



# OKOA16

The 2nd Open Knowledge - Open Arts Workshop  
26-27 Feb 2016, Catania, Italy

## Open *Emporium* : dal dato archeologico al modello 3D

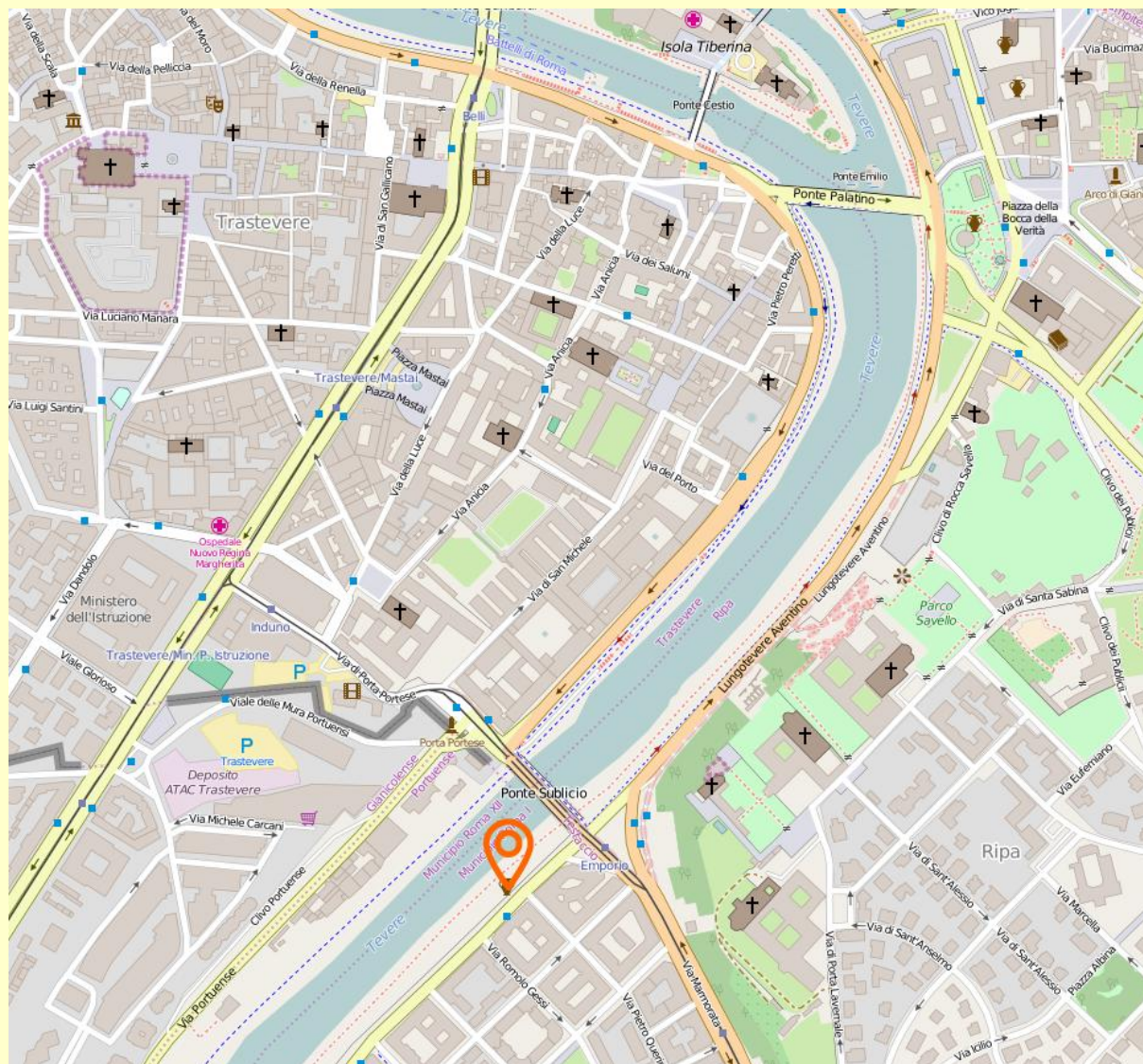
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## Fasi di lavoro:

1. Studio delle fonti storiche e archeologiche
2. Sopralluoghi e documentazione fotografica
3. Modellazione e texturing

## Software utilizzati:

1. Blender
2. Gimp

## Fonti archeologiche

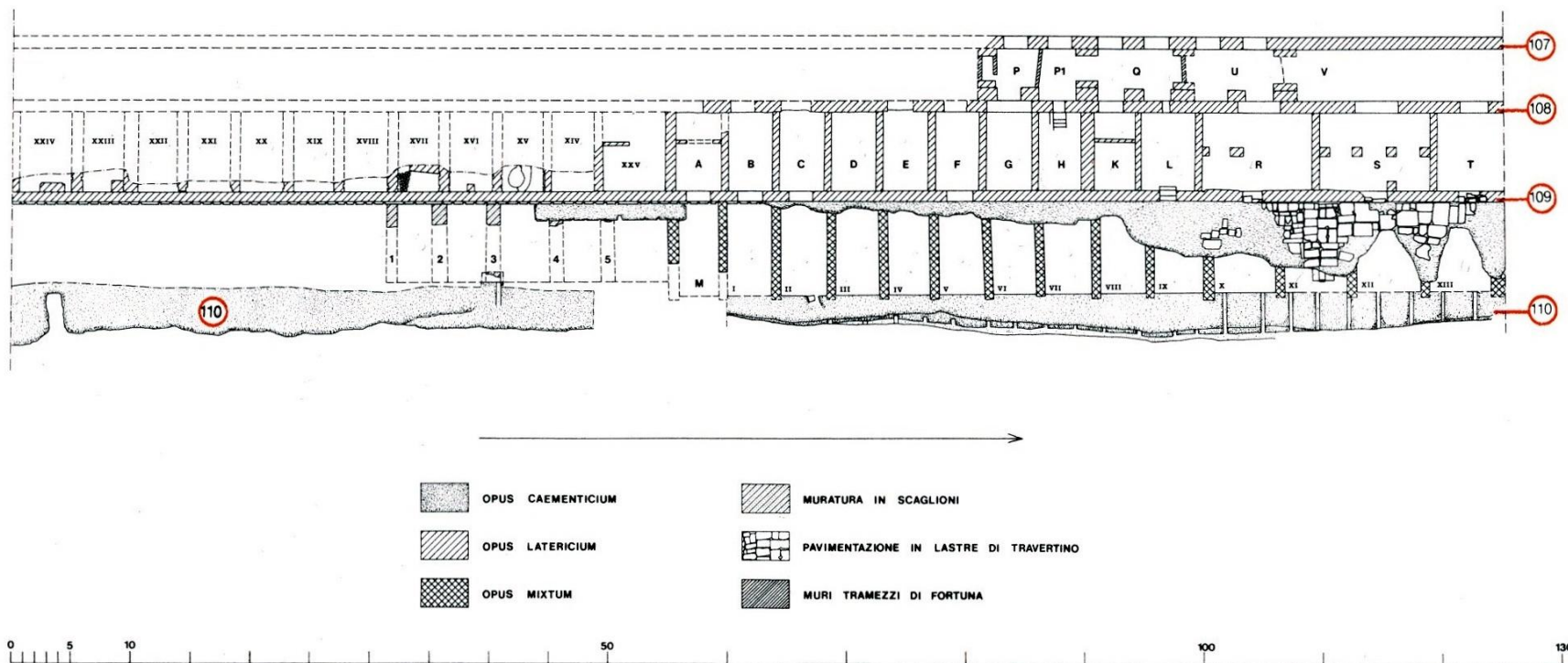
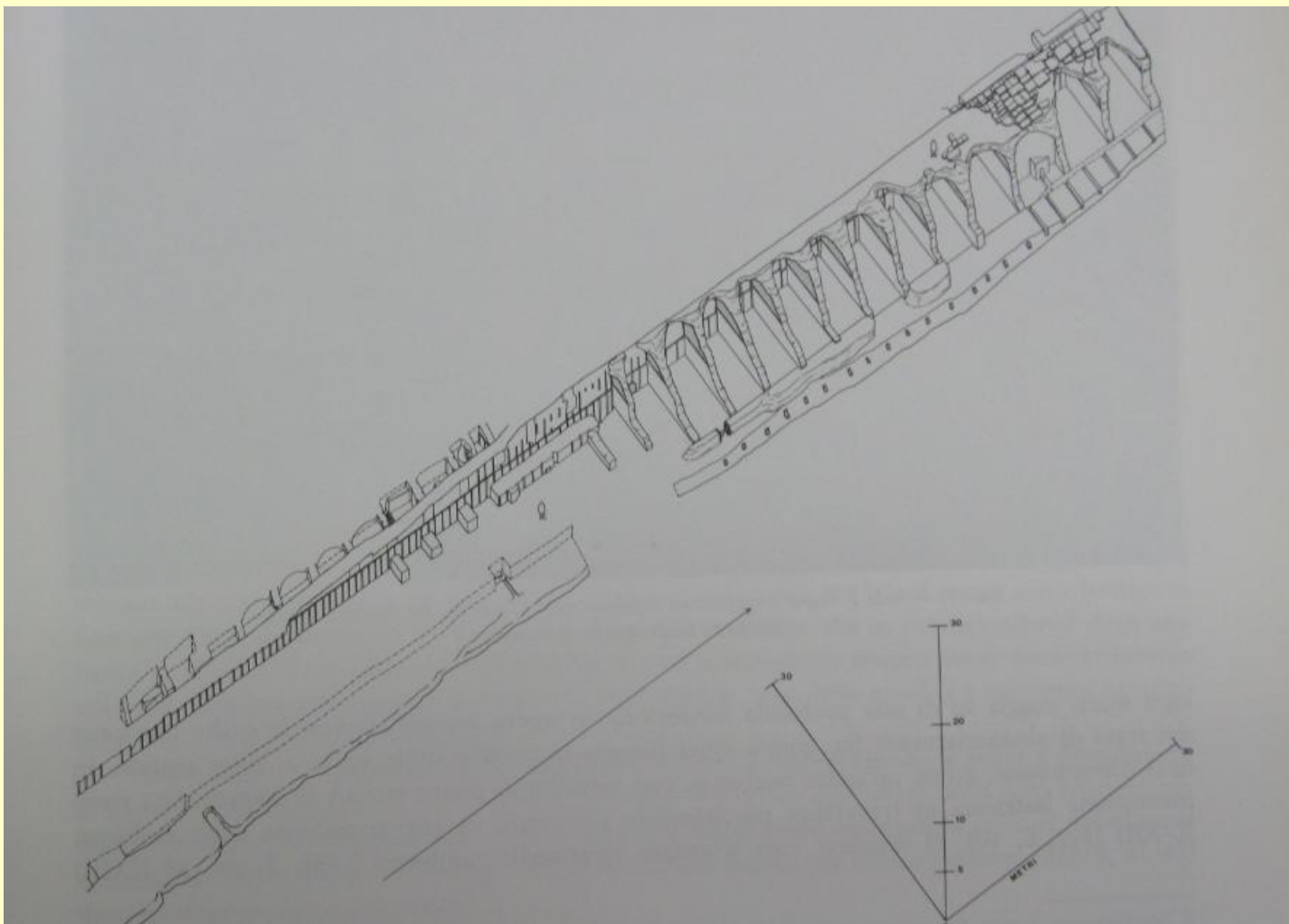


