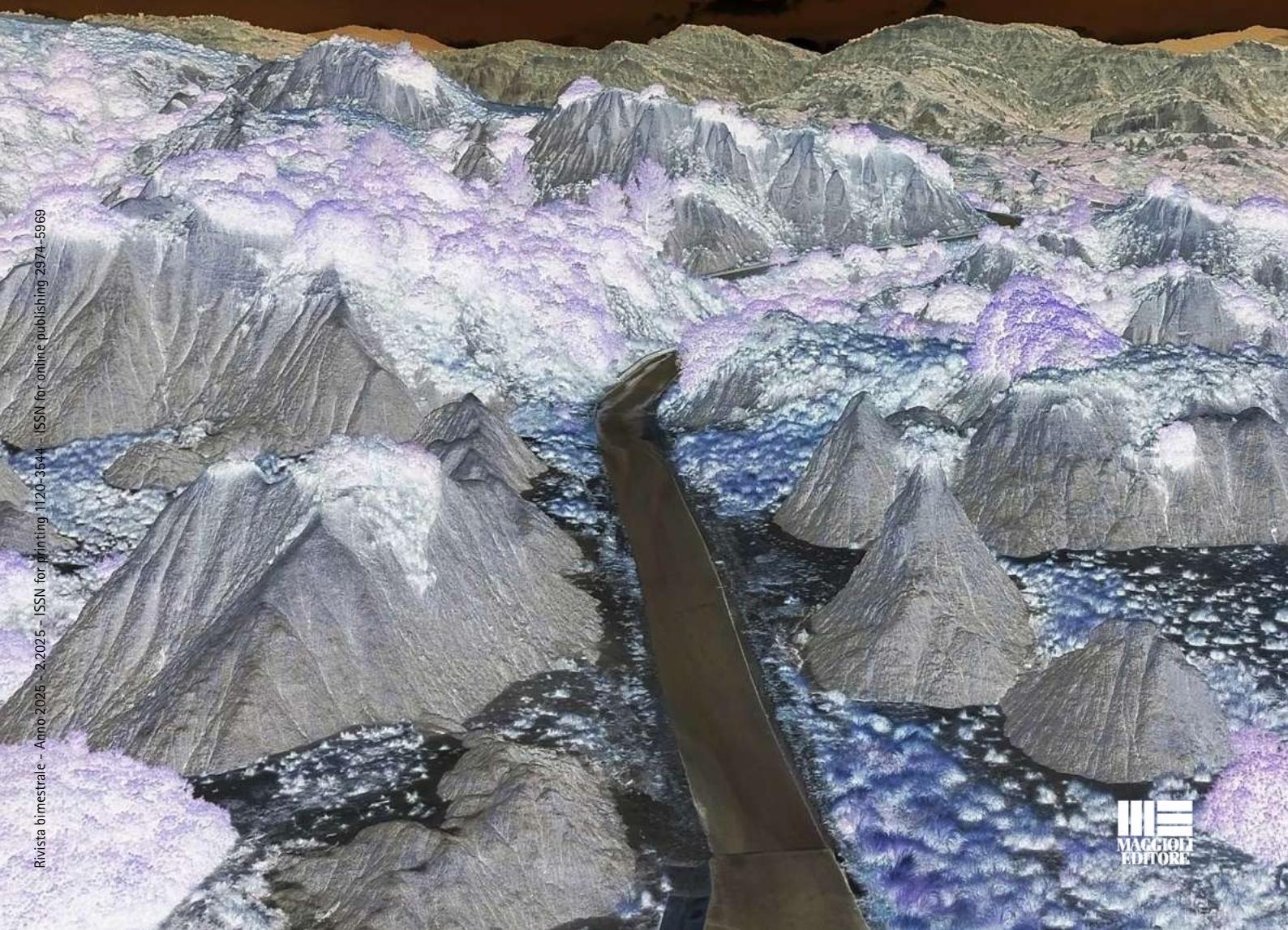


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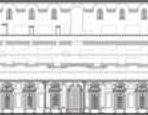


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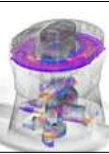


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Memoria in quota.
Valorizzazione e fruizione del fronte dolomitico della Grande Guerra

G. D'Acunto | G. Liva | I. Friso | A. Calandriello | G. Lazzaretto | G. Casarano





High Altitude Memory. Enhancement and enjoyment of the Dolomite front during the Great War.

