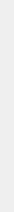


Look **Closer**

Sometimes the truth lies in the details,
not in the distance.





—— About the **Project**

Look Closer is a project created for the Laboratory course taught by Professor Francesca Tomasi during the academic year 2021/2022 as part of the Master's Degree in Digital Humanities and Digital Knowledge at the University of Bologna. The website showcases the project, which integrates three topics covered in the course. Scroll down to explore each section in detail.

- **Storytelling and Twine**
- **3D Object Digitisation with 3DF Zephyr**
- **3D Modelling with Blender**

Storytelling

The **Look Closer** project features a story that follows the classic Three Acts structure of storytelling, which was introduced in the second part of the course by Professor Federico Meschini. Titled "Look Closer," the story is presented using Twine software and follows archivist Nina's journey to uncover her past. Click to launch the **interactive experience** and join Nina on her quest.

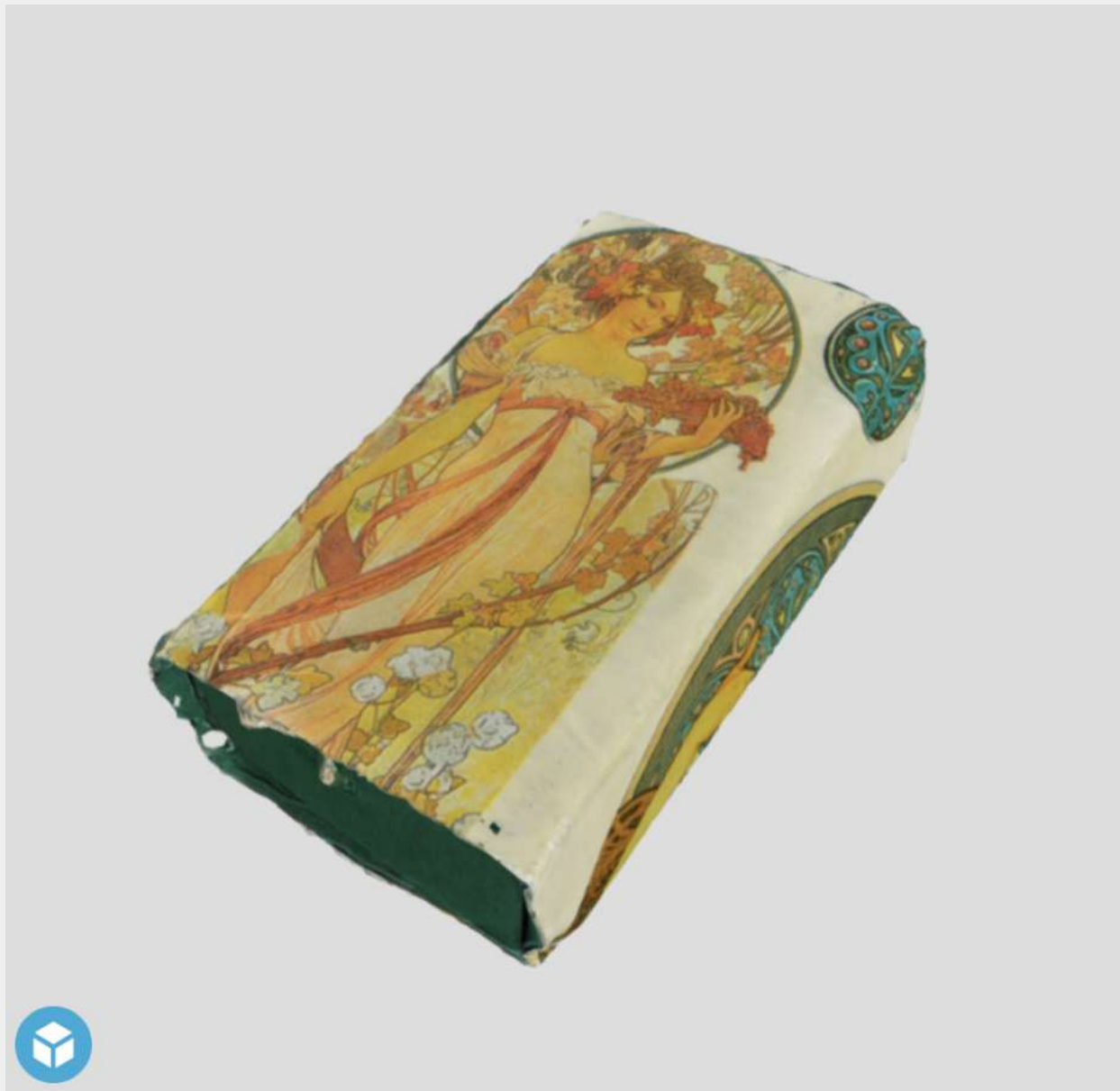


—— Object **Digitisation**

Using the concepts and examples presented by Prof. Daniele Ferdani in the fifth part of the course, a 3D model of an object was generated using **3DF Zephyr** software. To capture the required images, a Nikon D610 camera was utilized to take **113 photographs** while rotating the object on a platform within a lighting studio constructed at home (check the photos below). Details about the photos are as follows:

- Dimensions: 6016x4016 px
- F-stop: f/11
- Aperture value: 1.6 sec
- ISO: 400
- Focal length: 50 mm

The resulting 3D model was integrated into the story to enhance the narration and provide an engaging interactive experience. **See the model on Sketchfab.**



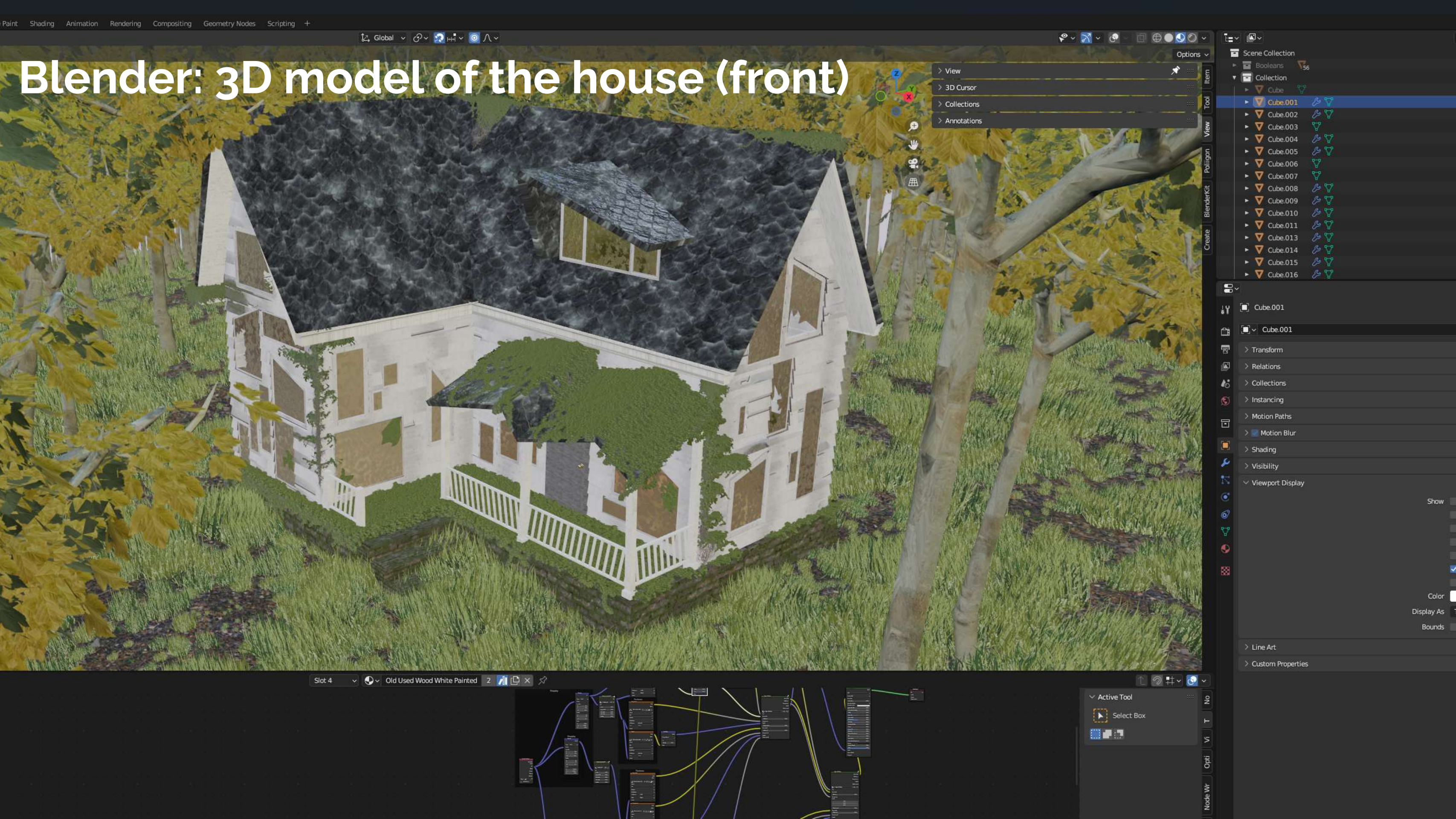
See the model on Sketchfab.

