

# THE ART OF EXPLORING

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## PLANMAP PROJECT

PLANMAP's major focus is the integration of different datasets through data-fusion aiming at the production of highly informative geological maps. These maps will include spectral information, elemental composition, absolute ages and ground truth information. We aim to develop a standardized approach to present geological maps making best use of modern technology. We intend to pass from classical geomorphological maps to geo-stratigraphic maps and integrated geological maps where composition of the surfaces is coupled with retention ages and geomorphology.

# DRAWING FOR KIDS

The Drawing for Kids storyline tells the adventures of the project's mascot "Geolyn" who is portrayed in stand-alone contexts related to planetary geology and exploration. Geolyn drawings will tell the mesmerising story of planetary geological mapping of Mars by assembling the illustrations in the right chronological order. These scenes aim to present to the young public the final products of the geological mapping and depicts in a very friendly and simple way the exploration and mapping processes, pivotal aspects of the PLANMAP research projects.

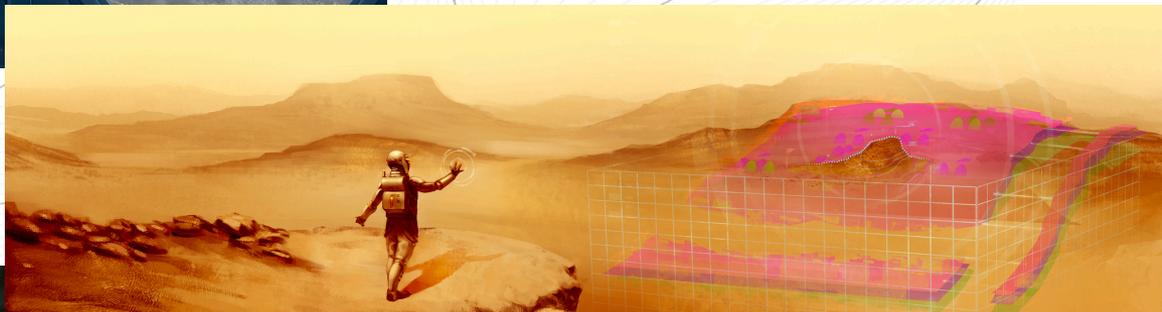
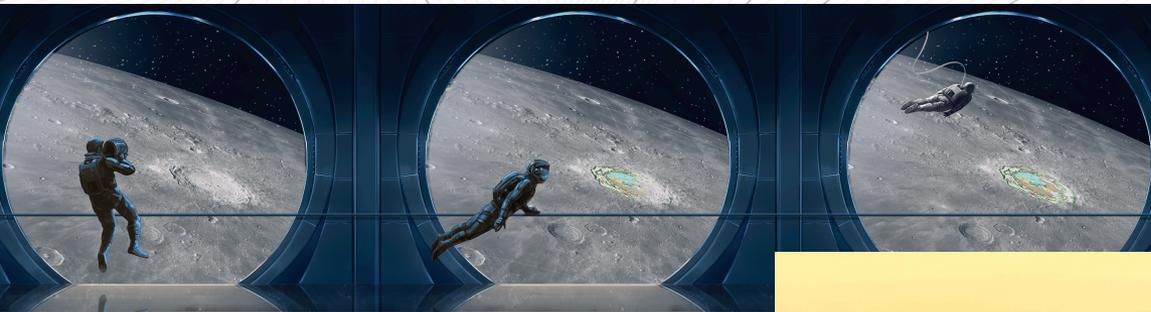


# DRAWING THE FUTURE



These illustrations are made through digital painting technique using Photoshop and graphic tablet, using real topographic data and images of the lunar surface from Lunar Reconnaissance Orbiter, as well as the PLANMAP released morphostratigraphic maps. These illustrations aim to deliver the vision of a near future where the tools and the scientific products of PLANMAP become hands-on applications for the exploration of the Moon, Mars and Mercury. This storyline aims to engage secondary school students and the general public showing planetary landscapes explored through enhanced tools and augmented reality. This storylines wants to recreate, from its peculiar adventurous perspective, the evolution of the scientific research in the planetary field.

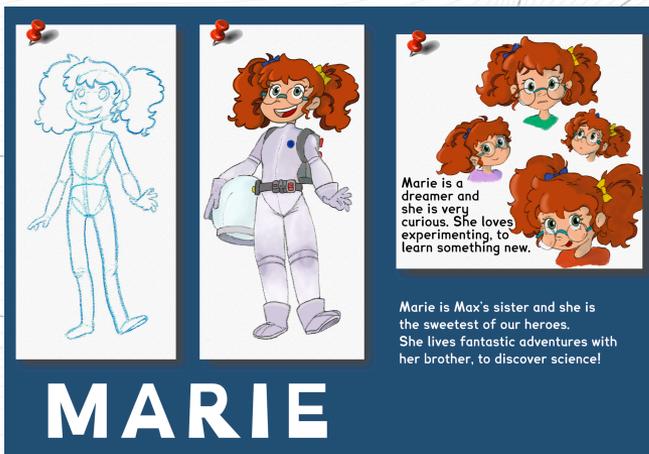
# DRAWING THE FUTURE



# DRAWING THE COMIC

The PLANMAP comic is regularly published in the PLaNCK! Magazine ([www.planck-magazine.it](http://www.planck-magazine.it)), narrates the adventures of Marie, Max, Planck and nanny Rose. The first episode started at the planetary geology museum where the kids notices some discrepancies between the geological maps and the features observed in the virtual reality tours, now the protagonists have to unmask and defeat the evil plan of Dubnium.

The creation of this comic was realized thanks to a cooperation between the artist and the scientific team in order to deliver accurate and correct scientific information using vocabulary and narrative strategy suitable for the target audience. The comic objective is therefore to tell through fantastic adventures real non-trivial facts that will contribute to build a solid scientific cultural backbone for the young generations.



# COMPOSING THE SOUNDTRACK

We are also pleased to report that we undertook also alternative communication strategies besides the educational lectures and workshops. Thanks to the collaboration with the emerging artist of the ITH Project, PLANMAP inspired music was created and diffused on Youtube, Facebook, Spotify and other dedicated social media platforms.

The ITH Project wants to explore the baffling emotions and feelings of dreams from the point of view of a blind child. ITH is a onemanband project with exploration desire at its core and each song has references to space, stars and science. In September 2019 ITH released his first single and so the project began. The single Flair was realised in collaboration with the PlanMap project and was created as a gift for the team to support scientific research and their work.



ITH PROJECT



FLAIR SONG

