Report
on

The computer software "Cherish"

3D representation of Historical Sites

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* Step-by-step description on how the users approach the problem when reconstructing a large dataset, for example several rooms in Strawberry Hills, or the while site in Dura Europos.

1. Creating the map plan of the Dura Europos.
1.1 Creat Canvas-open folder with photos-past the photo to the created canvas-draw the plan.

2. Plan of the synagogue section.
2.1 Create New Canvas for Synagogue floor plan - draw the plan.

3. Creating with help of the canvases the walls of this synagogue.
3.1 Create Standart New Canvases. Add one more 'Left' or 'Right' canvas.
3.2 Rename Canvases to the 'Front', 'Back', 'Left', 'Right'.
3.3 Shift canvases according to the floor plan.
3.4 Draw walls.

4. Position the New Bookmark. Take a view from the top.
4.1 Past the photo/picture of the Synagogue.
4.2 Make transparency of the photo.
4.3 Finding the photo position according to the walls.
4.4 Make bookmark. Rename it.
4.5 Delete walls on the canvases.
4.6 Choose the canvas with the wall what you are going to draw with help of the photo.
4.7 Open the bookmark what you've made.
4.8 Draw walls.

5. Fill with the colors.

6. Use the same strategy for the other sections.

* Main difficulties when interacting with the system, understanding the reconstruction site, introducing changes into the scene, understanding the concepts withing the system (for example, the concepts of canvas, bookmark, stroke projection).

-**Image transition to the bmp format.**

* What were the good features of the system that made it easy and intuitive to use.

- Auxiliary lines of the canvas.
- Marking the last and penultimate used canvases.
- Clear to use the tool 'Edit canvas location'. Easy to orient the object in the scene.
- Logical and sequential to use the tool 'Position New Bookmark'.
- Transparency of pictures.
- Very good correlation of the software with a mouse.
- **Easy to use the program**

* Experience when trying to locate camera position and photo with respect to 3D model.

- **If the picture or photo has distorted perspective it can be entangled to join it with the canvases and draw correct outlook.**

- Could be tricky to locate camera correctly in accordance with photo view.

* Experience when the complexity of the model grows, e.g., how difficult to get oriented in a large model, how difficult it is to manipulate the entities on the scene with lots of canvases.

- While using the tool 'Sketch' in a large model, it could be tricky to draw really straight and clean line if you camera is faraway.
- In a large scene, while creating new canvas, it appears on the axis, even if you model is really far away from it. It could take a bit of time to bring new canvas to the drawing area.

* User suggestions for the system improvements.

To improve graphics:
-**Line thickness**
-**Creating shapes : circle, rectangle, triangle etc.**

-**Brush or fill**
-**To improve eraser**
-**To Add ruler for the screen**
-**To select canvas on the scene**

Synchronization of the dimensions of a real building and a model.