



Virtual Reality displaying and communicating Geoheritage and Georisk: the 3DTeLC ERASMUS+ project

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The brand new 3DTeLC ERASMUS+ project combines science and technology using virtual reality and 3D reconstruction, integrating aerial and submarine data (like drones and submersibles), to produce next generation material about geological hazards for the classroom and general public. This includes technical 3D mapping tools, and 3D models of geological features that can be experienced in immersive ways to communicate geoheritage. We will present the project, with the methods and proposed tools, and the evolution plan for the next three years aimed to create a platform to support digital assets for geological/geomorphological features. These can be used for cases where public can not visit sites, either because the site needs preservation, or the public can not manage (e.g. disability, isolated / dangerous place). They can also be used to prepare and inform people in conjunction with visits. The link from geoheritage to risk is important because the tools can help people understand their environment, and can also be used to test people's reaction to hazardous events through creative visualisation and computer gaming. For science, this can be used in analysis, geodiversity analysis and monitoring of sites.

We will present the already prepared prototype case of the Husavik Fault in NE Iceland, and will invite you to go there virtually, to walk and fly around the fractures and lavas and test yourselves on a magnificent case of an oceanic triple junction, with lavas, and a valuable bio-system associated to the geosite. We will invite people to give feedback, and we'll give you challenges to map fractures, lava structure and the vegetation – lava links, and you will help us do something we can't do in bare reality, and help us prepare out curricula for summer schools.