



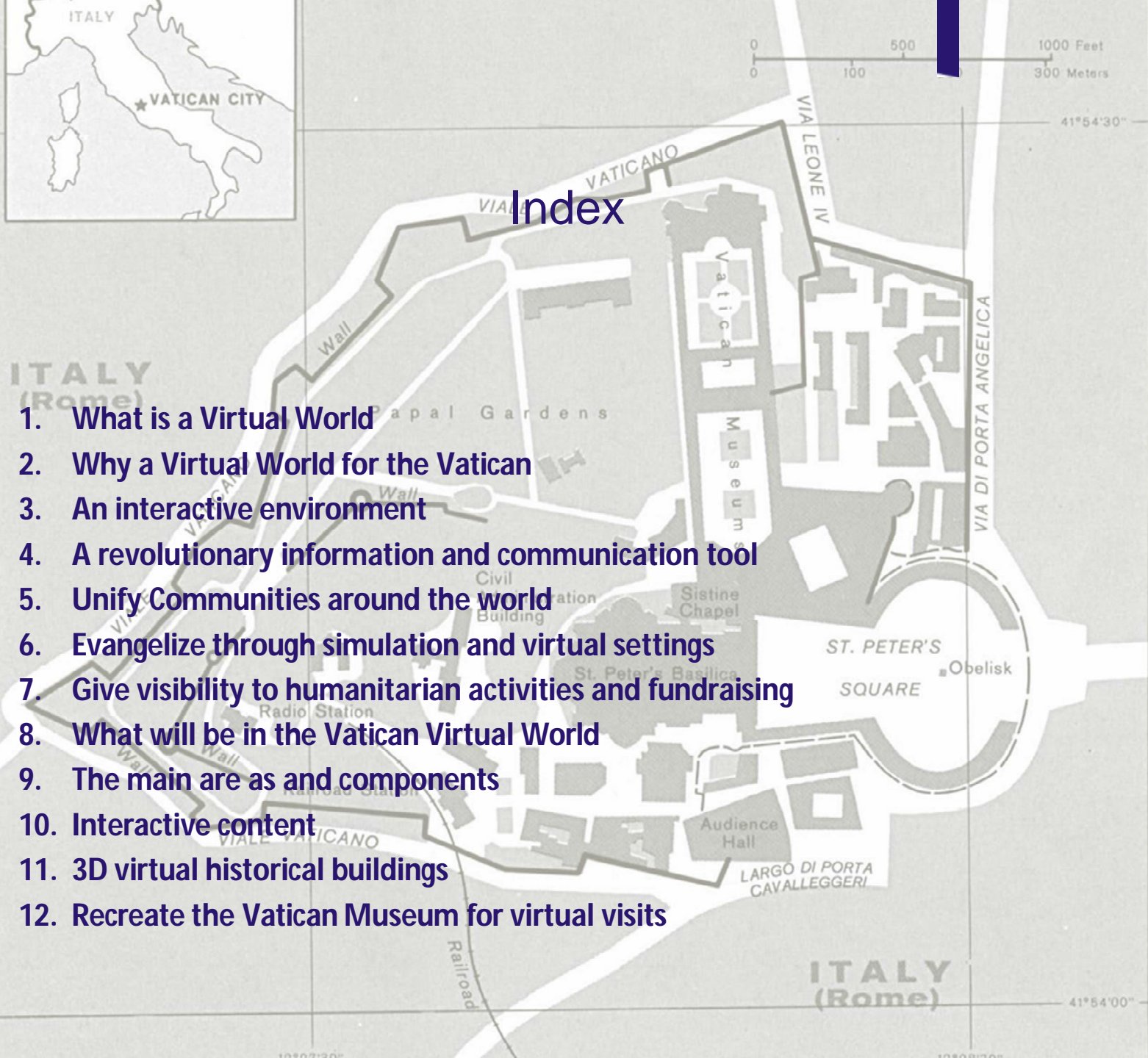
# The Vatican Virtual World Project Presentation





