

Demo: Project “Rewind”

Simeon Marlokov¹, Maria Karadecheva²

¹ Technical University of Sofia - Plovdiv Branch, Plovdiv, Bulgaria

² Regional History Museum, Plovdiv, Bulgaria

simeon.marlokov@gmail.com, m.karadecheva@gmail.com

Abstract. This demo covers the concept of preserving our historical consciousness in the vast and never stopping world, attracting the attention of younger generations by creating a game connected to different historical heritage sites.

Keywords: virtual, reconstruction, 3d, game, concept, history, heritage site

“A people without the knowledge of their past history, origin and culture is like a tree without roots.”

Marcus Garvey

1 Introduction

In today’s fast paced world grabbing the attention of someone is hard. Moreover keeping it is even harder with everything everyone has to do. In spite of that, since the dawn of time man has had games. Games to teach him, to hone his skills, from his early years through his entire life.

2 “Rewind”

Before everything else life is a game. Every day, hour, minute you learn step by step the past, present possibilities and dreams for tomorrow. It has its own rules and exceptions. However – if you search, you will find and then this is where Project “Rewind” comes in. Explore heritage sites, complete the puzzles and go back and see them as they were in their own time.

The first step to preserve something is to remember it. The project is aimed mostly at younger people. It aims to spark their interest in history and preserving our heritage.

In the demo you will see some of Plovdiv’s cultural heritage sites. The process behind recreating them is as follows:

— First they are photographed;

- Second they are modeled in 3D Modeling program (3ds Max, Maya, Blender);
- Third they are imported to the Unreal Development Kit engine.

3 Demo

After the application has been downloaded and installed on a computer the user can freely start up Project "Rewind". With running the program, he will find himself in the main menu from which he can choose to start playing the game. When New Game is clicked he will be send to a map with all the heritage sites which can be chosen to be explore. As soon as he has completely explored everything and collected the pieces of the heritage puzzle he can "rewind" and see the past.

4 Conclusion

As a person once said to me "Games are excitement. They capture your attention and without you knowing you learn the ins and outs." This is what Project "Rewind" aims at. To immerse the player in the puzzles of old and like that preserve our heritage.

"Know from whence you came. If you know whence you came, there are absolutely no limitations to where you can go." (James Baldwin)

References

1. Epic Games, Unreal Development Kit - <https://www.unrealengine.com/previous-versions/documentation>
2. Regional History Museum, Plovdiv - <http://www.historymuseumplovdiv.org/>