Abstract

Merian 3D – Linking information graphically

Digital models of historic city maps are in vogue. There is hardly a city or a memorial institution that does not show the construction and development history of an urban environment by means of a virtual plan. Unfortunately, these digital reconstructions (often of city maps) are merely a nice-to-look-at. They hardly use the possibilities of a plan as an intermediary to visualize the connections between object, place and human. The "Project Merian-3D" tries to close these shortcomings. The project is based on a digital reconstruction of the Basel city map from 1618 as a projection screen for the visualization of all cultural themes and collections up to the present day. The aim is to fill the plan with digital content in order to obtain various evident, structural and content-related connections between the individual subject areas at a glance. Different topics should connect specific data with the plan as points of interest and make this open source available. For example, the plague report by Felix Platter from 1610 can provide exact human geographic and demographic data that can be visualized on the map and at the same time be combined with various objects to the plague from the collection of the local University Library and the Historical Museum – think here of contemporary texts on the plague or various medical devices such as the beak mask and cupping glasses. Lost documents or documents torn out of their context can be digitally integrated at different locations on the digital plan and thus offer new information for teaching and research. In addition, lost buildings and cultural assets, such as the Basel Danse Macabre should not only provide new insights into their embedding in the urban environment, but at the same time also depict the sources and collection histories of all institutions. For this purpose, the corresponding points of interest are not only to be enriched with standard data, but also made searchable on current plans by means of georeferencing. Not only research data should be merged in the plan, audiovisual data as well as

popular culture should also be able to be experienced and thus show the city in its spatial development. This concept ultimately offers the possibility of a graphical and 3D-modeled discovery tool for the most varied types of information from past and present, which also allows the possibility to connect different data sources and projects such as those from the Surveying Office Basel-Stadt or the protection of historical monuments. In our presentation we will show the principles of the project, the potential that this plan offers, especially with regard to cooperation with all kinds of institutions and committed people, and give an impression of the prototype.