

IBM Forbidden City Transcript

VO: For more than 5 centuries, the Forbidden City was the exclusive domain of the Chinese Emperor. In 1925, the Chinese government opened the Forbidden City to the public as a museum. Now, IBM is opening it up to the world.

Moira Zeng and her team from IBM gathered detailed information to create a virtual Forbidden City, giving people everywhere the chance to enter and explore.

SUPER: Nick Donofrio: IBM Executive V.P.

Donofrio: The importance of a project of this magnitude, isn't just the artifacts, it's the sense of people, the sense of their society.

VO: The virtual reality design team has to look beneath the surface to understand the ideas that inspired these people. To do this architecture justice and to represent the sense of scale and suspense, one must actually enter the space.

SUPER: John Tolva: IBM Program Manager

Tolva: We moved to essentially a gaming technology, of virtual worlds.

VO: This allows the team to recreate the lives of the people who once lived inside.

Man Working in Studio: Alright, come. Let's try it again.

VO: As visitors log on, they're able to interact, not only with the palace museum virtual guides, but with each other: Trading stories, reacting to the architecture, or exploring the city together. In this way, the virtual Forbidden City, gives the real Forbidden City, a brand new life.

SUPER: Wu Hung: Professor and Historian

Hung: For all Chinese, regardless which party you belong, or which political ideology you support, this Forbidden City symbolizes something bigger.

VO: With this project, we're not just preserving one nation's history; we're beginning to uncover the foundation of our common heritage.

SUPER: Innovation gives new life to the past

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