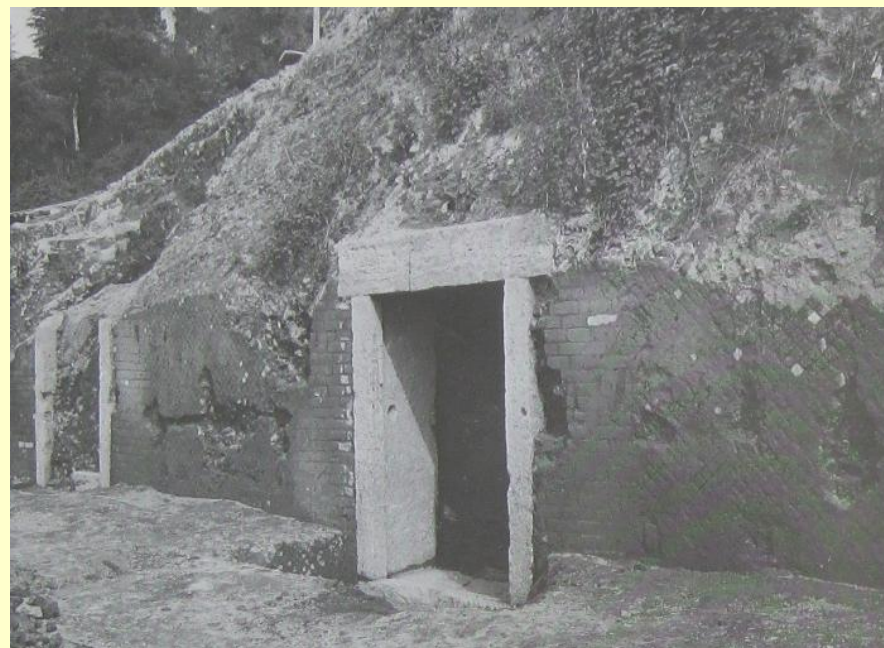
FIG. 2. – Sito 1. Planimetria generale delle strutture rinvenute a valle di Ponte Sublicio nel corso degli scavi 1979-1984 (Sopr. Arch. di Roma, ril. e dis. R. Meneghini)



