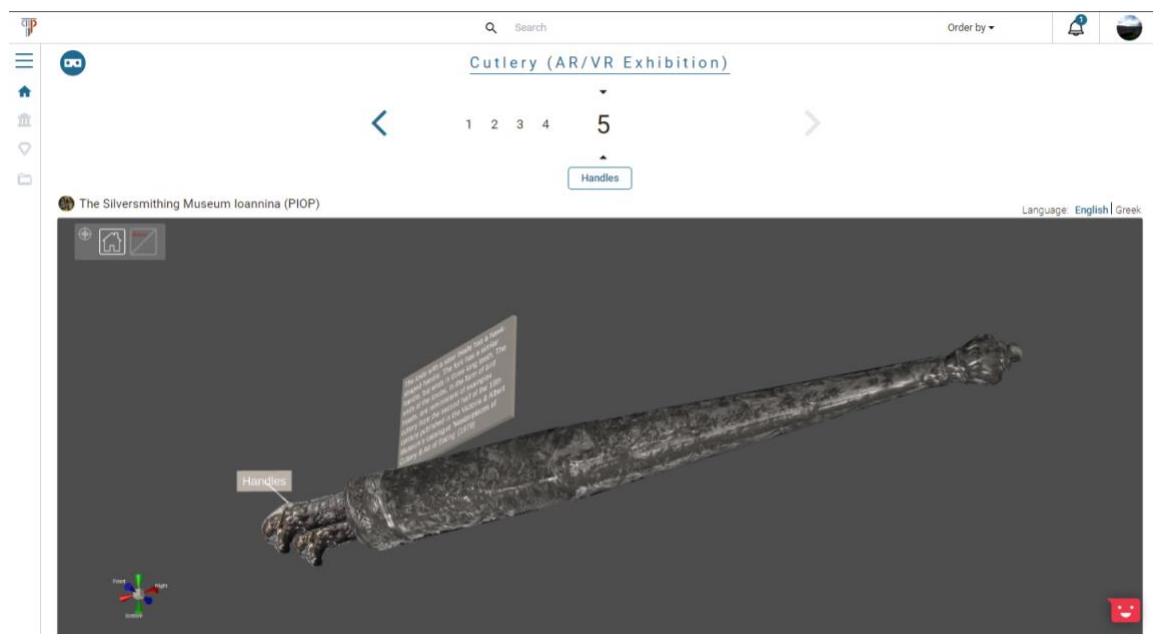


Figure 4: Screenshot of the object inside the exhibition

6 Conclusions

This deliverable presented four different online exhibitions created by using the AR/VR application that is offered through PLUGGY's Curatorial Tool. This app enables PLUGGY users to curate their own virtual exhibitions. Cultural professional can also benefit by enhancing the storytelling abilities of their organizations.

The AR/VR application aims to give institutions and citizens, an immediate and easy way to curate and enjoy cultural heritage content in different ways and formats.

The exhibitions that were created using the four 3D models from the permanent exhibition of the Silversmithing Museum in Ioannina are now available online through PLUGGY's Social platform, as well as within the premises of the Museum, thus enabling visitors to have a closer and more detailed immersive experience of the objects.