

CULTURE, TOURISM & EXPERIENCES

MirrorMe

For museums and cultural venues

The augmented-reality mirror where visitors see themselves in the collection: in period costume, inside their own anatomy, in a gown from the archive.

The collection stays behind glass. The visitor steps in.

MirrorMe is a smart mirror developed at e-REAL Labs. Stand in front of it and you see yourself, same body, same posture, transformed by the collection around you: a toga in the archaeology gallery, a 1780s gown beside its original, the skeleton in a science museum. A gesture changes the garment, the system, the century. No headsets, nothing touched. Built from your objects, reviewed with your curators.

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WORLDS: HISTORY, SCIENCE, DRESS

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HEADSETS, APPS, OBJECTS HANDLED

5+
LANGUAGES

FOR WHOM
Museums of history, archaeology, art, fashion, and science; historic houses; science centers; festivals, libraries, and cultural venues with visitor programs.

FORMAT
A full-height mirror on a totem, in a period frame on the wall, or as an immersive wall. Gesture and touch; English, Italian, and other languages. From one gallery to the whole visit.

THE PROBLEMS WE SOLVE FOR MUSEUMS AND CULTURAL VENUES

01 — THE VISIT ENDS AT THE EXIT

Visitors walk past the collection and take nothing home

A picture of yourself as a Roman senator or in the gown from the next case, with the object's name and date, travels: to the family, to the class, to the next visit. The museum stays in the conversation.

02 — THE OBJECT NOBODY CAN TOUCH

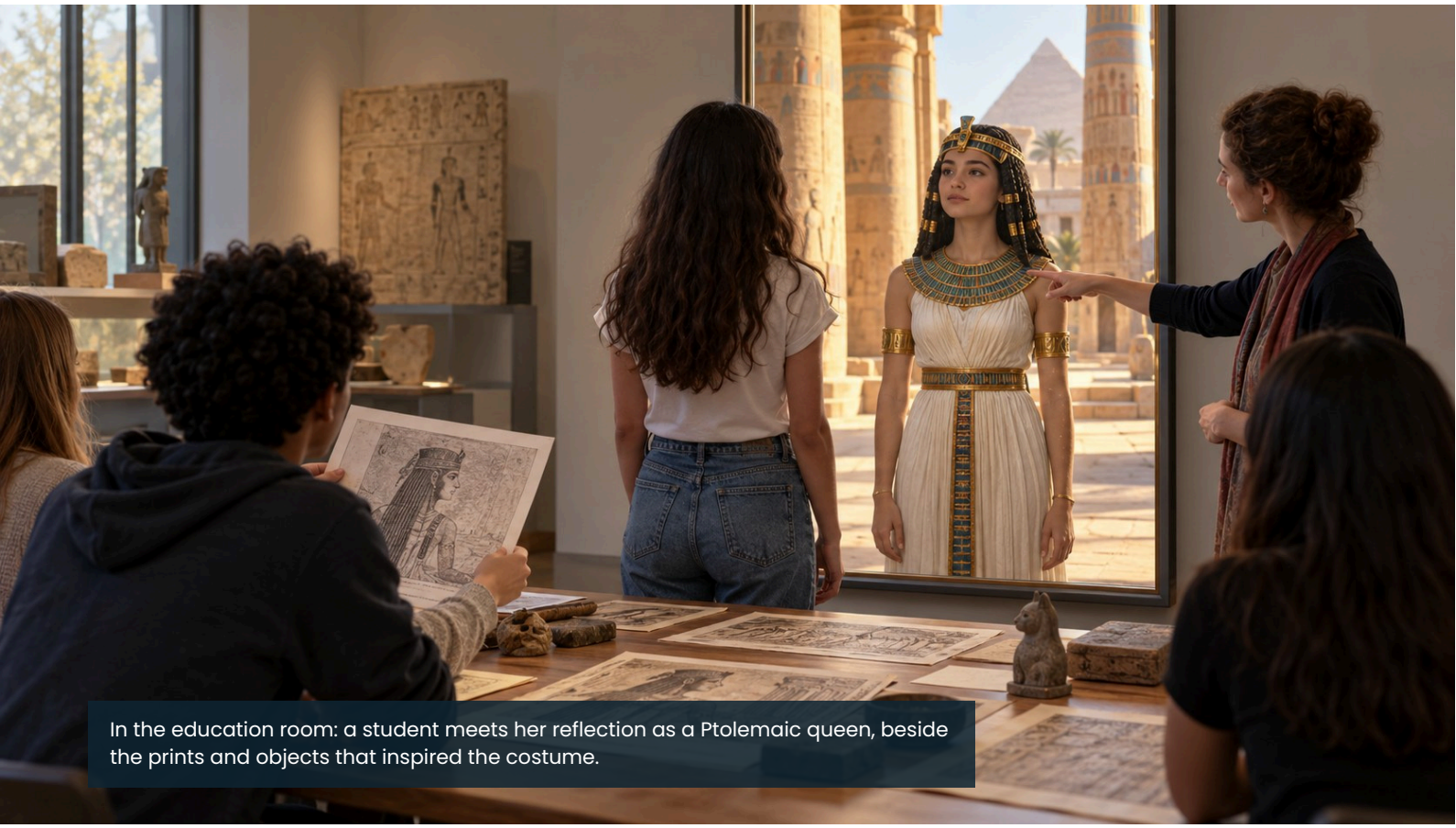
A costume on a mannequin shows a shape, never a body in motion

