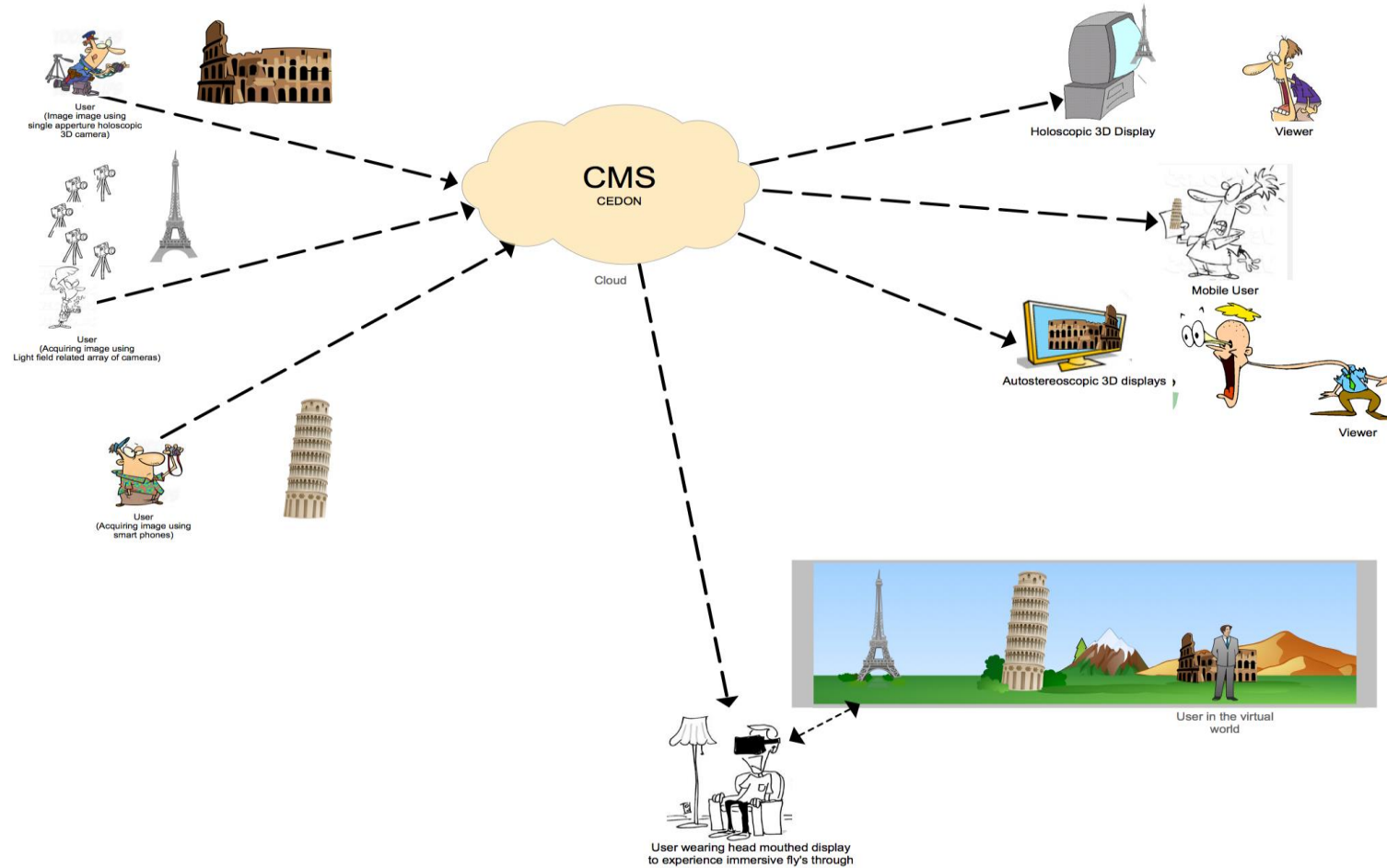


# Cultural Heritage Preservation Using Holographic 3D Technology



*Professor A H Sadka*

# User Scenarios

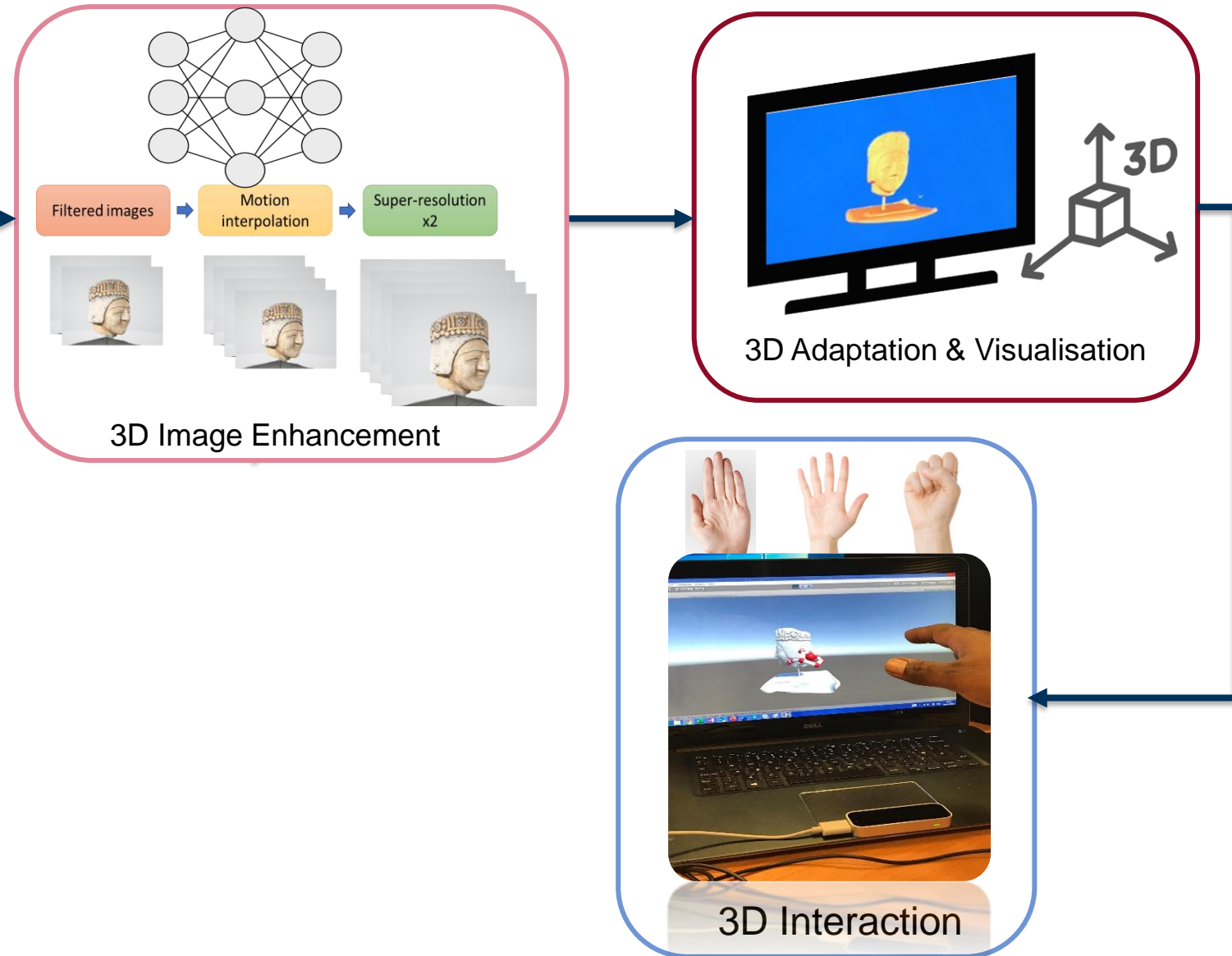