## Index

1. What is a Virtual World
2. Why a Virtual World for the Vatican
3. An interactive environment
4. A revolutionary information and communication tool
5. Unify Communities around the world
6. Evangelize through simulation and virtual settings
7. Give visibility to humanitarian activities and fundraising
8. What will be in the Vatican Virtual World
9. The main are as and components
10. Interactive content
11. 3D virtual historical buildings
12. Recreate the Vatican Museum for virtual visits



# What is a virtual world



- **A virtual world is the simulation of a 3D interactive environment accessible to various users by means of a web interface.** Users interact with the virtual world by means of their personal Avatar which represents their digital identity. There are a multitude of differing virtual worlds, however they all share six fundamental characteristics:
  - **Cohabitation of space:** many users may participate simultaneously.
  - **Graphic interface for the user:** By taking inspiration from the real world, the virtual world visually represents space, more or less realistically, using animated bi-dimensional figures or a more immersive three dimensional environment.
  - **Immediacy:** The interaction between n users and the virtual world occurs in real time.
  - **Interaction:** The world allows the user not only to make use of the existing contents, but also to modify them, develop them or create new ones.
  - **Persistence:** the existence of the virtual world persists regardless of whether or not users are connected.
  - **Community / Socialization:** The virtual world allows and encourages the formation of social groups within it; as in teams, society, clubs etc.
- Virtual worlds originated for many different purposes. Initially they were mainly developed for online role playing games (MMORPG-Massive Multiplayer Online Role Playing Game), but soon they realized that there were numerous reasons for creating virtual worlds: commercial, educational, social, political and military.





# Why a Virtual World for the Vatican (1/2)



- An innovative, cutting edge communication and interaction environment in full3D, based on the latest Internet technologies, with a high degree of immersivity, to reach a vast audience and appealing for young people.
- A system to connect people and communities from all over the world.
- A powerful tool for evangelization: spread messages and values of Christianity in a modern and unequalled fashion, overcoming physical and ideological boundaries
- A showcase for humanitarian projects to give prominence to: away for visitors to directly see what Church does, day by day, through the efforts of its precious volunteers and contributors all over the world.





## Why a Virtual World for the Vatican (2/2)

- A new way to visualize and visit museums and holy places, recreated as virtual environments on the Internet.
- A promotional tool for tourism and pilgrimages
- An investment to increase the visibility of the incomparable artistic and cultural heritage of Vatican Museums.





# An Interactive Environment



- The technology behind the Vatican Virtual World enables full real time interaction in 3D over the Internet, where people can connect and interact through Avatars and visit the numerous virtual buildings and engage in activities.
- In a virtual world users can interact with qualified personnel to assist the mina variety of needs, from a guided tour, to a personalized visit of the virtual spaces.
- 3D virtual visits within a virtual world also allow full interaction with objects and Automated functions to give information and display content on demand.





# A revolutionary communication and information tool



- Web 3D technologies are the most innovative way of communicating online.
- In a few years all major companies and institutions will have an online3D presence or a virtual world.
- Gradually a lot of office activities will be transferred to virtual on line environment, while Cutting costs, time waste and reducing environmental impact.
- A Virtual World can bring together content and people, in a real-time 3D interactive environment.





# Unify Communities around the world



- Within the Vatican Virtual World there will be spaces to host local communities and Associations from all over the world.
- The Vatican affiliated organizations will find a place where to connect and collaborate On line.
- People with difference languages will be able to communicate through text translators.
- Virtual event will be held, enabling people who are distant from the location to attend any event on line.
- Implement a unique communication and collaboration system to bring people together and erase cultural distances.





# Evangelize through simulation and virtual settings



- A virtual world is ideal for creating and growing online communities, especially when it comes to bringing together people spread all over the world.
- A virtual environment can be the place to meet on line when you are far from each other, it unifies people from different cultures and backgrounds and it enables them to share and participate, visualizing and interacting with the same content simultaneously and contextualized in a 3Dspace.





# Give visibility to humanitarian activities and fund raising

- A virtual world is a powerful tool to spread the Christian values of charity and sharing
- The Virtual Vatican World will provide as how case to show what willingness can do, all around the world. Visitors will be able to see the outcomes of Church's humanitarian activities and collecting information to contribute to upcoming projects.



