

## **Case Studio: THE LAST SUPPER INTERACTIVE (LSI Project)**

Franz Fischnaller, professor at the Accademia Albertina delle Belle Arti in Turin, will talk about the LSI Project, a virtual reality application that combines experimental digital narrative and virtual storytelling with immersive technologies, multimedia tools and techniques, based on the Last Supper by Leonardo da Vinci. The development of LSI is based on the 16 billion pixel image created by Haltadefinizione thanks to which the visitor "enters" the picture at 360 ° and enlarges the details up to a square millimeter: a true virtual immersion in Leonardo's masterpiece, and the use of innovative intersection and combination between digital new media and technologies that can provide context and strengthen the possibilities to empower project design for value-creative digital content and media experiences and works of excellence.

FF will talk about the different parts of the development of this project: the LSI VR application that was implemented in IMMERSIA, one of the largest full immersive virtual reality rooms in the world at the University Rennes 1, CNRS, INSA, IRISA in France, the Laser scanning of the architectural complex of the Dominican monastery of Santa Maria delle Grazie, ever done before, that was carried out by the Politecnico di Milano for the LSI, the 8K stereo animation that has been rendered by CINECA - SuperComputingCenter in Bologna.