3D Modelling

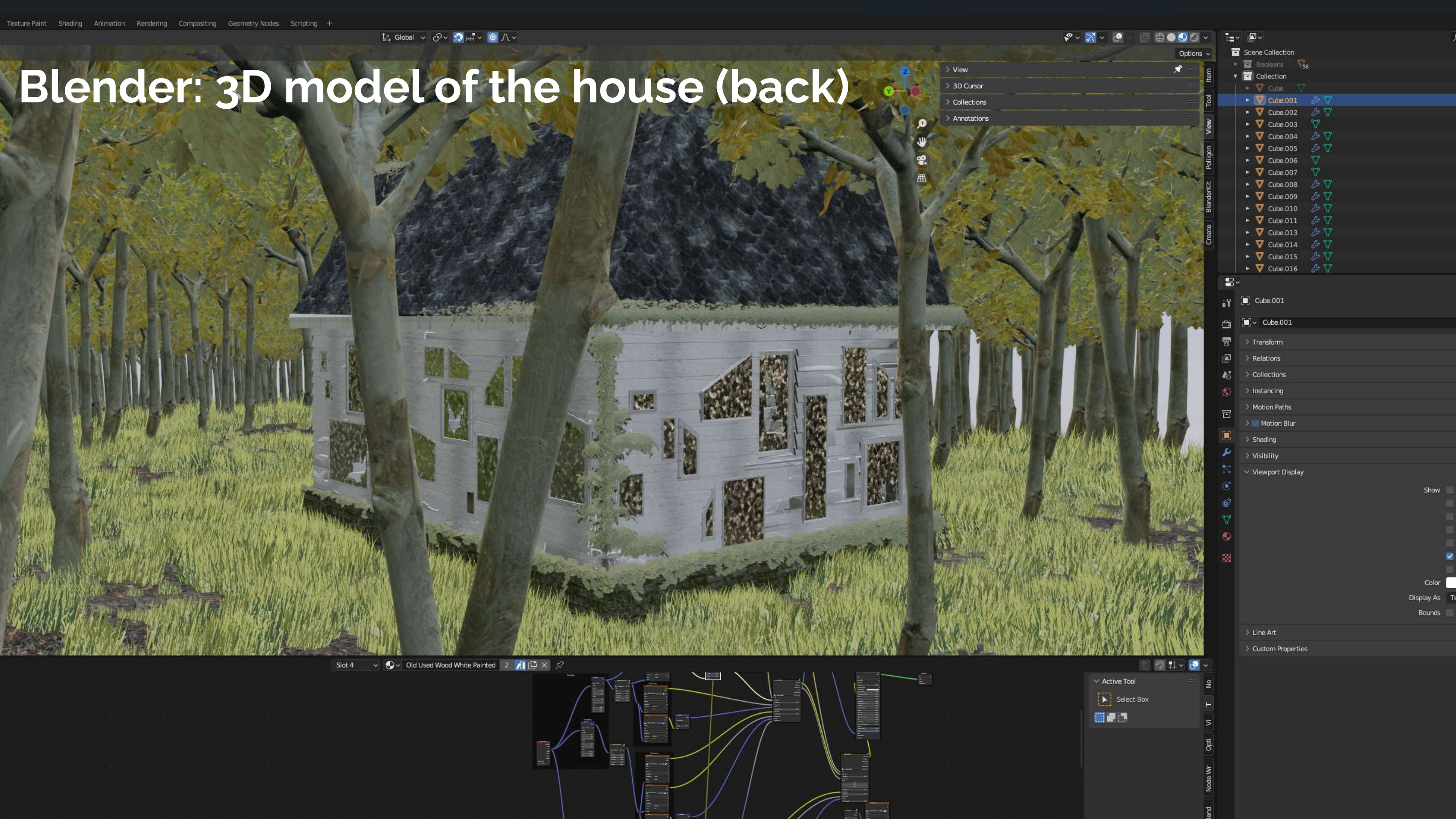
To create a 3D model of an abandoned house and its surrounding landscape, which is a significant location in the story, I used **Blender**, an open-source software for 3D creation. The model was developed by following various tutorials and adjusting its appearance to suit the narrative. Some of the tutorials used in the process include:

- [How to make an abandoned house in Blender - Tutorial](#)
- [Making a Cabin in the Woods in 15 mins using Blender](#)





Blender: 3D model of the house (front)

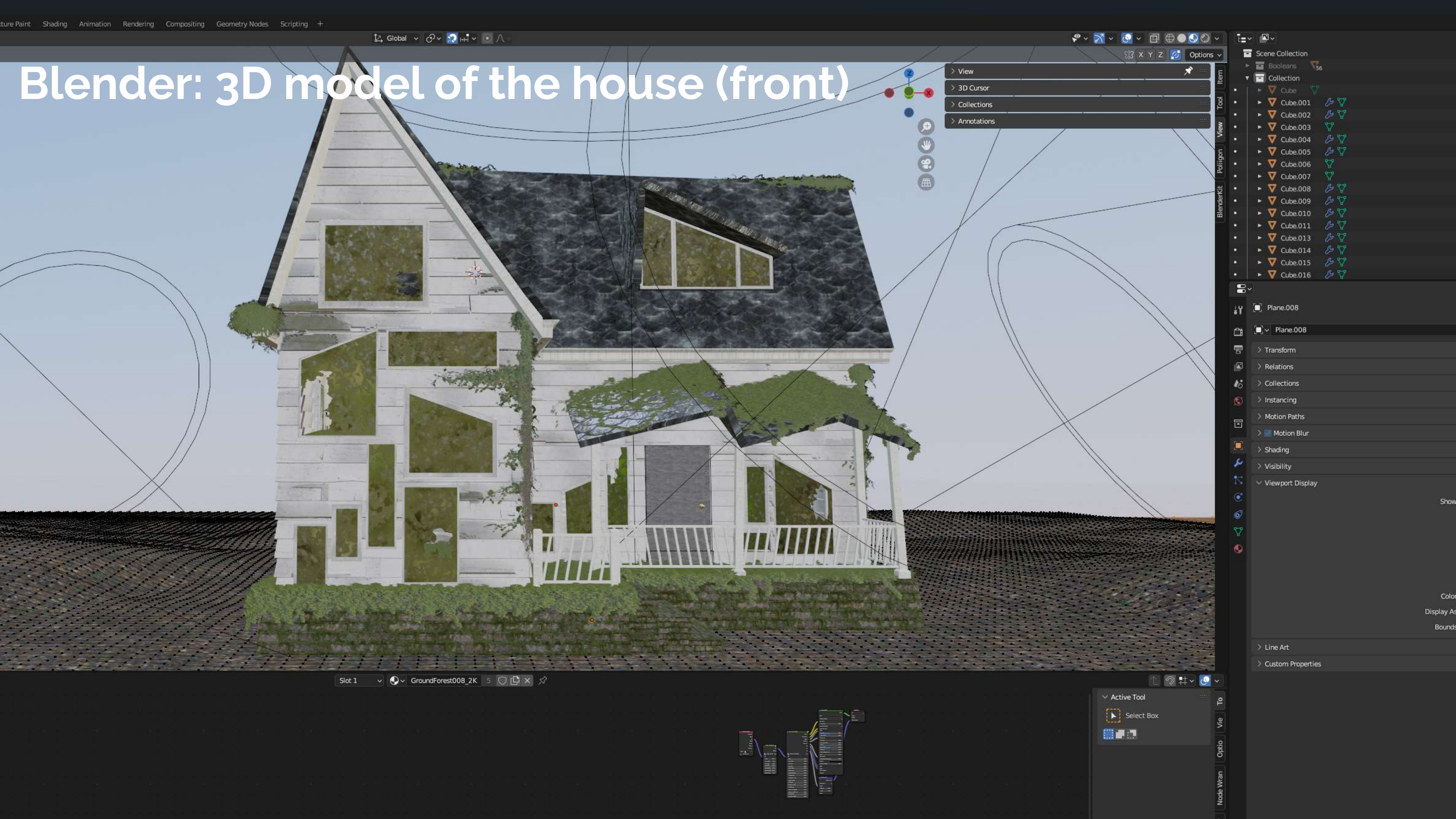


Blender: 3D model of the house (back)

Blender: 3D model of the house (top)



Blender: 3D model of the house (front)

