The Urban Simulation Team at UCLA joined forces with the Israel Antiquities Authority to create a ground-breaking museum installation for the newly constructed Ethan and Marla Davidson Exhibition and Virtual Reconstruction Center in Jerusalem.

The new center offers visitors an in-depth archaeological and historical introduction to the Jerusalem Archaeological Park by means of an exhibition of archaeological objects, augmented by visual, textual, and audio information. One of the highlights of this modern facility is the Team's real-time virtual reality reconstruction of the Herodian Temple Mount as it stood prior to its destruction by Roman troops in 70 CE.

Before touring the excavation area, visitors have the opportunity to explore the reconstruction model in the center's interactive classroom and experience the splendor of the Temple Mount enclosure as never before possible. Real-time technology allows users to tour through the computer environment, enjoying the same freedom of movement as in the physical world. The Center is equipped with cutting-edge visualization tools, including a powerful Silicon Graphics Onyx2 InfiniteReality2 computer, a high-resolution display, and integration technology. This provides audiences with breathtaking three-dimensional images that are at the same time scientifically accurate.

Visitors are also shown an 8½ minute high-definition digital video that combines footage from the Urban Simulation Team model with images of the Temple Mount as it stands today.

For more information about the Israel Antiquities Authority and the Jerusalem Archaeological Park, visit www.archpark.org.il/