# End to End Technology

# Stages of 3D Image-Based CH Preservation System



3D Image Acquisition

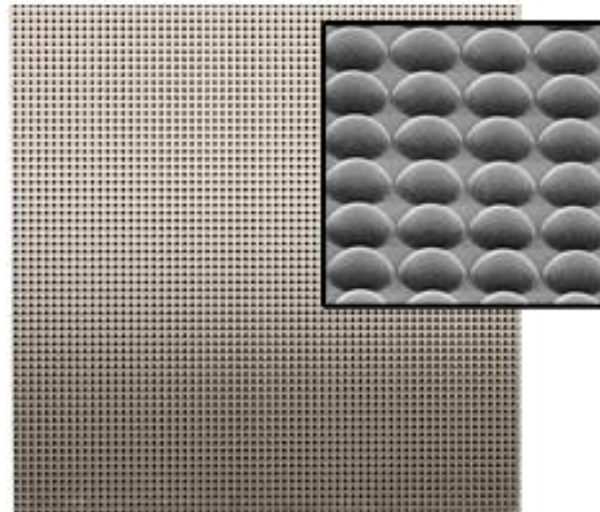


# H3D Image Acquisition

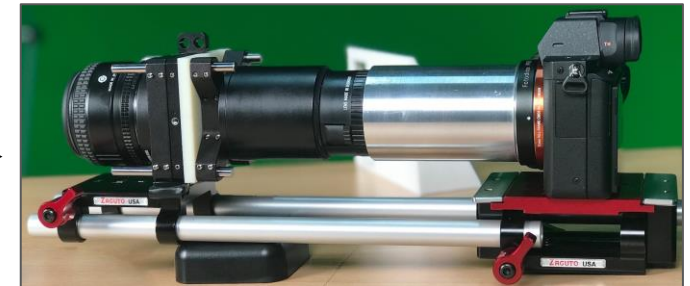


# Holoscopic 3D Image Acquisition

The most common micro-vision system in nature

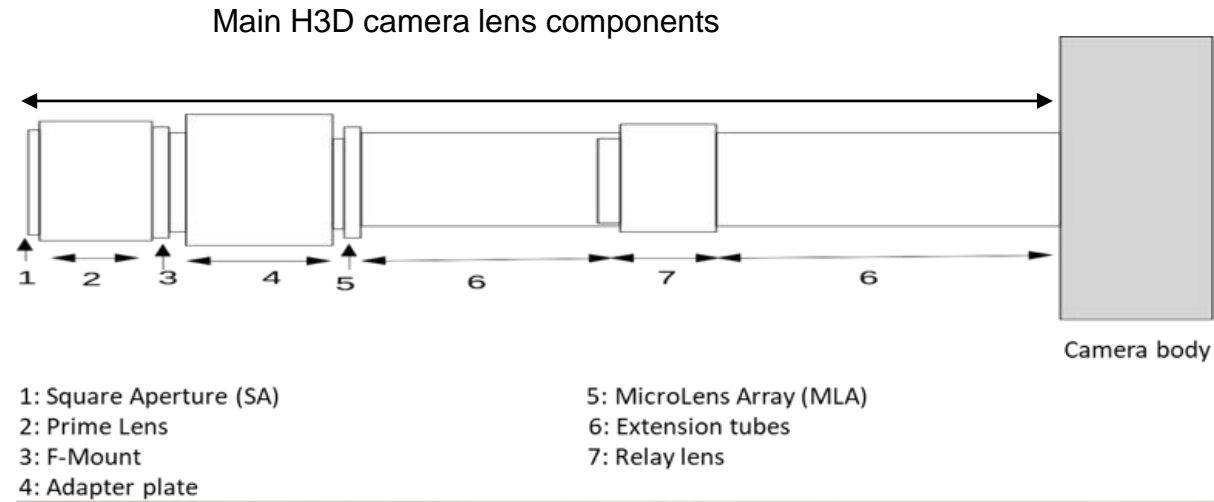


Macrolens Array (MLA)



