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Interactive Entry into the Interiors of lost Slovenian Ships

The paper examines the sculptural legacy of Stojan Batič, created for Slovenian ships of the Splošna plovba company, which remains largely inaccessible to the public. With his sculptures and reliefs, Batič adorned the ships Trbovlje (1960), Bela Krajina (1961), Ljubljana (II) (1964), Ljutomer (1965), Kras (1967), Postojna (1967), Portorož (I) (1968), and Portorož (II) (1986). In his works for ship interiors, he interpreted themes of community, mining life, the national liberation struggle, music, national history, the relationship between mother and child, Greek mythology, and dance. In the selected works created in the late 1950s and early 1960s, two of the artist's characteristic features are particularly evident in his interpretation of various stories and motifs, many of which relate to the places after which the ships were named. These are the perforated relief, which in its enlarged form serves as a visual complement to architecture, and his distinctive treatment of the sculptural surface, composed of geometric planes that resemble a network, honeycomb, or raster structure supporting narrative elements. The experimental part includes three-dimensional animations based on archival black-and-white photographs of ship interiors from Ljubljana and Portorož. The proportions of the spaces were determined using Batič's artworks as a reference. The reconstruction



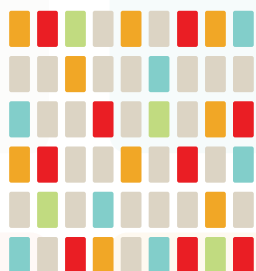
Figure 1 Archive photographs of the ship's saloon with the relief of Batič (Splošna plovba Archive)



Figure 2 Final render of the reconstructed lounge with completed materials, lighting and post-processing (Marko Stražar)

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aimed to present to the viewer the spaces once experienced by Slovenian sailors and visitors, which no longer exist today. The result of this research and creative process is a set of three-dimensional reconstructions of ship interiors that can be experienced through virtual reality technology as well as in the form of a two-dimensional video walkthrough.

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