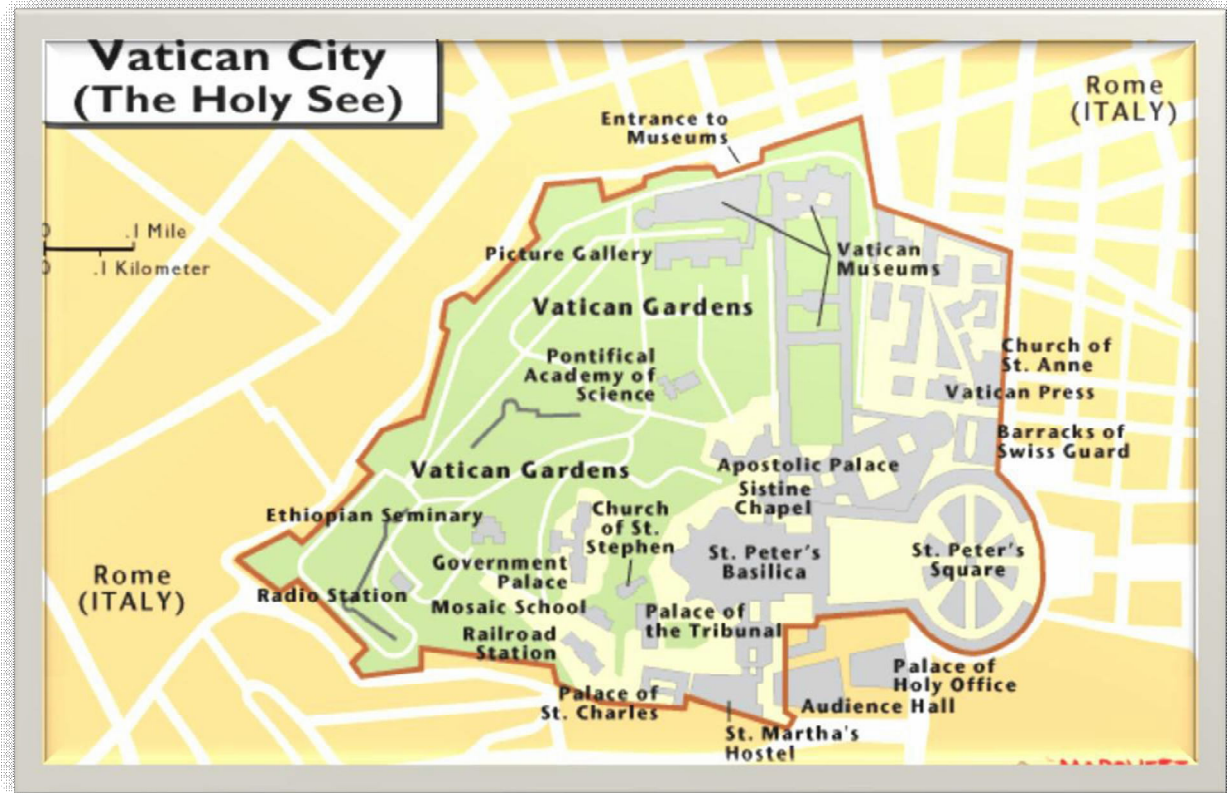


# What will be in the Vatican Virtual World



## ○ Vatican City

- St. Peter's Basilica
- St. Peter's Square
- Sistine Chapel
- Vatican Museum
- Vatican Press
- Tribunal Palace
- Government Palace
- Mosaic School
- St. Stephen Church
- Palace of the Holy Office
- Church of St. Anne
- Swiss Guards
- St. Martha's Hostel
- Ethiopian Seminary
- Papal Gardens
- Civil Admin Building
- Radio Vatican
- Railroad station
- Audience Hall



- Surrounding Virtual territory:
  - Recreation of the most significant catholic holy places:
    - Cathedrals and Churches
    - Pilgrimage locations