On MirrorMe the reconstruction is on the visitor's own body: the weight of a toga, the cut of a uniform, the stays holding the back. Nothing fragile leaves the case.

03 — SCHOOL GROUPS THAT LOOK AND LEAVE

A class of thirty, one guide, twenty minutes per room

Every student takes a turn in the mirror and the whole group sees it. The reflection becomes the question the educator starts from: who wore this, what is this bone, who made this dress.



In the education room: a student meets her reflection as a Ptolemaic queen, beside the prints and objects that inspired the costume.

HOW IT WORKS, IN FOUR MOVES

01 **Choose from the collection**
Curators pick the objects, figures, or systems. Each is reconstructed from the object and its sources.

02 **Stand in front of the mirror**
The visitor sees herself transformed. A gesture changes the garment, the system, or the century.

03 **Read what you see**
Short prompts on the mirror and in the room lead from the reflection back to the object in the case.

04 **Keep the picture**
A photo or short clip goes home with the visitor, with the museum's name and the object's story on it.

THREE WORLDS, ONE MIRROR



History

For history, archaeology, and art museums, historic houses, festivals. The visitor wears the period of the room: a toga, a Renaissance gown, an officer's uniform, built from your objects and iconography.



Science

For science centers and museums of natural history and of medicine. Skeleton, muscles, nerves, circulation, and organs over the visitor's own body, moving with it; then a step back in time, dressed as the anatomists who drew them.



Dress

For fashion, costume, and textile collections. A garment from the case reconstructed on a living body, construction readable; the same visitor across decades as a comparative series.

THREE FORMATS



Totem. Free-standing, in the gallery or the lobby.



Wall mirror. In a period frame, beside the case.



Immersive wall. A whole group, together, in one scene.

Start with one gallery

Choose one room and the objects in it. We build the costumes, plates, or garments with your curators, install the mirror beside the cases, and the public meets it for a few weeks. Then we look together at the pictures taken, the questions asked, and which room comes next.

Part of the e-REAL offer for Culture, Tourism & Experiences, alongside Conversations with People and Ideas, the conversational avatars, and Immersive and Interactive Labs. Dedicated brochures for History, Anatomy & Science, and Fashion & Dress History are available on www.e-real.net.

LET'S TALK

Book a demo on www.e-real.net or propose a gallery for a pilot.

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