H3D camera

# Brunel H3D Camera Technology



Brunel Holoscopic 3D camera Prototype

# H3D CH Acquisition Setup

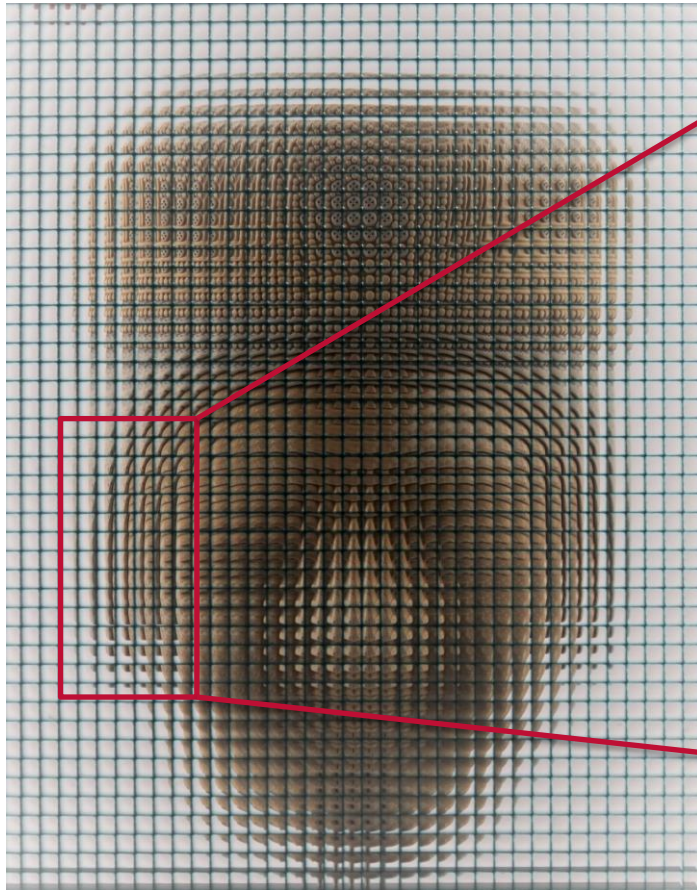
H3D camera Setup at Brunel University London