Memoria in quota. Valorizzazione e fruizione del fronte dolomitico della Grande Guerra.

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This essay outlines the preliminary findings of an ongoing research project that aims to study, document, survey, reconstruct and communicate a set of information and knowledge relating to the defence and attack system of Italian troops during the First World War, along the front line that crossed the most imposing peaks of the Dolomites, within the geographical boundaries of the Veneto Region.

The mapping, surveying and design of a network connecting these sites – which are often inaccessible due to inclement weather conditions or the precarious stability of the structures – were aimed at providing tools for knowledge. The digital duplication of these elements, through 3D models and AR and VR

00.
Detail of Fig. 12.
Equirectangular image from a 360° drone video of *Forte del Monte Tudaio*. Data processing by IUAV-Neiko.

visualisations, enables an interactive narrative that promotes discovery and the establishment of connections between the sites within the mountainous environment.

On one hand, the design of an "Interactive Virtual Tour" and, on the other, experimentation with artificial intelligence-based avatars demonstrates how the digital world, supported by rigorous and philologically validated research, can be a fundamental tool for both historical education and tourism promotion, emphasising the importance of the memory of high-altitude places. Expected outcomes include a greater understanding of sustainability challenges and an inspiration for collective action towards a more resilient future, demonstrating how living heritage can inform sustainable development globally.

The installation, therefore, represents a concrete example of how the concept of "Urban/Nomadic" can inspire new ways of interaction between society, environment, and culture.

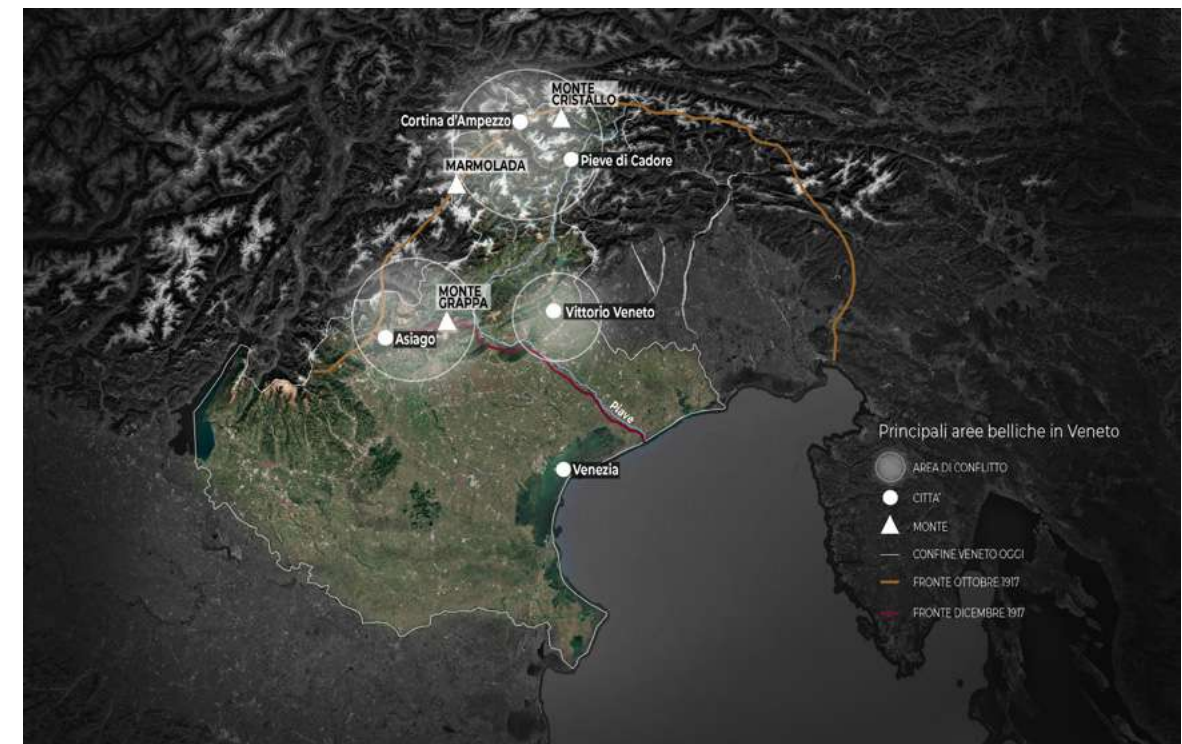
Il saggio presenta i primi risultati di un progetto di ricerca ancora in corso, finalizzato allo studio, alla documentazione, al rilievo, alla ricostruzione e alla comunicazione di un insieme di informazioni e conoscenze relative al sistema di difesa e attacco delle truppe italiane durante la Prima Guerra Mondiale, lungo la linea del Fronte che attraversava le cime più imponenti delle Dolomiti, nell'attuale area veneta.

