





THE PROBLEM

Historical locations contain much more richness, as archaeological remains provide only partial insight into how cities once looked and evolved.
Our client wanted to present this rich heritage in the most immersive way.

SOLVED BY

A virtual reality experience that reconstructs Braga across multiple historical periods using archaeological research, allowing visitors to explore and compare the city's evolution through time.

OUR ROLE

VR Experience Production
360 Content Creation
Digital Twins and Virtual Reconstruction
3D Environment Production
3D Character Production
Historical Accuracy QA

REBUILDING THE PAST

Each environment was reconstructed using archaeological data and physical measurements taken from the location, to ensure historical accuracy while enabling full spatial exploration.

HISTORY IN FULL IMMERSION

Designed specifically for virtual reality, the project presented visitors with the locations in high fidelity graphic quality and realism.

A VIRTUAL TIME MACHINE

Visitors can transition between four historical periods: Roman, Medieval, Industrial and Future, directly comparing architectural and urban changes across centuries.

Braga Through Time

Virtual reality "time machine" for historical landmarks

PLAY VIDEO

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READY TO START THE GAME?
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