

SunoikisisDC Session 9

3D Modelling in Cultural Heritage



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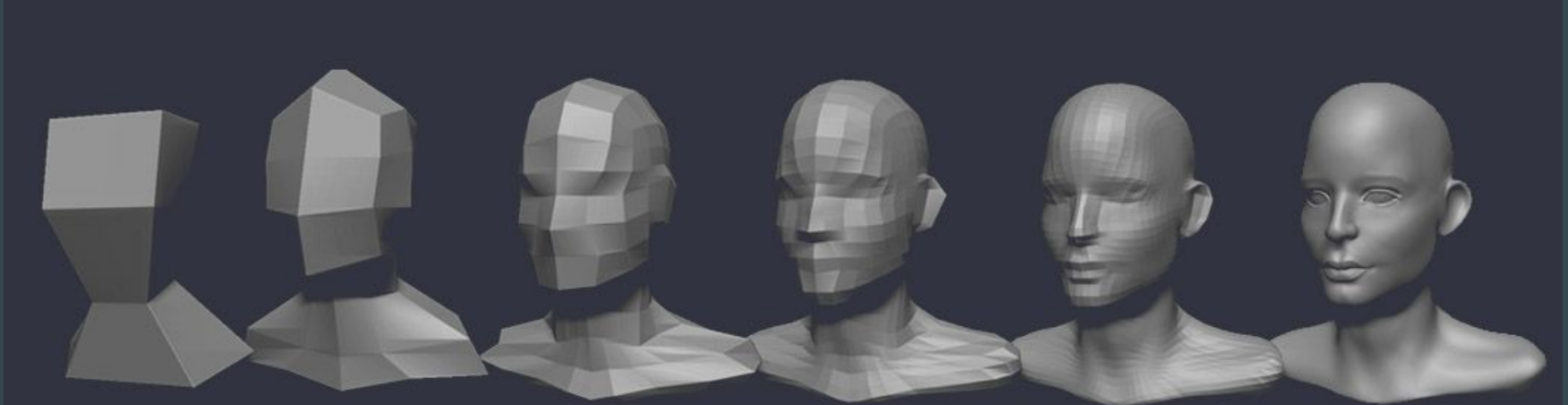
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What is 3D Modelling?

The creation of a 3D digital representation of an object or landscape as if may or may not exist in materiality.

- Computer-aided design (CAD)
- Digital Sculpting
- Procedural modelling
- Simulations and Virtual Worlds
 - Sims, Second Life, Minecraft
- Real Time Engines
 - Unreal, Unity3D



3D modelling for Cultural Heritage

Used for visualizing objects that do not exist (anymore), have changed over time, or are inaccessible.

Applications:

- Visualizing light and shadow
- Investigate lines of sight
- Simulate structural strength
- Communicate research findings (public outreach)

