



**Politecnico  
di Torino**

## **Honors Thesis**

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**Master's Degree Architecture for Sustainability.**

### **Abstract**

**EVOKE THE PAST: Communication of the Decoration Project of Piazza Castello (1831) by Alessandro Antonelli through the creation of three-dimensional navigable environments**

#### **Tutor/Correlator**

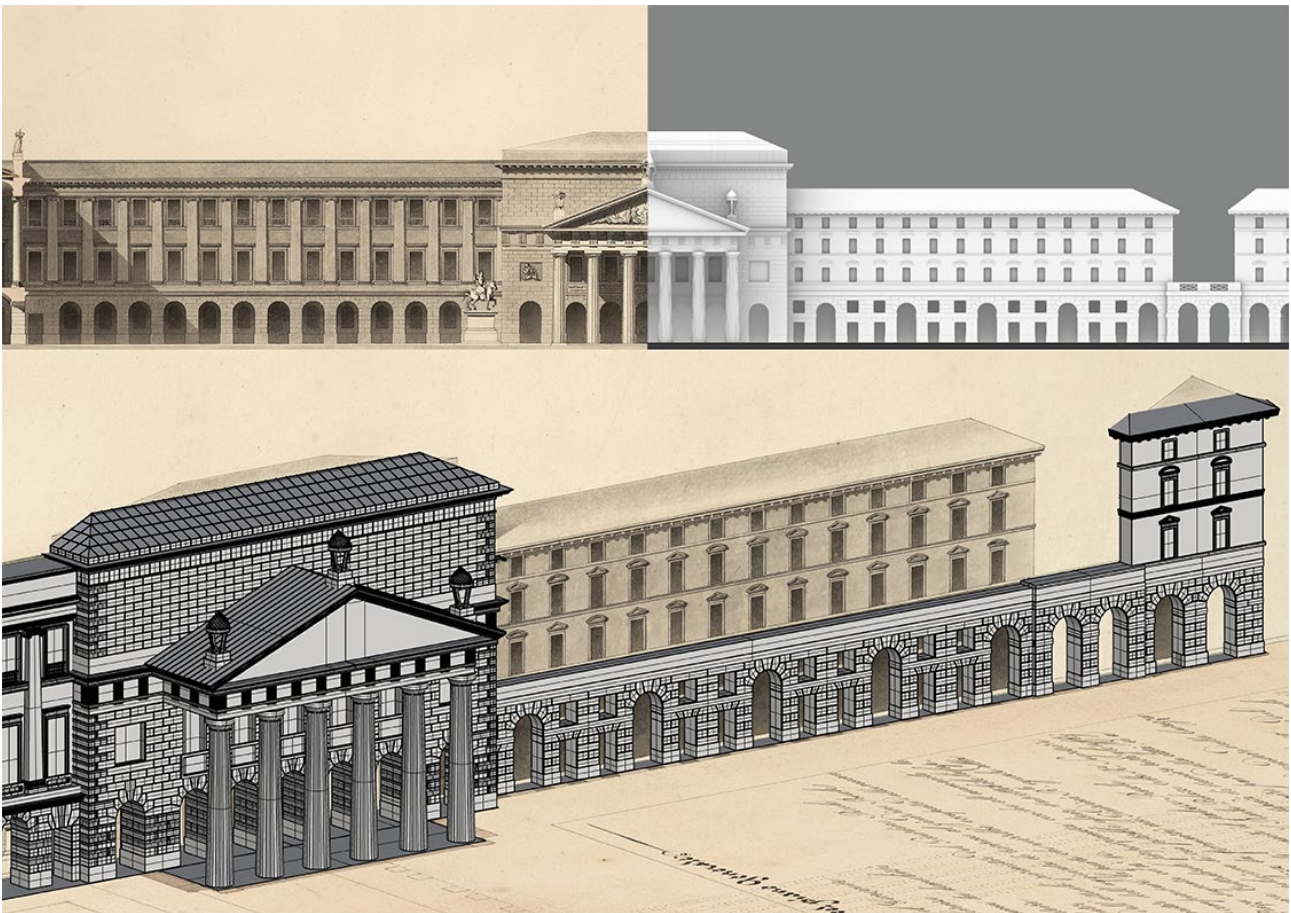
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The thesis project *EVOKE THE PAST: Communication of the Decoration Project of Piazza Castello (1831) by Alessandro Antonelli through the creation of three-dimensional navigable environments*, carried out by Enrico Vanni (s305429) under the supervision of Professor and Advisor Massimiliano Lo Turco, has seen the collaboration of the Politecnico di Torino and the Accademia Albertina delle Belle Arti di Torino. The project addresses the enhancement of architectural cultural heritage displayed in the rooms of the Pinacoteca Albertina through the use of new technologies, particularly Virtual Reality (VR).



It aims to develop a three-dimensional model of the decoration project for Piazza Castello in Turin, drafted by architect Alessandro Antonelli in 1831, leveraging high-resolution acquisitions of the six technical drawing plates provided by Dr. Enrico Zanellati, curator of the Pinacoteca. This collection represents a work of great value and is rich in precious details that describe the talent and ambition of the then young architecture student. However, its technical nature means it primarily speaks to a specialized audience, being difficult for non-experts to understand. Therefore, the intent pursued by this thesis project is to communicate the revolutionary idea of the Piedmontese architect in a more effective and inclusive manner, by creating the application VAn-TO (Antonellian Visions for Turin), which allows for immersive navigation of the Antonellian architectural project: the user, once wearing the VR headset, is guided through an engaging interactive path that enables them to walk within the 3D model of the unrealized Piazza Castello, experiencing firsthand the spaces and volumes conceived by the architect. In this

context, virtual reality breaks down the barriers of space and time that distance the viewer from the work, also ensuring accessibility to the exhibited works for a broad audience.



The development process of the application is divided into several macro phases. The first aspect addressed is the design of the narrative path: while the "virtual walk" within the square of Antonelli's project is the core of the experience, its contextualization within a brief story in which the user is the protagonist significantly enhances the level of engagement sought. The chosen solution involves dividing the path into two main phases: the first consists of an environment that simulates the hypothetical study where Antonelli conceived his project. Walking within this space, users will encounter some furnishings that evoke the most significant moments and events in the architect's professional formation. In this way, the user will have access to important information that will allow for a better understanding of the architectural project. Following the resolution of a small puzzle, designed to increase the user's engagement by encouraging the discovery of the study and its peculiarities, users will gain access to the Piazza Castello designed by Antonelli.





The completed application demonstrates how alternative paths for communicating a work can be explored in a more inclusive and effective form for a broad, non-specialized audience. The emotional involvement induced by the virtual experience is due to the user's firsthand participation, making the narration of certain concepts related to the work more direct and comprehensible. The fact that many exhibition spaces are beginning to equip themselves with these digital tools highlights the effectiveness of enriching museum pathways, especially due to the digital enhancement that real works can enjoy.

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