Le operazioni di mappatura, rilievo e la progettazione di una rete di connessione tra questi luoghi – spesso inaccessibili a causa delle rigide condizioni climatiche o della precaria stabilità delle strutture – sono state finalizzate a fornire strumenti di conoscenza. La loro duplicazione digitale, attraverso modelli 3D e visualizzazioni in AR e VR, permette di offrire una narrazione interattiva che stimola la scoperta e l'interconnessione dei siti all'interno del contesto montano.

Da un lato, la progettazione di un "Tour Virtuale Interattivo", dall'altro, la sperimentazione con *avatar* basati su intelligenza artificiale dimostrano come il mondo digitale, supportato da una ricerca rigorosa e filologicamente validata, possa costituire uno strumento fondamentale sia per l'educazione storica sia per la valorizzazione turistica, sottolineando l'importanza della memoria di luoghi ad alta quota.

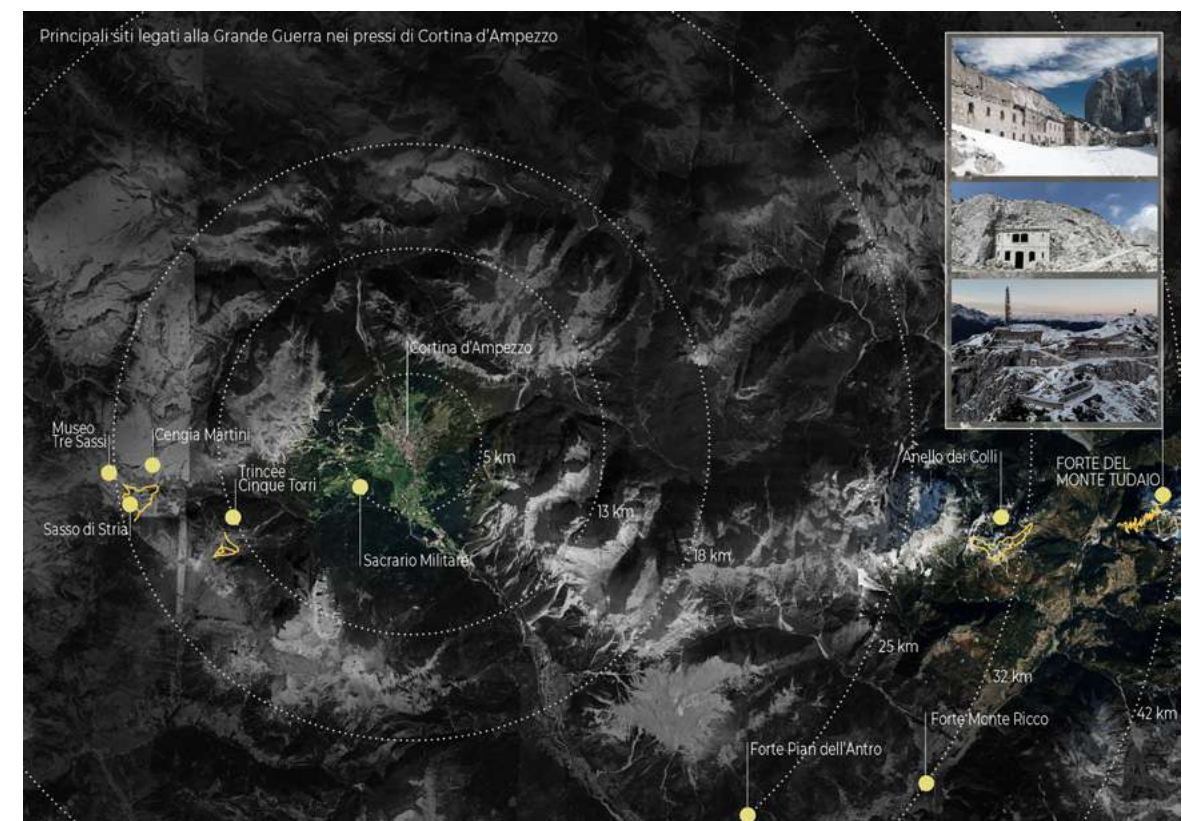
INTRODUCTION

This research forms part of the project funded by the Veneto Region's *Programma Operativo FESR 2021-2027*, titled *INDICE – RIR (Innovazioni Digitali per le Imprese Culturali e Creative)*. The overall objective of the program is to strengthen collaboration between businesses and research organisations, to promote research and innovation in the cultural and creative sector. The present research project, which is currently underway, aims to develop a systematic and replicable method for the enhancement and use of historical memory linked to the First World War [Fig. 01.]. Initially focused on the Dolomite area of Veneto [Fig. 02.], the methodological model developed lends itself to future extension to other mountain areas affected by the conflict, with the aim of creating a unified framework of knowledge and historical narrative (Langes, 2015) (Malatesta, 2015).



01.

Illustrating map with the primary First World War areas in the Veneto Region. Image by the authors.



02.

Illustrating map with the main sites related to the First World War in proximity to Cortina d'Ampezzo. On the right *Forte Tudaio*, the first buttress of the Dolomite Mountain range. Image by the authors.

A coordinated set of documentation activities forms the basis of the project. These activities include topographical surveys, mapping of the front areas, acquisition and cataloguing of iconographic material, and digital redrawing of historical artefacts and structures. These operations enable the reconstruction and accessibility of the spatial and functional configuration of the sites, thereby facilitating the enhancement of heritage through innovative digital tools. The objective of the programme is to facilitate an interactive cultural journey, with the aim of encouraging the sharing and exchange of knowledge relating to the historical and artistic heritage preserved in the mountain peaks of the Veneto Region.

The heritage under analysis is distinguished by its complexity and articulation, including walkways, trenches, forts, military posts, walls, warehouses and other defence and attack structures. These elements are distributed over a considerable area in an often fragmented manner and, in many cases, are in a state of neglect or decay. The analysis conducted has demonstrated the feasibility of digitally assembling these fragmented elements, thereby reconstituting their geometric-spatial configuration and original functions. This process results in the restoration of a new and coherent identity that fully enhances their significant historical value.

