The Pisa coastal plain predictive model project, started back in 2008, was meant to provide users with an interactive, navigable platform to gather information over the archaeological risk and the known sites distribution within the territory. By the way, an AR-based approach can foster the content fruition, enabling the final user to explore a video presentation of the model itself.

ArcheoThanathOS was originally released in 2008 with the final goal to share archaeological and anthropological data under CC licenses. The project, currently under revision, is based on a dataset coming from the excavation of the ancient burial area of the medieval church of S. Vigilio, in Ossana (Trentino, Italy). AR smartphone applications could improve data-sharing through geo-located 3D models.

AR turns out to be a useful tool also for displaying and exploring the landscape. A virtual model derived from a high-resolution DEM shows the area of San Michele (Trento, Italy), which is one of the most significant points of interest for the study of Romanization in Raetia.