

TITLE:

From Storytelling to Filmmaking

ABSTRACT :

The history of the city of Liège is based on one event: the murder of Bishop Lambert which occurred in his Liège residence around 705 AD. The place of the murder quickly became a place of pilgrimage, and the body of the bishop, initially buried in Maastricht, was brought back there and a first burial church was built. Later, Liège became the seat of a bishopric and the early medieval church was converted into a cathedral.

Today, this place is an archaeological site where some remains of the old buildings are still visible. As part of the Terra Mosana project, the Archeoforum will use 3D reconstruction systems to enable visitors to understand and appreciate the complete aspect of the buildings, of which only ruins remain today.

3D modelling will enable the probable setting of the assassination of Saint Lambert and the churches that followed to be reconstructed. However, the narration of historical events is more difficult to render digitally.

To overcome this difficulty, the team of the University of Liège opted to film two scenes to be embedded in the 3D models. This shooting was carried out by the company Dreamwall, in a studio fully equipped for shooting on green backgrounds. The scenes were shot simultaneously by two cameras. These cameras were placed in exactly the same geometric position as the two 3D rendering systems that will be installed in the Archeoforum.

These two reproduction systems work as follows: they are immersive devices, each consisting of a television set in a vertical position, a computer and a camera. The camera is placed on the top edge of the television. The device works as follows, the camera will follow the head movement of the visitor watching the television, when the visitor moves his head, the image is adapted to give the effect that the visitor is looking through a window and not a television.

The final result will be to give the visitor the illusion that through a door he can see the two sets being reconstructed above the ruins. In addition, the visitor will have the feeling of witnessing two historical events live: the murder of Lambert in the 8th century and the pilgrimage around his shrine in the 11th century.

BIOS :

Muriel van Ruymbeke will be (by 28 September in principle) PHD in Archaeology, mainly specialised in archaeological data modelling. She is a researcher at the geomatics unit of the University of Liège and coordinates the Terra Mosana project

Quentin Valembois holds a master in Mathematics. He is also 3D application developer. He works at the University of Liège for the Terra Mosana project and also for the teaching with VR consortium

Roland Billen holds a PHD in Geography, he is a professor in Geomatics at the University of Liège and is the promoter of the Terra Mosana project