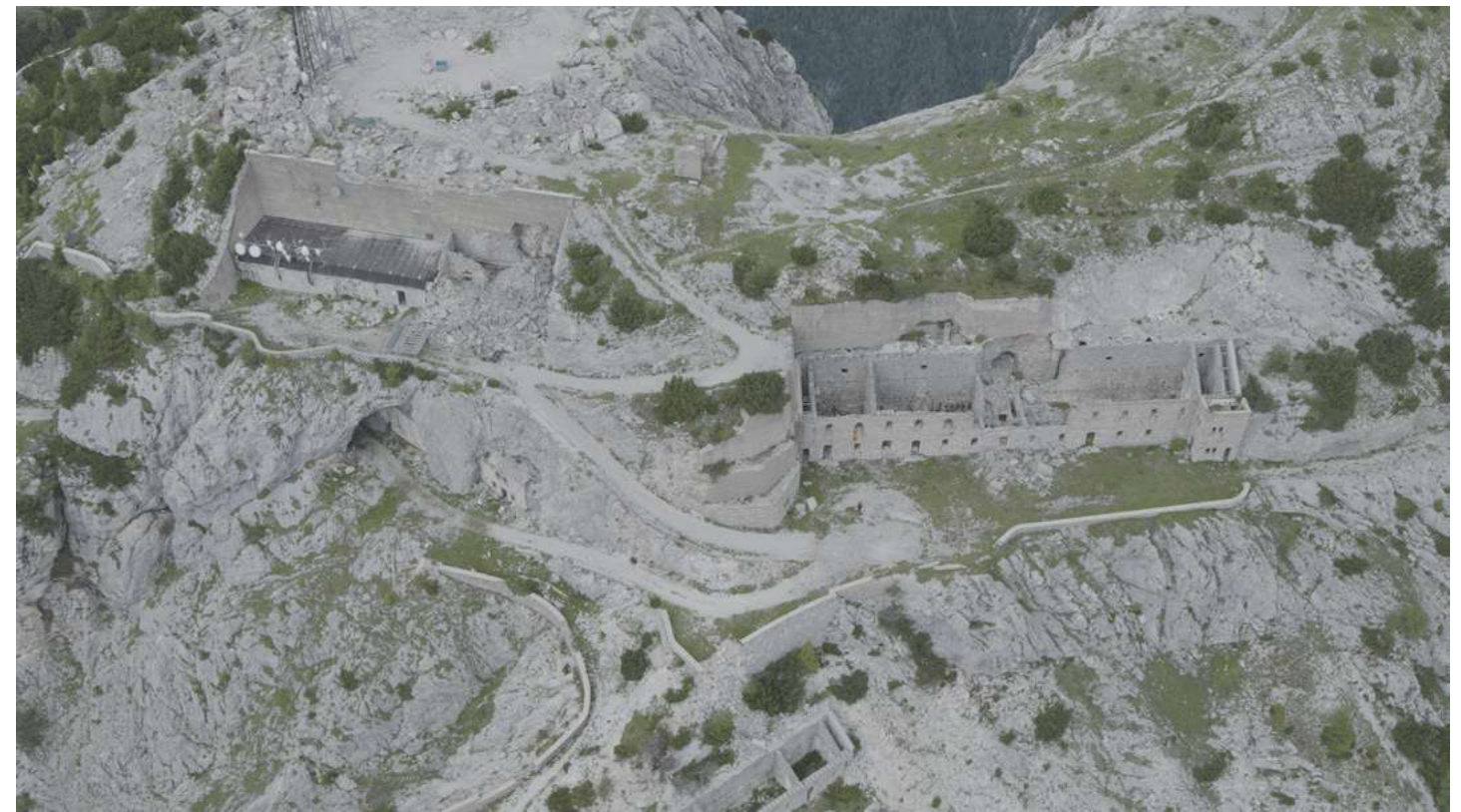
CASE STUDY

Forte Tudaio, the first buttress of the Dolomite mountain range, was constructed between 1911 and 1915 by the Italian's *Genio Civile*⁰¹. The structure is situated on the summit of the mountain of the same name, at an altitude of 2,114 metres, in the municipality of Vigo di Cadore (Belluno) (Figs. 03-04). The fort, which was perfectly camouflaged in the surrounding rocky landscape, was equipped with reinforced concrete batteries fitted with Armstrong nickel-steel rotating domes. These were designed to house 149 A cannons with a maximum range of 14 kilometres. The purpose of these installations was to provide fortification and defence for the territory against any incursions by enemy forces from Val Ansiei, Comelico and Carnia⁰².

As early as 1905, surveys were conducted in the Ridotto Cadorino area with the aim of identifying the most suitable site for the construction of a permanent military structure. Subsequently, in 1908, Captain Ferdinando Pecco (1864-1929) identified Mount Tudaio as the optimal location for the installation of the fort. In the aftermath of the Battle of Caporetto, the Italian forces retreated, leaving behind the fort. By 1918, the Austrians had demolished the majority of the structure using explosives (De Donà & Musizza, 1987) (De Donà, Musizza, & Toscani, 1988) (Galifi, 2024).

The reconstruction of the underground system of the structures has been made possible by the collection of archival material from local authorities and institutions in the Belluno area, supplemented by documents preserved in the library and archives of the *Istituto Storico e di Cultura dell'Arma del Genio di Roma*. The reconstruction was then compared and supplemented with the actual state of affairs ascertained through on-site surveys. This process allowed for a more complete understanding of the original configuration of *Forte Tudaio* and its defensive characteristics.

Following a meticulous phase of analysis and acquisition of historical and archival material, including iconographic documents, monographs, publications, and interviews, the research involved an integrated survey of the site, carried out using a variety of methods: terrestrial photogrammetry, 3D scanning using laser scanner, and digital aerial photogrammetry using drones. This approach facilitated the accurate documentation of the current situation, the general planimetric layout, the presence and location of paths and structures, as well as the position and characteristics of the visible and subterranean heritage.



