

LECTURES

3rd Day | June 21 | 5:30 pm

.1

From analogue to digital archaeological visualization: transforming practices.

Dr Loes Opgenhaffen

Abstract:

The increasing integration of digital methods in the production of archaeological knowledge has raised the conversation around “analogue” and “digital” and in which ways a workflow should combine both. Different recording methods can be used to document the archaeological material from hand drawing to 3D scanning depending on the specialists involved, the time required and the equipment available. The present lecture will try to trace this “digital turn” and explain why we should not turn our back completely to the traditional “analogue” way of conducting archaeology.

.2

The Long Road from Digitising to Utilising Cultural Heritage 3D Digital Assets: Lessons Learnt in the Re-Cult and Re-Cult Magnum Projects.

Dr Charalambos Paraskeva

Abstract:

Indubitably, 3D digitisation of Cultural Heritage has in the past decade gained significant traction owing both to political-financial backing and to technological developments. However, deployment and reuse of 3D assets owing mostly to compatibility issues and varying technical requirements remains rather low. These issues have been encountered by the Re-Cult and Re-Cult Magnum projects that aspire to produce unique in-museum digital experiences. These include mobile applications, interactive touchscreens, immersive VR headsets and holograms; and all rely heavily on 3D assets produced in-house. Multimedia production for all the above presented an array of technical challenges, which are to be discussed in this presentation. Through trial and error, persistence, and iteration one may travel the long road from digitisation to practical use of Cultural Heritage 3D assets. It is hoped that our efforts will positively contribute to the understanding of lacunae in our methodological instruments concerning production and reuse of 3D assets.



.3

Digital Tools and Virtual Cultural Heritage Recovery: The case study of Tell Nebi Yunus, Mosul, Iraq.

Juan Aguilar

Abstract:

The famous Nebi Yunus Mausoleum in Mosul, Iraq, which according to local tradition contained the tomb of the Prophet Jonah, was blown up by the so-called Islamic State (IS) in 2014. Its members then tried to level to the ground what was left of it by using bulldozers and, by accident, found the remains of an Assyrian palace under it, which they systematically looted by digging a tunnel network. The damage done to this 2,700-year-old cultural heritage site is catastrophic and the question arises if everything is lost. This presentation will give insights into how digital photogrammetry, GIS and 3D modelling can help recover as much and historically accurate as possible of this Iraqi landmark.

.4

Digital Archaeological Data: The Greek case.

Dr Despina Tsiafaki

Abstract:

The emerge of ICT technologies has a significant impact also on Archaeology with Digital Archaeology to be nowadays a distinct field. Basis of the Digital Archaeology is the creation of digital archaeological data with their publication and curation to follow. Current surveys show that there is a great diversity within European countries regarding their digital archaeological data.

Aim of this lecture is to present the state of the art in Greek archaeology. More specifically, it will explore the existence and the function of repositories for digital archaeological data in Greece along with data stewardship practices run by different Institutions and Organizations as well as by the Ministry of Culture and Sports.

.5

Data management: What happens after the creation of 3D models?

Vasiliki Lagari

Abstract:

Over the past decade, 3D digital documentation has played a crucial role in the preservation of cultural heritage monuments and objects. It has also offered the opportunity to experts such as archaeologists and conservation scientists to attain access to high-resolution data and extract new information not easily discerned by the naked eye. However, new challenges have been presented in terms of standardized methodologies and storage infrastructure. In this lecture emphasis will be given on the need of a more unified way of metadata creation together with a thorough analysis of FAIR principles and the importance of Open Access publishing options.

