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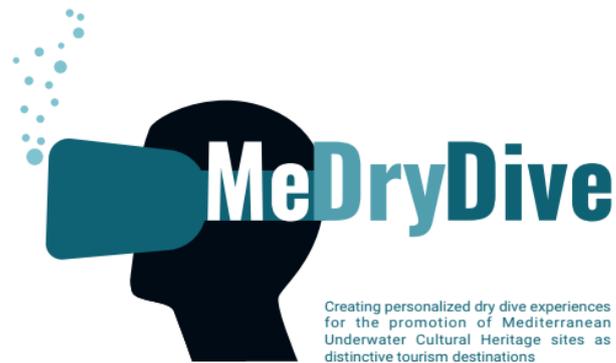
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## **MeDryDive**

“Creating personalised dry dive experiences, for the promotion of the Mediterranean Underwater Cultural Heritage sites, as distinctive tourism destinations”



**Dive in The Past Serious Game**

**Press Release**

**Responsible Organization: 3D Research Srl**

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## Underwater Archaeology in the Mediterranean Sea in a 3D videogame made in Italy

*Available for all types of smartphones, Dive in the Past was created by 3D Research – a University of Calabria's spin-off company – with the involvement of five European countries, with the goal of spreading knowledge about the underwater cultural heritage of the Mediterranean Sea*

**Cosenza, Italy, March 2021.** Dive in to discover some of the most important archaeological sites of the Mediterranean Sea. Feel the thrill of plunging into the depths of the sea and swimming by the wreck of a Greek ship sunk in the 5th century BC, or exploring the mysterious sculptures of the Nymphaeum of Punta dell'Epitaffio in the Gulf of Pozzuoli. All this is possible thanks to a very faithful 3D reconstruction that turns any smartphone into a virtual immersion system.

Underwater archeology turns into a video game, suited for both children and their parents. It is called **Dive in the Past**, belongs to the "Serious Game" genre, and was developed by 3D Research thanks to the MeDryDive project, funded by the COSME program of the European Commission. The team deployed by 3D Research worked with experts in computer graphics, virtual reality, and underwater archeology, together with several partners in four European countries: Greece, Croatia, Albania, and Montenegro.

The goal was to create a transnational tourism product that featured underwater archaeological heritage in a leading role, promoting awareness on its protection and enhancement. **Dive in the Past** for Android and iOS can be downloaded free of charge, both in Italian and English.

A number of archaeological museums in central and southern Italy were provided with the necessary technologies for digitizing archaeological finds and sites, as the team of Calabrian researchers, over the years, has acquired a leading, unique know-how in 3D reconstruction of underwater archaeological sites. The team has developed a complete process that goes from data acquisition to the development of virtual reality applications.

This technology allows them to generate a three-dimensional model at a very high resolution, which integrates a general bathymetry of the underwater environment – obtained by a multibeam sonar –with the processing of hundreds of underwater photos taken by divers or remotely operated vehicles. Thanks to this methodology, the designers of the videogame were able to obtain a wide range of 3D models able to represent in a hyper-realistic way the seabed

with the archaeological finds, as well as the flora and fauna that populate the marine environment.

This representation of the submerged archaeological sites can be explored through virtual reality systems and the video game stands as a novel approach to exploration. The development of **Dive in the Past** has involved computer scientists, graphic designers, developers, animators, screenwriters, and, of course, archaeologists for more than a year.

*“The collaboration with the Bodies in charge of protecting the submerged cultural sites in which the game is set was crucial to create the videogame”, explains **Fabio Bruno, CEO of 3D Research** who oversaw the project. “We obtained all the required authorizations and received invaluable support by the Campi Flegrei Archaeological Park, the Central Institute for Restoration, the Ephorate of Underwater Antiquities of the Ministry of Culture and Sports of Greece, and the University of Zadar. The collaboration with the underwater archaeologists who guided us during the 3D modeling process was essential as well”.*

*“Dive in The Past belongs to a novel category of videogames called game tourism”, explains **Marco Cozza, Technical Director of 3D Research**. “Its main goal is to create interest in the Underwater Cultural Heritage among the general public, raising awareness about the importance of its enhancement and encouraging a revival of this form of tourism”.*

In the recent years, there have been several video games that have sparked the interest for game tourism while promoting the locations in which they are set, but **Dive in the Past** is definitely unique as it has been conceived since the beginning to unveil the amazing beauty of the underwater world.

To add more excitement and fun, the narrative structure of the game paves the way for a real adventure: it all begins with the discovery of an old diary with a mysterious symbol on its cover. The exploration of the four underwater sites and the discovery of hidden treasures begins from that point, through a map of the Mediterranean Sea.

The story is entwined with a number of challenges and quests to be solved in 2D mini-games that, among other things, allow for discovering detailed information about the four archaeological sites:

1. The Oreste ship (Trsteno Bay, Montenegro): a large cargo ship, sunk after being blown on a mine, during the Second World War.
2. The wreck of Gnalić (Biograd Na Moru, Croatia): a famous rowing ship known as "the red Gagliana", en route from Venice to Constantinople, sunk in mysterious circumstances at the end of the 16th century, a few years after the battle of Lepanto, together with its very precious cargo.
3. The Imperial Nymphaeum of Punta dell'Epitaffio (Gulf of Pozzuoli, Italy): part of a much larger complex of the Submerged Archaeological Park of ancient Baiae, a particularly well-known and rich Roman city in the imperial age, which slowly sunk into the sea due to the phenomenon of bradyseism; perhaps the most important underwater archaeological site in Italy.
4. The wreck of Peristera (off the Greek island of the same name): a commercial ship, of considerable size for the time, sunk in the 5th century BC while it was carrying a load of 125-tonne wine amphorae, still lying on the seabed at a depth of about 25 m.

## LINK

MeDryDive Project website: <https://medrydive.eu/>

The news of the approval of MeDryDive project on European Commission website: <https://ec.europa.eu/easme/en/news/seven-cosme-projects-are-putting-european-tourism-map-0>

The MeDryDive project on FB: [https://www.facebook.com/MeDryDive/?ref=page\\_internal](https://www.facebook.com/MeDryDive/?ref=page_internal)

Dive in the Past on FB: <https://www.facebook.com/diveinthepastgame>

3D Research: <http://www.3dresearch.it/> - [https://www.instagram.com/3d\\_research/](https://www.instagram.com/3d_research/) - <https://www.facebook.com/3dresearch>

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