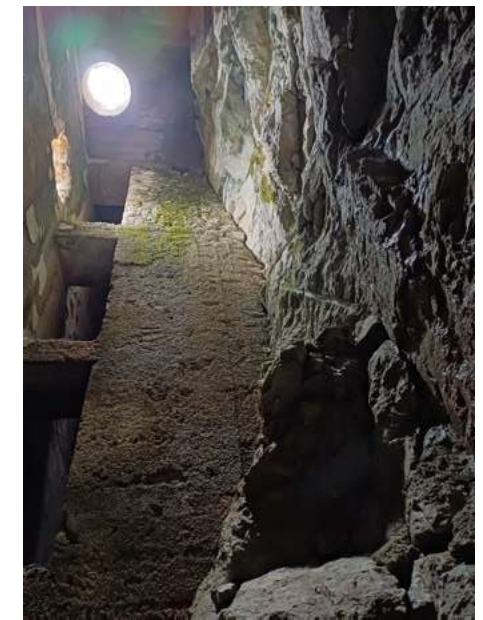
03.

Forte Tudaio walkways, walls, military posts, and storage facilities. Image by drone (DJI Inspire 3). July 15, 2025.

METHODOLOGY AND PROGRESS OF THE RESEARCH

Inspection of the structures was undertaken over a period marked by enhanced meteorological stability, extending from the beginning of July to the end of August 2025. This programme was undertaken with the aim of verifying the state of conservation of the structures and initiating the survey campaigns. In order to access elevated areas, some members of the research unit were transported by helicopter, with all the necessary equipment. The topography, characterised by a predominance of unpaved surfaces and notable variations in altitude, presented a significant challenge to the secure transportation of instruments such as computers, laser scanners, drones, and photographic equipment. At an altitude of 2000 metres, the employment of remotely piloted instruments facilitated the documentation of observation points and ensured comprehensive coverage of the object of investigation (Picchio, Parrinello, & Barba, 2022) (Cianci, Botta, & Calisi, 2025) (Remondino & Campana, 2014). The advancement in photogrammetric acquisition techniques, facilitated by the employment of drones, has enabled the exploration of previously inaccessible regions, which would have otherwise remained inaccessible due to the topography of the terrain [Fig. 05].

The initial campaign was undertaken utilising a DJI Mavic 3 Pro; nevertheless, the device's operational limitations were rapidly exposed by high altitudes, thin air, and strong updrafts on the north and south slopes. Preliminary analysis of the images revealed the presence of "motion blur" and "micro motion blur" phenomena, which compromised the alignment of the images in the digital photogrammetry processes. In order to surmount the aforementioned challenges, a secondary campaign was initiated, employing a DJI Inspire 3 drone, supplied by Neiko srl⁰³, and equipped with a Zenmuse X9-8Air full-frame camera. The rotors were equipped with blades engineered to function at elevated altitudes, thereby enhancing their efficacy in countering the updrafts present on exposed slopes. However, this configuration does necessitate a greater energy expenditure. Images were acquired from above and below to show the landscape, walkways, tracks, and signs of human impact. This was done to prepare for the reconstruction of



04.

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06.

07.

08.

09.

04.

Forte Tudaio, architectural structure set in the rock. Photo by the authors, July 15, 2025.

05.

Forte Tudaio, drone setting (brand). Photo by the authors, July 15, 2025.

06.

Forte Tudaio, Faro Focus 150 laser scanner. Photo by the authors, July 15, 2025.

Forte Tudaio. The mapping of structures above the ground showed the relationship between the fort and the area around it, and the connections between different heights.

Concurrently, in the subterranean zones, operators utilising Faro Focus 150 laser scanners—selected for their IP54 protection against dust and water, a crucial consideration in harsh operating conditions—documented the internal state of the structures, which had been severely compromised by deterioration and surface instability [Fig. 06.].

The presence of damaged load-bearing structures, unsafe cladding, and rubble scattered on the ground made the surveying campaigns particularly complex and risky. The tunnels, internal staircases and underground rooms, which were often affected by collapses and narrowing of the paths, required a flexible survey methodology based on cloud-to-cloud alignment. This methodology avoided the use of physical targets and proved particularly effective in confined or unstable spaces. The scans, acquired with an average resolution of 6.5 mm at 10 metres, facilitated the documentation of the connections between the underground system and the external structure, providing a continuous and consistent three-dimensional representation, even in conditions of limited visibility [Fig. 07., 08., 09.]. The processing of point clouds in dedicated software has enabled the generation of a unified, metrically consistent model, integrated with aerial photogrammetric surveys.

