



LA IMAGEN VIRTUAL DEL *MVNICIPIVM AVGVSTA BILBILIS* (ESPAÑA)

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The multidisciplinary vocation of the Archaeology and of the archaeologists is one of the most evident characteristics of the development and progress of this discipline in the last thirty years. After rectifying the effects, always distressing, from the first approximation to an unknown work tool, as it's in this case the Computer Science, that is revealed as the best solution to carry an integral documentation of the excavation, the consequent management of the obtained information and finally the spreading of the obtained results out.

The same thing happened with that, which is precisely the most suggestive result of the marriage between the Archaeology and the Computer Science, the Virtual Archaeology, which in less than two decades has been consolidated as a suitable solution to carry out a 3D visualization of the virtual and realistic reproduction of the ancient objects and buildings.

Conscious of the great potential that the computer's tools possess in its application to the archaeology, the Department of Science of Antiquity of the University of Zaragoza, do their best to obtain the maximum output of the new technologies. The first incursions in the world of the Virtual Archaeology, which took place in the 90's, led us to create the virtual models of the *Macellum* in *Gerasa*, and of *Bilbilis*' urban development set forum-theatre (in which we are still working today).

2007 has seen how the project "*The roman heritage in Aragon; didactic application of synthetic digital images*" was born; that will carry out the digital reconstruction of four representative buildings of the roman aragonese heritage in order to elaborate an useful didactic audiovisual tool that could provide a significant learning of this heritage both, in the classroom of secondary school and in the centres of interpretation link to the selected archaeological sites. It carries, as well, an important task of diffusion and an objective evaluation of the impact on the learning of the created tools.

Equally, the project has the aim that the virtual models created serve as a base for the future work of the archaeological restoration, based on a necessary scientific conservation of the monuments.

In particular, it is going to be realized digital model of the *Bilbilis Augusta's Theatre* and of the *Bilbilis Augusta's Domus of the Balneum* (Calatayud, Zaragoza), and of *Labitolosa's Thermae and Curia* (Puebla de Castro, Huesca).

In this meeting, we display the first results of the *Bilbilis' theatre* and our future expectation to all the project.



Fig. 1

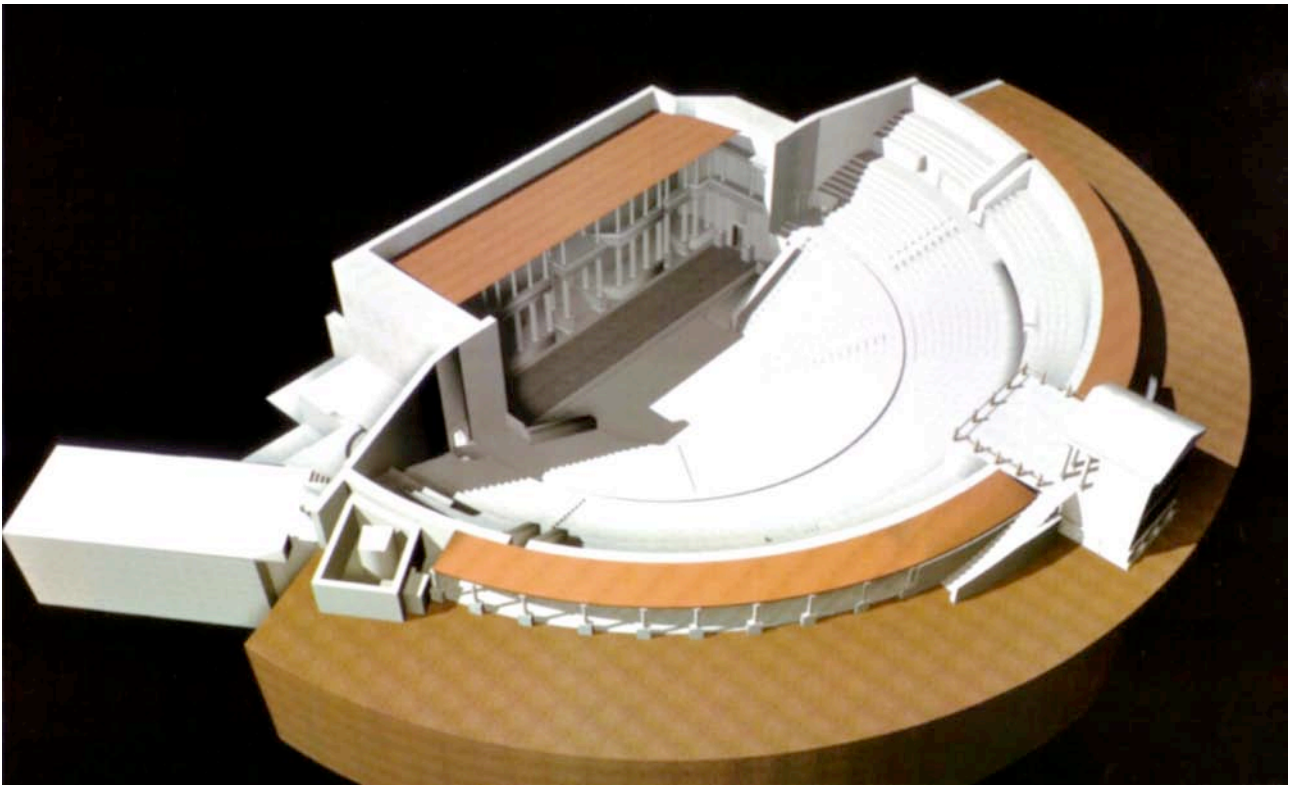


Fig. 2



Fig. 3