

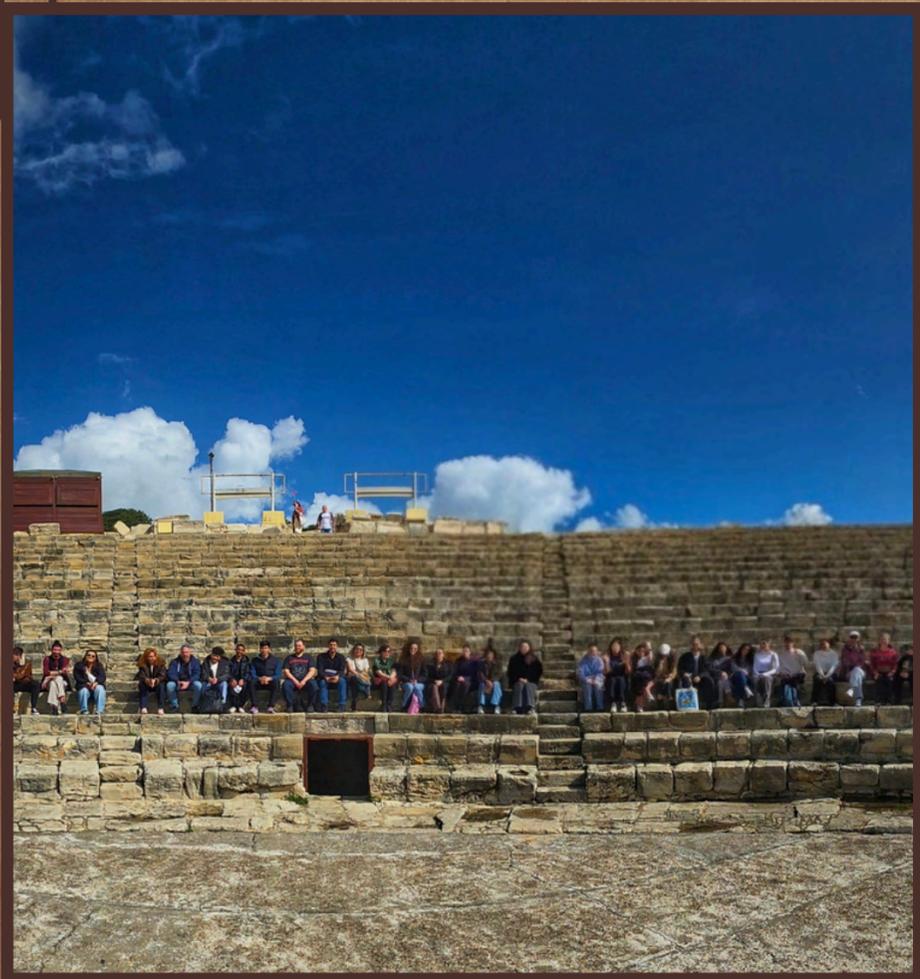


VR
DIGITAL
HERITAGE-
KOURION
THEATRE

[Link to Canva](#)



INTRODUCTION



Kourion Theatre:

- Built in the 2nd century BCE
- Roman expansion (1st-2nd century CE) – capacity about 3,500 spectators.
- 365 CE earthquake – major destruction of the ancient city on Cyprus.
- Restored and still used today for performances and events.

OBJECTIVES

1

Create prototype in VR using the 360° image as starting point.

2

Make user choose masks for actors to have some interaction. Make digital characters play scenes from "Lysistrata" in different languages.



AI-ASSISTED 3D MASK GENERATION

Mask Generation Methodology



Prompt design (historical & stylistic constraints)
Image-to-3D generation (Rodin / Meshy)
Mesh refinement
Texture generation (PBR, 2K)
Export (GLB/FBX for Unity)



Prompt

Ancient Greek theatre mask, terracotta stage prop, female chorus mask, solemn oath expression, serious eyes, slightly parted lips as if speaking, symmetrical front-facing, wearable hollow interior, strap holes, aged clay texture, subtle surface cracks, realistic patina, clean topology, game-ready asset, PBR 2K textures, transparent background.



TRANSLATION

1

Find Voicelines

2

Translate (deepl.com)

3

Put into google sheet

4

Generate .tsv file from sheet





VOICE GENERATION

- 1 Import .tsv file
 - 2 Run automization tool (GPT 5.0)
 - 3 Use google.texttospeech API
 - 4 Import audio to unity
- 

API tool

The image shows a VS Code editor window with the following components:

- EXPLORER:** A file tree on the left showing a project named 'VOICEGENERATIO...' with subfolders for audio files and a file named 'generate_audio.py'.
- EDITOR:** The main workspace showing the Python code for 'generate_audio.py'. The code uses the 'texttospeech' library to synthesize speech from text. It reads from a TSV file, processes each row, and writes the resulting audio files to a directory.
- FILE:** A file named 'vl_written.tsv' is open, showing a table of text in multiple languages (English, German, Greek, Italian, Latvian, Bulgarian, Russian).
- TERMINAL:** The bottom panel shows the command prompt output of running 'python generate_audio.py --lang de-DE', which lists the created audio files.

.tsv

Process

RESULT

$7 \times 69 = 483$ spoken audio files in about 10 mins



PROTOTYPE

1

Made with unity

2

Code helper tool = GPT 5.0

3

Use of premade assets

4

Generated audio and masks



MADE
WITH  **Unity**[®]



FUTURE IMPROVEMENTS

1

Better animations. Maybe with tools like quickmagic.ai

2

More polished characters and masks

3

3d model of the Kourion theatre instead of unpolished skybox.





CONCLUSION

AI did speed up the prototyping process immensely.

Translation and audio generation was super quick.

Coding tools like ChatGPT helped speed up development.





THANK YOU

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