The research group was responsible for conducting the territorial analysis and the collection of data via indirect acquisition methods (laser scanner and digital photogrammetry from fixed stations and drones), as well as the management of the point clouds required for three-dimensional modelling. Subsequently, the documentation and integrated point clouds were digitised, thereby enabling the creation of plans and elevations of the case study [Fig. 10., 11.]. The graphical representation of *Forte Tudaio*, derived from drone-acquired images, yielded high-resolution georeferenced depictions. The photographic and video content, including 360° footage, has been systematically archived to ensure both traceability and ease of consultation. The stitching and optimization processes have also been carried out on materials from different sources, such as ground footage, interiors with 360° cameras, and aerial footage, to ensure visual uniformity and spatial continuity [Fig. 12.].

An immersive 360° video is currently being completed, with the aim of offering a narrative overview of the territory from above. In addition, a Virtual Tour system has been developed by partner company Neiko. This tool, accompanied by interactive mapping of geolocated points of interest, will be accessible via a web browser and will provide an immersive and interactive experience, integrating high-resolution photographic content, videos, and 360° panoramas.

The initial phase of the project entails the identification of particular elements within the designated

area that interact with the landscape, with the objective of guiding visitors towards direct observation, where feasible, and an "augmented" or virtual experience utilising devices, immersive environments, and other virtual reality experiences. A dedicated mobile application will be developed to suggest routes and engage local authorities, municipalities, museums and associations in the creation of a map of the trails.

The subsequent phase, dedicated to experimenting with AI avatars, will represent a moment of interaction between technology, history and education, demonstrating how innovation can encourage exploration of the past (Giordano, Russo, & Spallone, 2024). The creation of hyper-realistic avatars involves the integration of photogrammetry, 3D modelling, and artificial intelligence, resulting in the generation of virtual clones that are dimensionally and formally faithful to the original and capable of interacting with visitors. The three-dimensional rendering, optimised through texturing based on frames acquired by SfM (Structure from Motion) processes, is further refined by AI, which improves the facial expression, movement, and voice of the avatars [Fig. 13.].

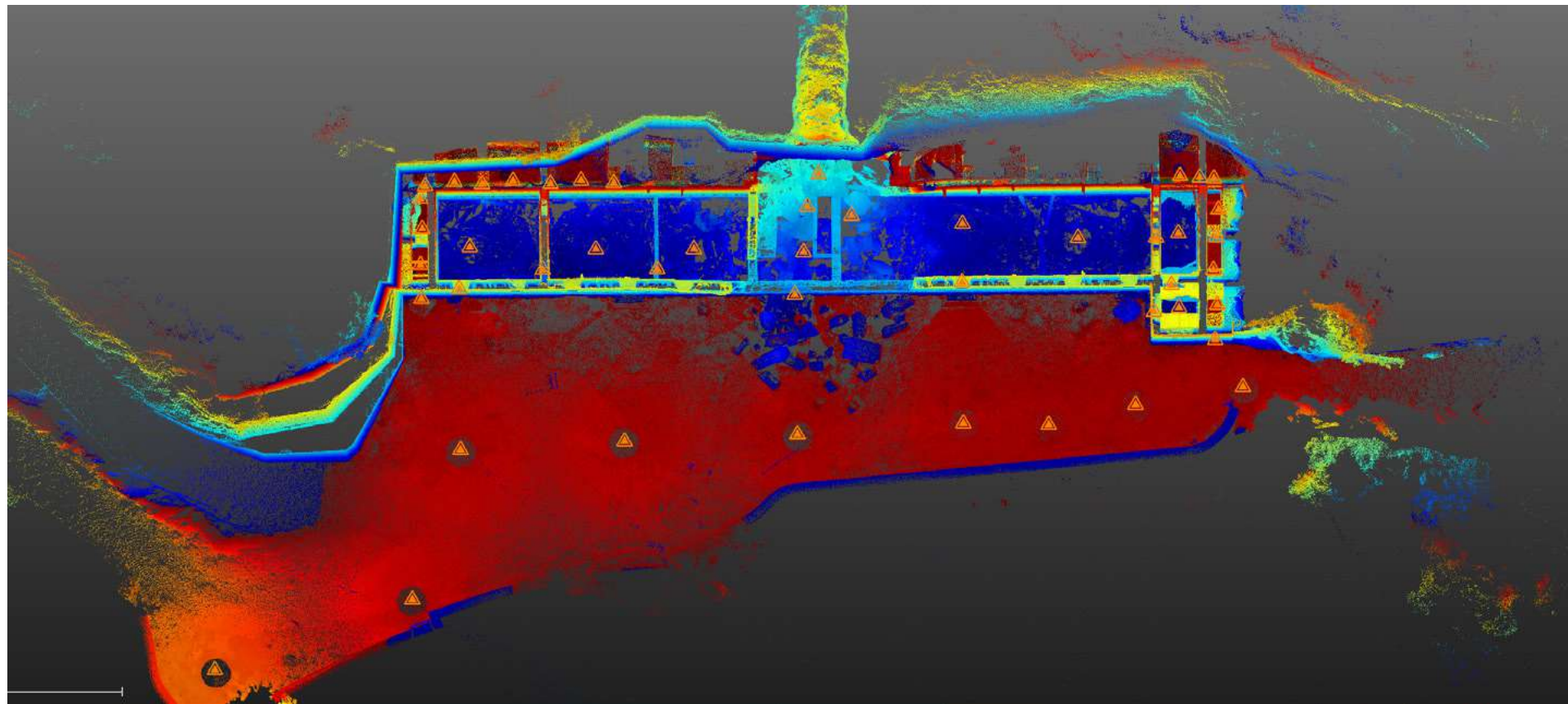
07., 08., 09.

