Step Into History

Augmented Reality Exploration of Pamplin Historical Park

Progress Summary

The project made meaningful progress before the early termination of funding in early April. During the active funding period, development focused on the creation of a 3D immersive environment representing Pamplin Historical Park as it appeared in April 1865. The team successfully developed approximately half of the intended environment, with 3D modeling and asset creation completed in Blender. These assets established key landscape elements and historically relevant spatial features that form the foundation of the AR experience.

In parallel with content creation, development work began within 8th Wall to implement the AR portal experience. Early-stage integration efforts focused on importing and optimizing 3D assets for web-based AR, as well as establishing the portal framework that enables users to transition from the physical environment into the virtual historical landscape. This work aligned with the project's goal of creating an accessible, immersive experience for on-site visitors.

Although the project did not reach the later phases of full AR development, testing, and launch, substantial foundational work was completed. The partial environment build and initial 8th Wall integration represent significant progress toward the final experience, and key technical workflows were established to support future development.

Despite the early conclusion of funding, the project advanced critical components of both asset creation and AR implementation. These efforts position the project well for potential continuation, providing a strong base for completing the immersive experience and expanding its educational impact should additional funding become available.