# Main Areas

Macro Area of the Virtual World



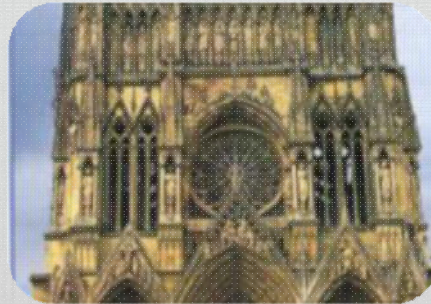
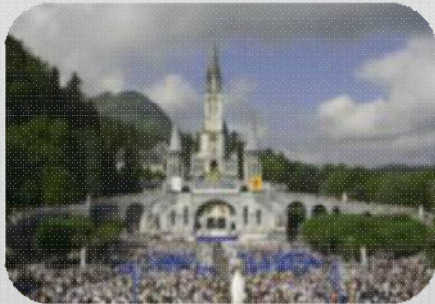
VIRTUAL WORLD





# Monuments

With in the world a selection of holy places and historical cathedrals

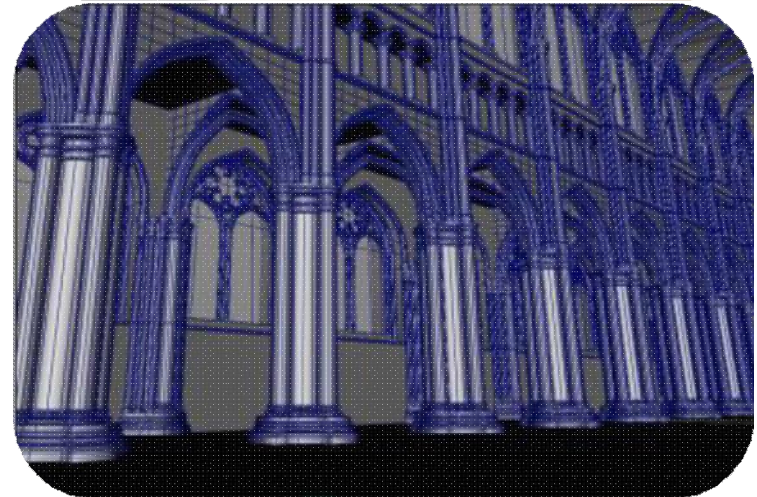




# Interactive Content



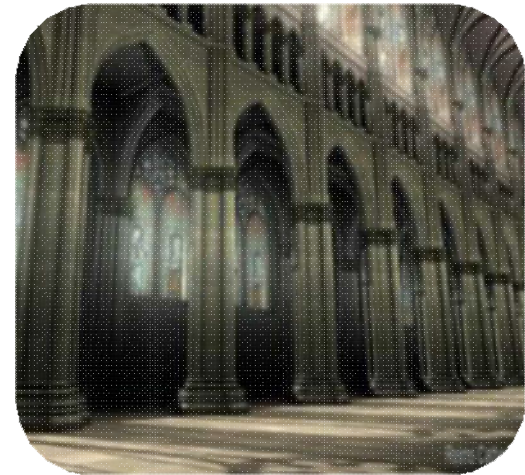
- All elements in the virtual world can be interactive and trigger animations and other content on demand.
- Content included in the world can be images, videos, music, animated 3D objects and off course text of any kind.
- Within the 3D environments users will be able to browse web content, using viewers and special screens.





## 3D virtual historical buildings

- Within the Vatican Virtual World we will recreate not only the Vatican itself, but also some of the main holy buildings and monuments around the world.
- Interactive recreations of pilgrimage holy locations will also permit virtual tours of the main holy locations around the world, serving both as cultural reference, virtual visit, or real life visitor pilgrimage planning.
- Virtual advisors will lead visitors through customized tours, providing them additional info, useful hints and tips with ease while moving around and exploring.





# Recreate the Vatican Museum for virtual visits

- The Vatican Museum will be recreated in its full extension and brought to virtuality, hosting interactive content and theme based virtual visits.
- This is particularly interesting for schools around the world and tourists who wish to prepare a visit to the Vatican.
- Actual technologies enable state-of-the-art visual quality, for users to Explore the Vatican Museums' master pieces in all their splendor