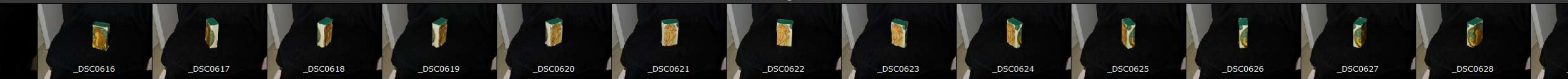


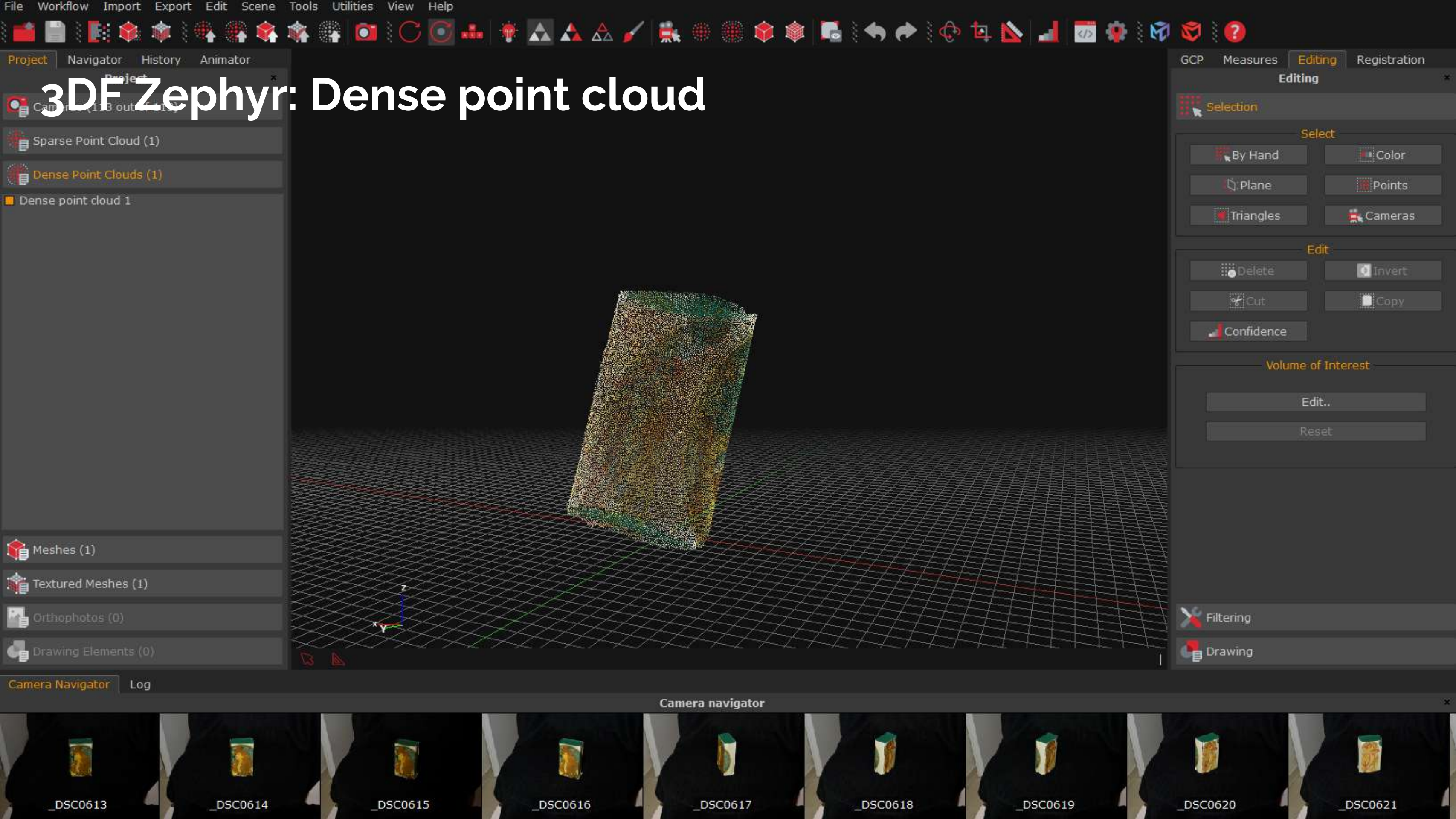


3DF Zephyr: Textured Mesh



Camera navigator



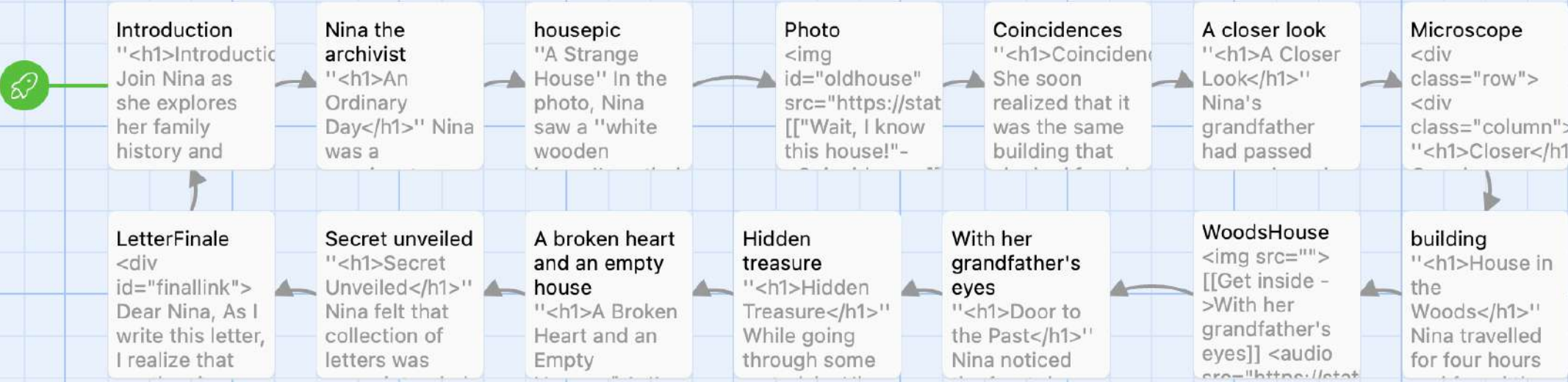


3DF Zephyr: Dense point cloud

Home lighting studio



Twine: Look Closer story





About the author

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I am a student pursuing a Master's Degree in Digital Humanities and Digital Knowledge at the University of Bologna. I hold a degree in History of Art and Economics from the University of Heidelberg, and currently work at the KHI photo archive in Florence.

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