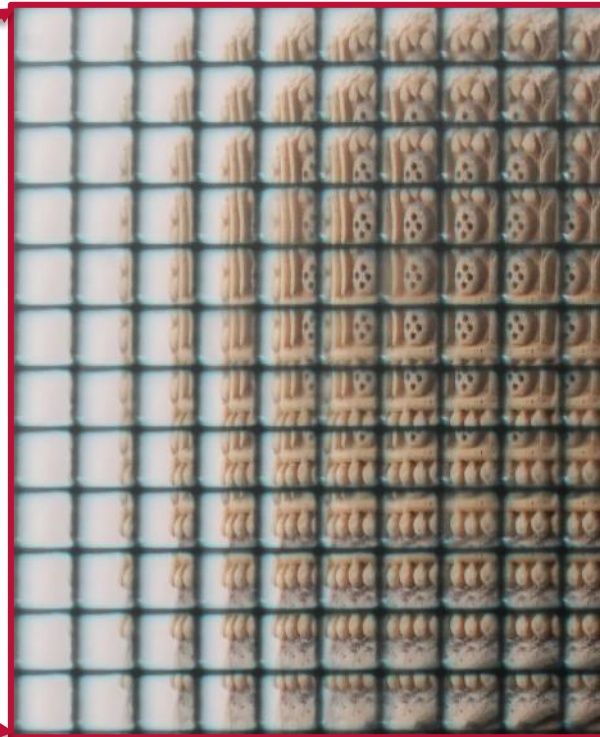


# Holoscopic 3D Image

## Capturing real Cultural Heritage Objects



H3D raw Image



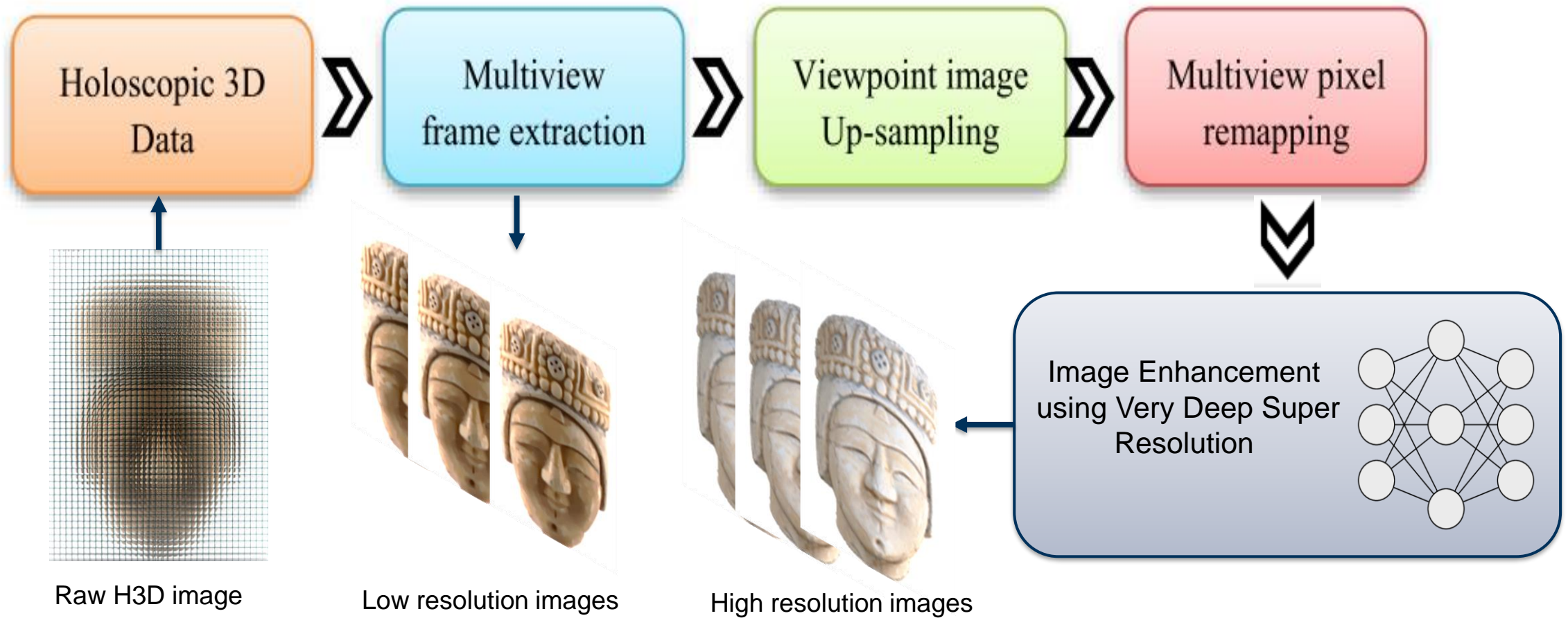
Zoomed H3D image area



Converted to 2D image

# H3D Image Enhancement

## H3D Image Enhancement

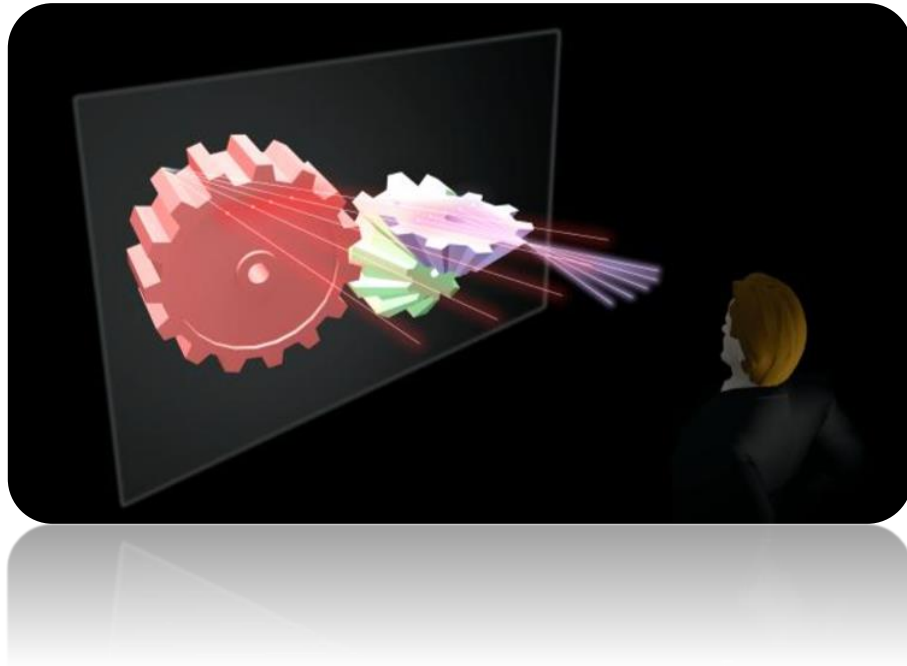


# 3D Image Visualisation

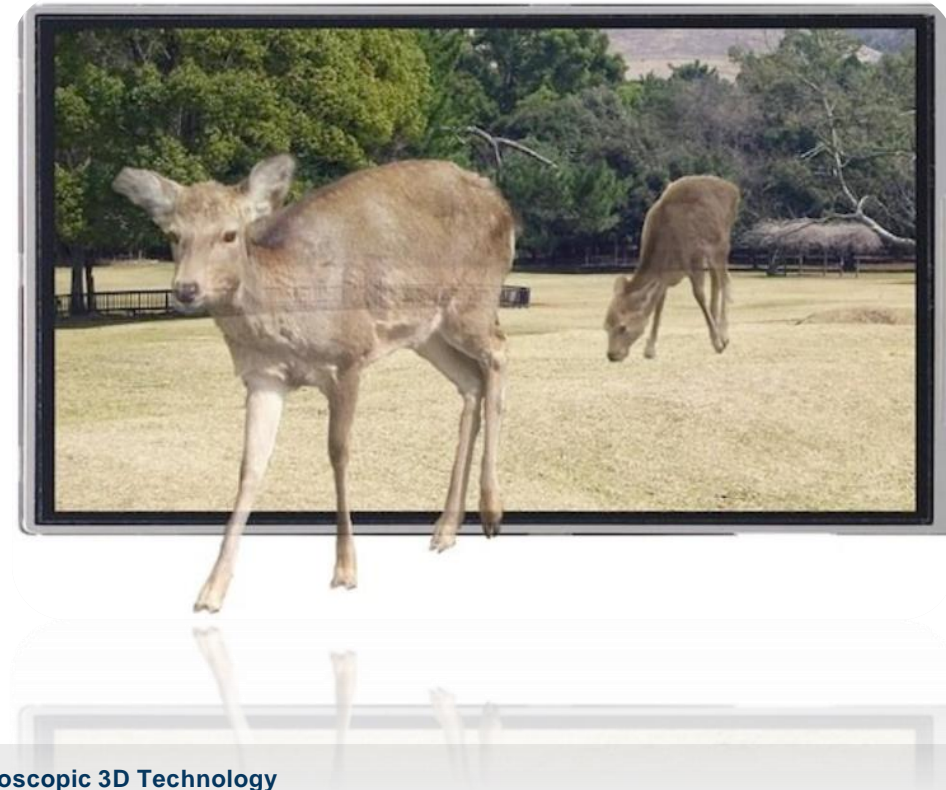