Forte Tudaio, surveying activities with a Faro Focus 150 laser scanner inside the underground chambers. Photo by the authors, July 15, 2025.



10.

Forte Tudaio, points cloud, graphic processing by the authors.



11.

Horizontal section of the 3D point cloud model of the main structure of the barracks of the *Forte of Monte Tudaio*. Data processing by the authors.



12.

Equirectangular image from a 360° drone video of *Forte del Monte Tudaio*. Data processing by IUAV-Neiko.



13. Simulation of hyperrealistic avatars. Data processing by IUAV-Neiko.

CONCLUSIONS

The research is currently under development and aims of completing the overall representation of the Front, with a view to facilitating both direct and indirect access to the historical, architectural, and landscape heritage through digital tools such as tablets and smartphones, or through specially designed stations at high altitude or in the valley. This approach is intended to ensure inclusivity and accessibility to knowledge, even for individuals with reduced mobility or other limitations that prevent them from directly enjoying the sites.

The utilisation of contemporary technologies enables a broad audience to virtually explore reconstructed historical spaces, thereby facilitating an augmentation of their comprehension of local history through immersive audiovisual experiences. The design of interactive itineraries and narratives that connect the various high-altitude sites allows visitors to understand the function and configuration of each element within the mountain landscape, thereby revealing symbolic meanings and military strategies. Users can benefit from a multifaceted learning experience, integrating multiple dimensions and levels of knowledge – material and immaterial, tangible and intangible – with the digital world.

These narratives also represent a significant opportunity to enrich the cultural offering of the area. The project combines the expertise of the *Università Iuav di Venezia*, in particular the Vision Integral Design Environment (VIDE) Representation Laboratory, part of the IR.IDE regional research infrastructure, with the virtual applications developed by partner company Neiko. In this context, a philologically accurate, coherent, and scientifically rigorous narrative is being developed, capable of integrating and overlapping different disciplinary knowledge. The objective of this initiative is to facilitate a deeper understanding and increased accessibility of the enduring impact of the Great War for emerging generations, thereby enhancing both the historical heritage and the potential of digital technologies in promoting cultural engagement.

NOTES

- 01| In the Dolomite area between Veneto and Trentino-Alto Adige, there are over twenty forts and military posts (Galifi, 2024, p. 5). The selection of *Forte Tudaio* as the primary case study is attributable to its status as the inaugural buttress of the Dolomite Alps, its location in an inaccessible position at considerable altitude, and its advanced state of decay. This is in contrast to other fortifications that have undergone restoration and been equipped with multimedia installations.
- 02| Both the valley floor and the peaks had fortifications and observation posts, but at high altitudes, soldiers had to endure harsh living and weather conditions, including cold temperatures, avalanches and steep, rough terrain, which put strain on the men, who were not adequately prepared.
- 03| Neiko is a communications agency founded in Conegliano (TV) since 2002. It specialises in virtual reality, augmented reality, and 3D configurators.

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