MAINZ App – City Mainz in the Middle Ages

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Guidelines

The "Imperial Year" proclaimed by the Rhineland-Palatinate Directorate General for Cultural Heritage (GDKE) is bursting with cultural highlights, exhibitions worth seeing, and digital experiences - even if the experience is currently limited due to the Corona pandemic.

Now the main topic "Middle Ages" gets another highlight: In the official MAINZ app, the "digital showcase" of the city of Mainz, users can immerse themselves in "medieval Mainz" and digitally experience the places around St. Martin's Cathedral (Marktplatz, Liebfrauenplatz, Leichhof, today's Schöfferstraße).

Several 3D reconstructions from the time around 800 and 1250 AD illustrate via virtual reality how Mainz might have looked in the distant past. Follow the transformation Mainz underwent in the Middle Ages between 800 and about 1250: the city grew by twice its original size. At first, the dwellings were rather huts, but later more and more stone houses or multi-story half-timbered buildings were added. Old churches were rebuilt, new ones were added. Constants through the layers of time were the old traffic roads and large squares, as well as the banks of the Rhine with the landing stages and stacking places for goods.

The photorealistic 360° visualizations were created by MONOKL - Explore the Invisible on the basis of digital 3D reconstruction, which was realized at AI MAINZ – the Institute of Architecture at Hochschule Mainz in cooperation with the GDKE for the state exhibition "Emperors and the Pillars of their Power" 2020.

Funding

mainzplus CITYMARKETING GmbH

Conflict of Interests Disclosure

Please disclose any financial or personal relationships with other individuals or organisations, such as sponsors, that could make your work appear biased or influenced.

Author Contributions

Please list the contributions of the project participants here, according to the CRediT system. See specific descriptions of the role here: (http://credit.niso.org/). Please omit non-applicable roles.

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