PROTECTED by **ANCIENT**

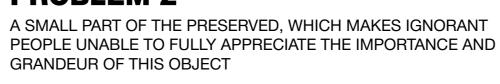
TEMPLE OF

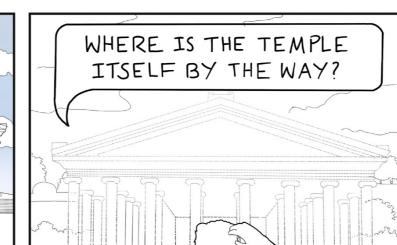
ARTEMIS OF EPHESUS

PROBLEM 1

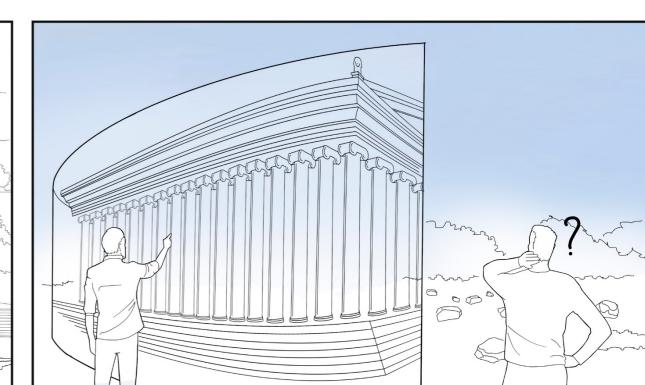
THE DILAPIDATION AND DESTRUCTION OF THE RUINS OF ANCIENT TEMPLES DUE TO THE FACT THAT TOURISTS PLUNDER STONES FROM THE RUINS FOR SOUVENIRS

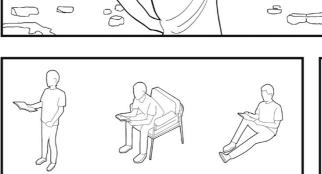
PROBLEM 2

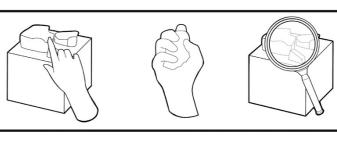




DECISION TO PROTECT THE RUINS OF THE TEMPLE FROM TOURISTS INCREASING THE VALUE OF THE OBJECT IN THE EYES OF THE TOWNSFOLK THEREBY ATTRACTING MORE ATTENTION TO THE LOSS OF ANCIENT RUINS













ACTIVITIES

PROJECTIONS ON GLASS



The walking ramp is surrounded by high glass barriers, onto which projectors project a frame showing a view of the historical condition of the temple at a specific point.

3D PROJECTIONS

THE BEST

SOUVENIR OF

MY LIFE!



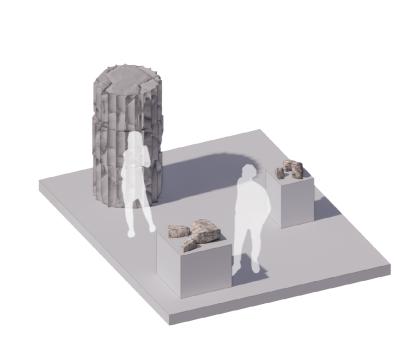
In the pavilions with 3D projections, people can see how the temple looked from the inside by looking at high-quality projections of the temple interiors.

FULL-SIZE MODELS



Walking along the ramp, tourists encounter models perfectly repeating the original ruins, now everyone can experience the feeling of being in the colonnade of an ancient temple.

DUMMY ELEMENTS



Reduced-scale models or individual parts of large objects help people with perceptual disabilities (Visually impaired) to touch and tactilely count the shapes and textures of an ancient temple.

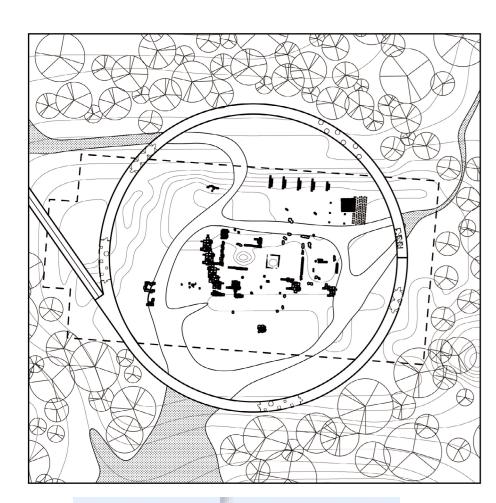
TOILET



On the way through the ramp, there is a toilet block, which allows you to comfortably enjoy the beauty of the ruins of an ancient temple.

PRINCIPLES OF PROTECTION



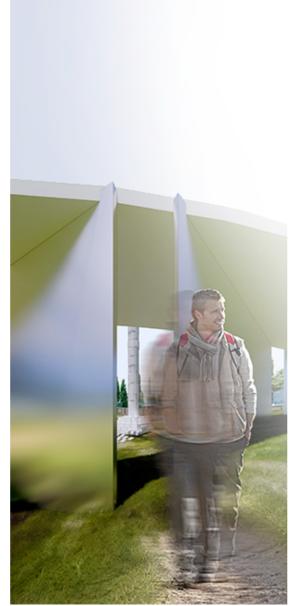


INSIDE THE PAST



The walking ramp is surrounded by high glass barriers, onto which projectors project a frame showing a view of the historical condition of the temple at a specific point.

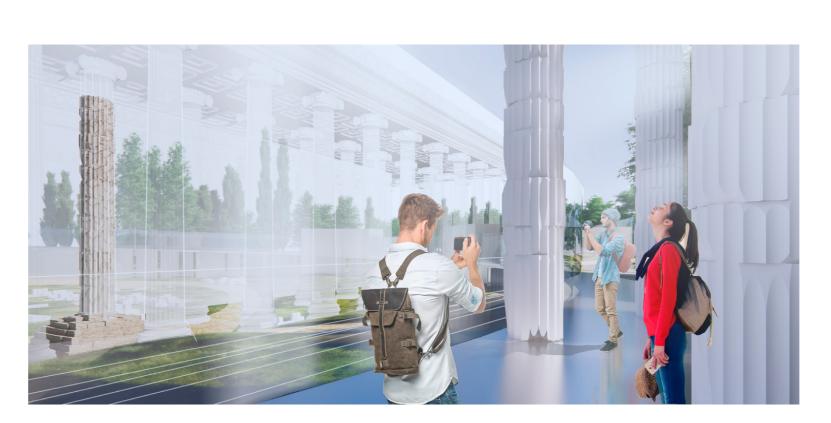




The supports on which the augmented reality walking ramp is supported are a barrier that completely cuts off the possibility of tourists to pass to the ruins of the temple.



leading to a dead end, people can only peek at the ruins with one eye and turn around to go to the ramp, look at the ruins from a safe distance for the ruins



The structure of the supports (Barriers) allows us to get as close to the ruins as possible, but still does not allow us to touch them, as if blocking direct access, we can only spy on the passage of time among these ruins, thereby increasing the elitism of this object

