

# fluido.it

DIGITAL.EXPERIENCES



01

# Virtual museums

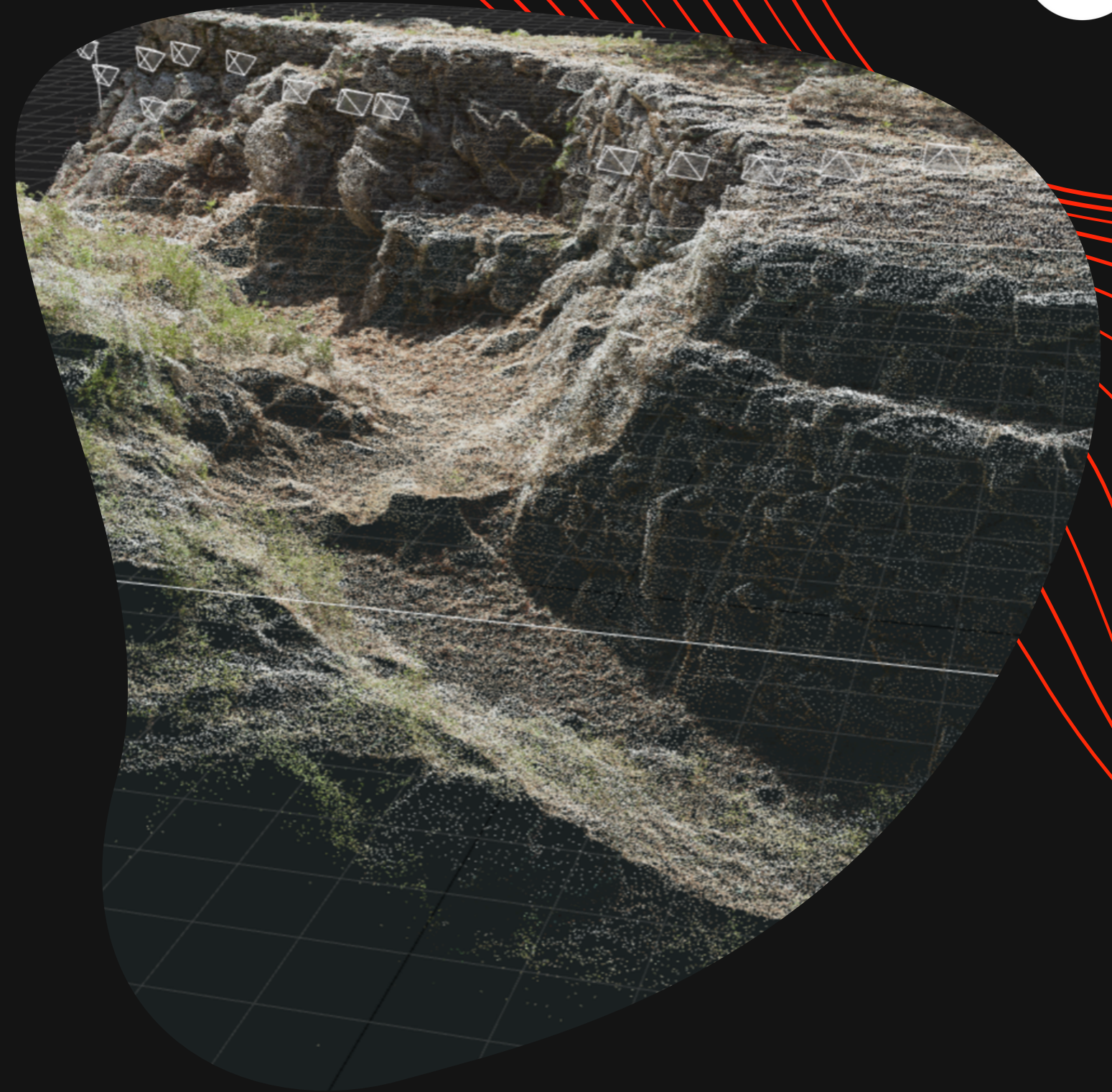
## DIGITAL SOLUTIONS FOR MUSEUMS & EXHIBITIONS

### PANORAMA TOUR

Solution suitable for web and tours done by user himself.

### SOCIAL VIRTUAL MUSEUM

Solution for co-presence and suitable for virtual tours and presentations with a guide.





# Virtual tour

The virtual tour is done with a series of 360 spherical panorama images with hotspots to navigate or open contextual content as images, videos or sounds. The environment can be a digital twin of the real or a completely reconstructed environment. The experience is done by the user himself and is available and embeddable on a website.

Examples:

<https://bit.ly/vr-realmuseum>

<https://bit.ly/tour-realmuseum>



# Social VR Museum

## VIRTUAL ENVIRONMENT

A 3D digital twin or a completely new model is created to host the exhibition.

## SOCIAL INTERACTION

A virtual guide accompanies live the visitors inside the virtual environment.

## PLATFORM BASED EVENTS

The virtual environment is software based available after an install.



# Available technologies

THE TECHNOLOGY INTEGRATION MAY DIFFER FROM PLATFORM

05

FOR INTERNAL USE ONLY

## 360VR VIDEO

Immersive video can be added to the visit.

## 360 SPHERICAL PANORAMA

Spherical panorama tour with hotspots.

## PHOTOGRAMMETRY MODELS

3D models of real objects can be inserted into VR tours

## VIDEO

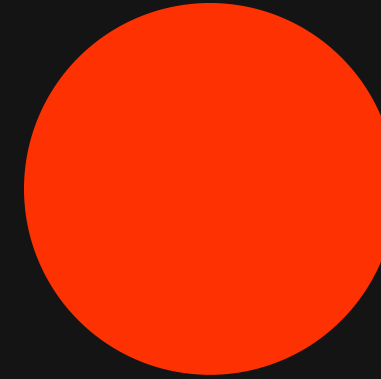
Traditional video can be embedded into the tour.

## VIRTUAL GUIDE

Presentations can be done with virtual guides live

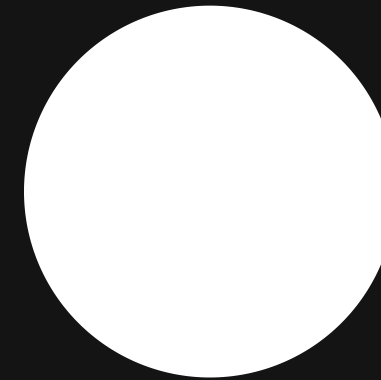


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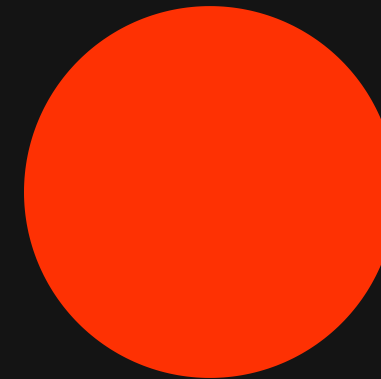
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