



“I felt immersed in poetry—the poetry of the landscape,” as the narration beautifully says.”

— Exhibition Guest

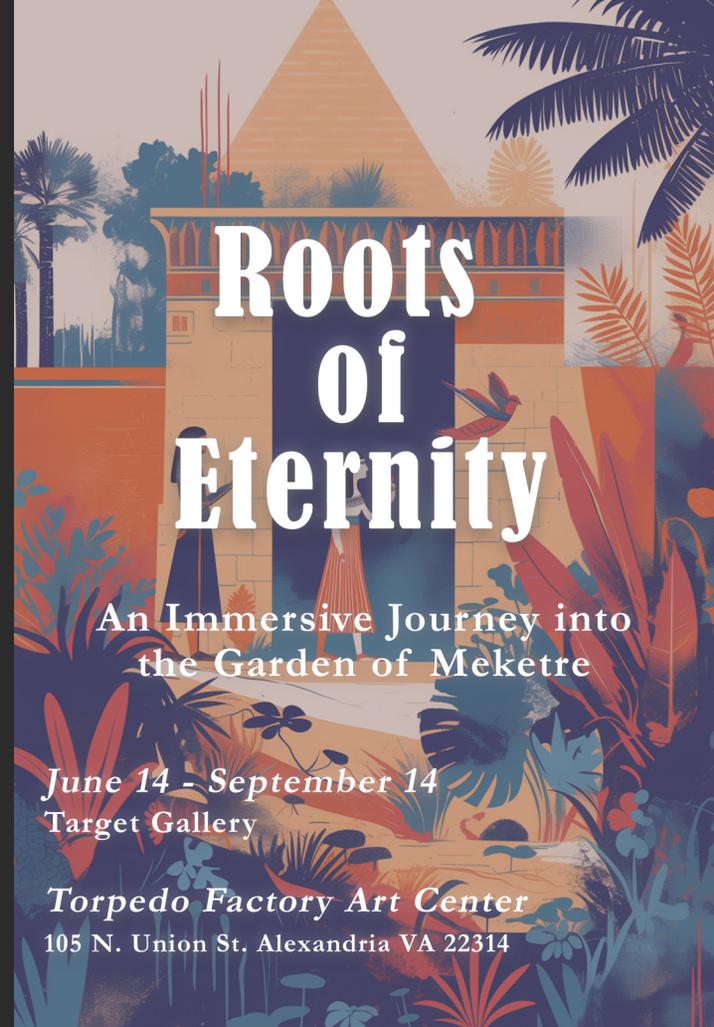
Step into a reimagined ancient Egyptian garden—an immersive, multisensory experience inspired by the wooden garden models from the Tomb of Meketre, currently displayed at the Egyptian Museum in Cairo and the Metropolitan Museum of Art in New York. This installation blends ritual, ecological harmony, and digital storytelling. Encounter authentic flora and fauna, a soundscape native to the land, and the enduring legacy of those who once planted the seeds beneath the same sun.

Roots of Eternity

Join Virginia Tech researchers, designers, and artists as they invite you to experience ancient Egypt in a new light, through immersive storytelling, digital archaeology, and sensory design.

Supported by the Institute for Creativity, Arts, and Technology, Roots of Eternity explores themes of ecological wisdom, ritual, memory, and cultural continuity using 3D animation, projection mapping, generative AI, and spatial sound.

Learn more:



Roots of Eternity

An Immersive Journey into the Garden of Meketre

June 14 - September 14
Target Gallery

Torpedo Factory Art Center
105 N. Union St. Alexandria VA 22314

 icat.vt.edu
[@VT_ICAT](https://twitter.com/VT_ICAT) #ICAT

 alexandriava.gov/arts
[@AlexArtsOffice](https://twitter.com/AlexArtsOffice) #ArtsALX

 vvrllab.tech
[@VVRLabVT](https://twitter.com/VVRLabVT) #VVRLab

Presented In Partnership By:


INSTITUTE FOR CREATIVITY,
ARTS, AND TECHNOLOGY
VIRGINIA TECH

City of Alexandria
**OFFICE OF
THE ARTS**

 INSTITUTE FOR CREATIVITY,
ARTS, AND TECHNOLOGY
VIRGINIA TECH

City of Alexandria
**OFFICE OF
THE ARTS**



Breathing Life into Meketre's Tomb Models in VR: A Spatial Storytelling Immersive Experience

This project contributes to ongoing efforts to preserve and enhance access to cultural heritage through digital repatriation and immersive storytelling.

The experience features AI-animated murals—looping animations inspired by ancient agricultural scenes—alongside 3D Virtual environments, soundscapes, and multisensory effects. Through interdisciplinary innovation, the project bridges history and technology to create a journey into ancient ritual, ecology, and daily life

Virginia Tech Faculty Team

Project PI & Exhibition Curator

Dr. Eiman Elgewely

Asst. Professor, Interior Design, School of Design, AAD
Director, Visualization & VR Lab
eelgewely@vt.edu

Ivica Ico Bukvic

Director, Creativity + Innovation
Professor, Creative Technologies in Music, SOPA, AAD

Amanda Nelson

Assoc. Professor & Grad Program Director, Theatre, SOPA, AAD
amandaj1@vt.edu

Thomas Tucker

Assoc. Professor, Creative Technologies, SOVA, AAD

Sang Won Lee

Assoc. Professor, Computer Science, College of Engineering

Students & Alumni Team: Amal

Almalkawi, Emily Wilson, Sarah Zulfiqar, Austin Sherwood, Freda Marashi, Mohamed Ali, Deepak Gupta, Harshal Pilonia, Josh Okoro.

Act II brings ancient murals to life through animation and evocative soundscapes. **Act III** bridges past and present with AI-generated videos of contemporary Egyptian agricultural life, illuminating cultural continuity and enduring ecological wisdom.

The exhibition unfolds in three connected acts. **Act I** immerses visitors in a reimagined ancient Egyptian garden.