# Autostereoscopic Visualisation

Parallax barrier display



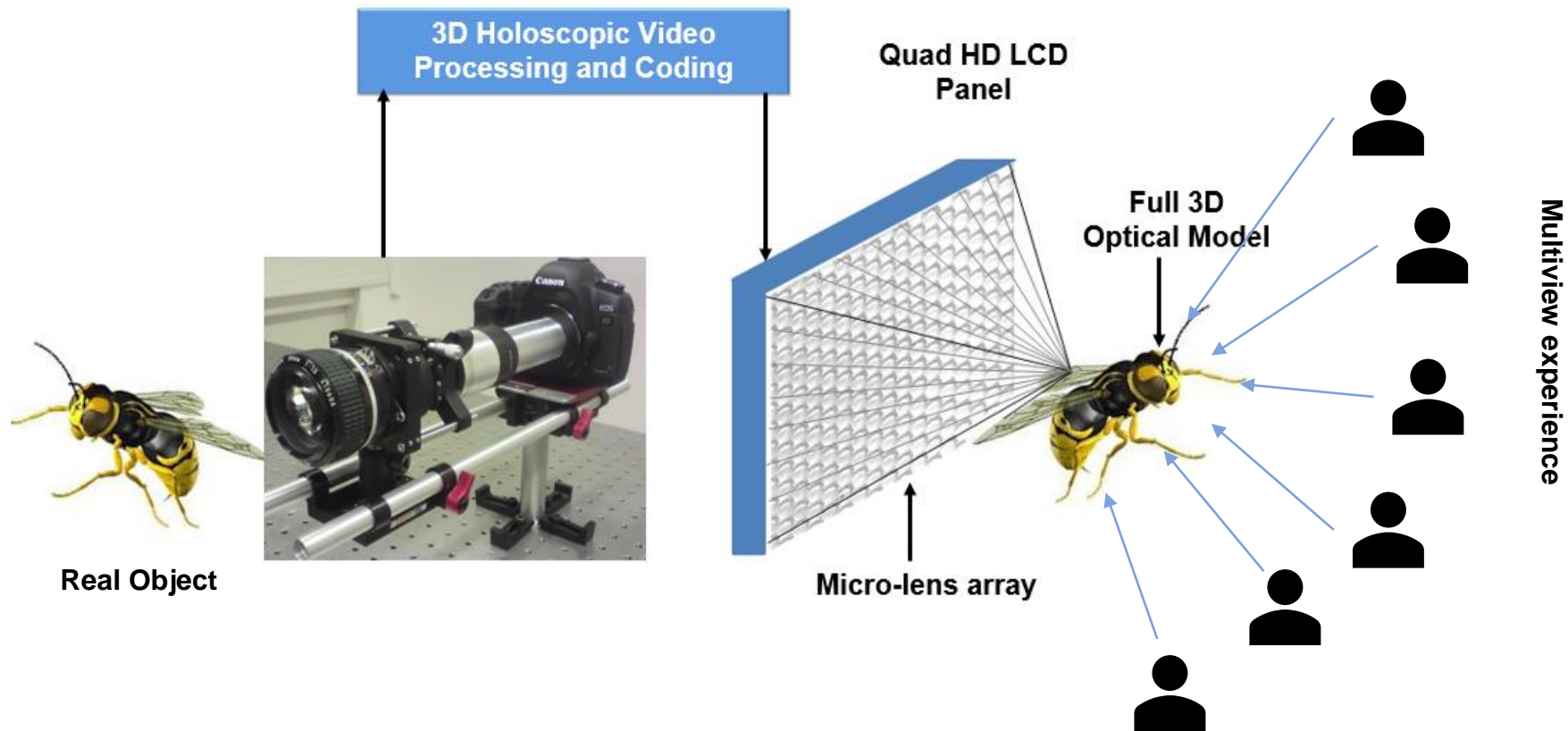
Holoscopic display





# Holoscopic 3D Visualisation

## Working concept of Holoscopic 3D Technology



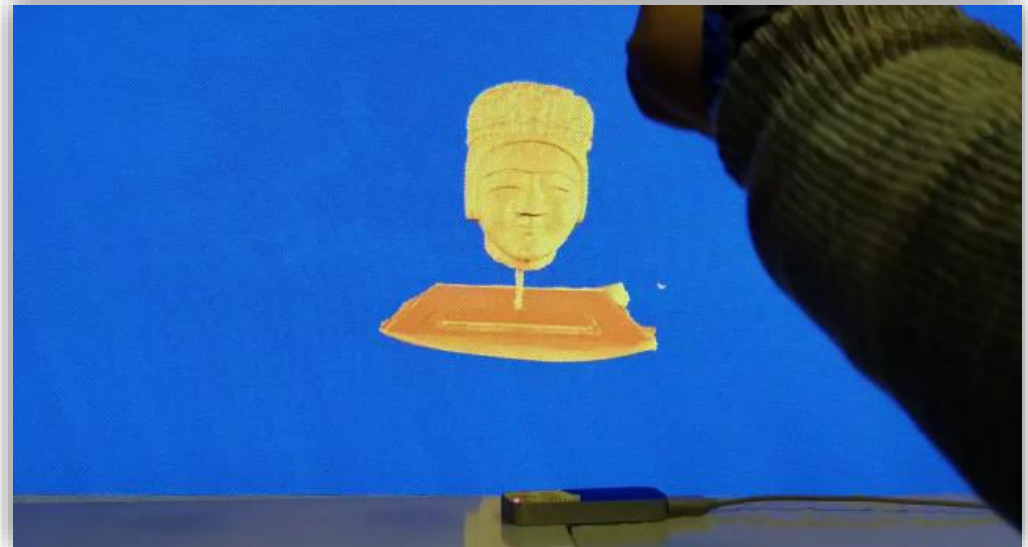
# Interaction with 3D Content

## 3D Interaction Using Hand Gesture Recognition

- ❖ Interaction includes moving the object, scaling (up and down), stopping the object at a specific position to further explore it etc.



*Three hand-gestures used*



*User interacting with a 3D model using hand gestures*

# Preserving World's Cultural Heritage



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# THANK YOU



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