# Fonti archeologiche



## Fonti archeologiche



## Fonti archeologiche



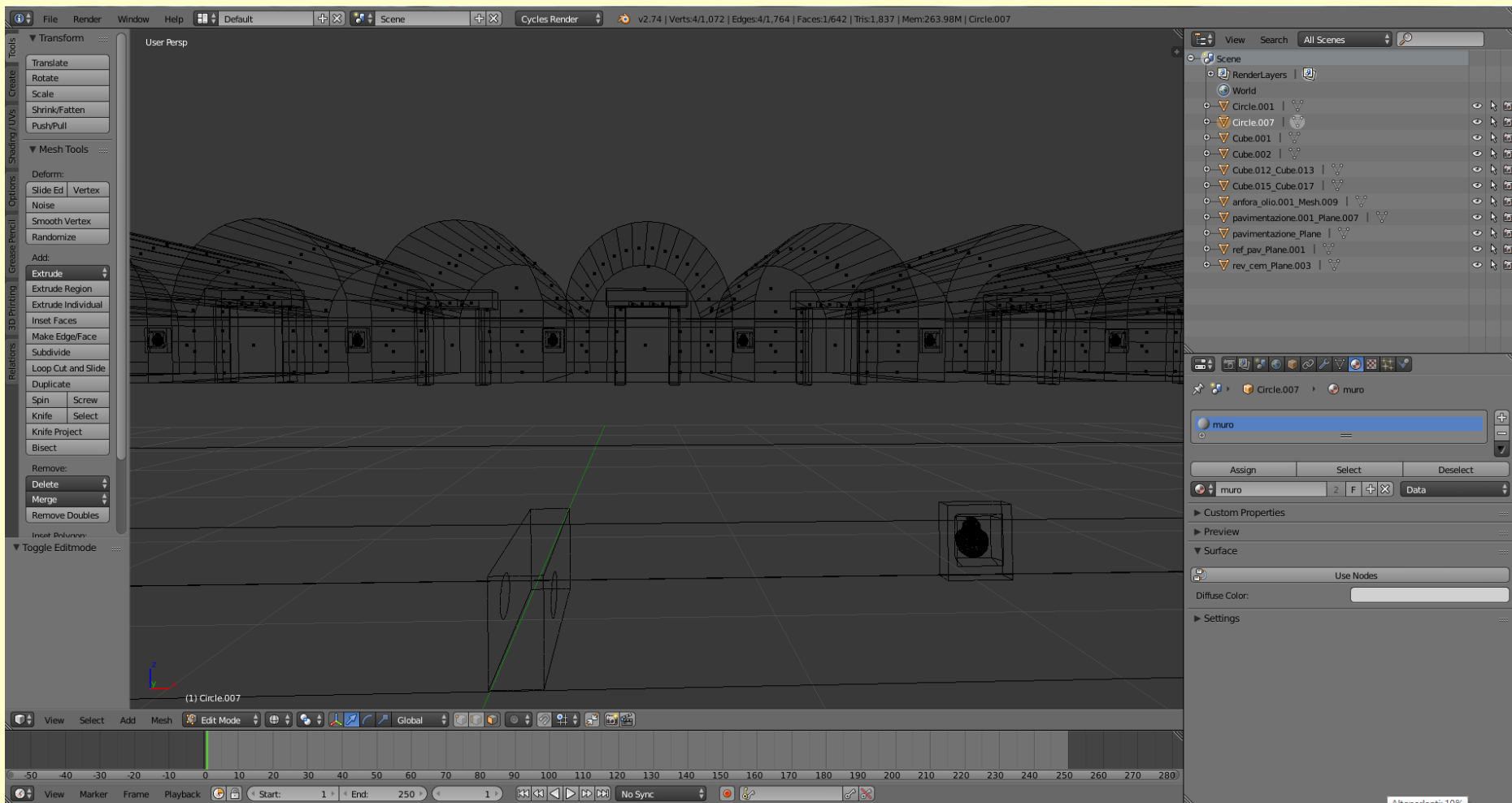


# Sopralluoghi e documentazione fotografica

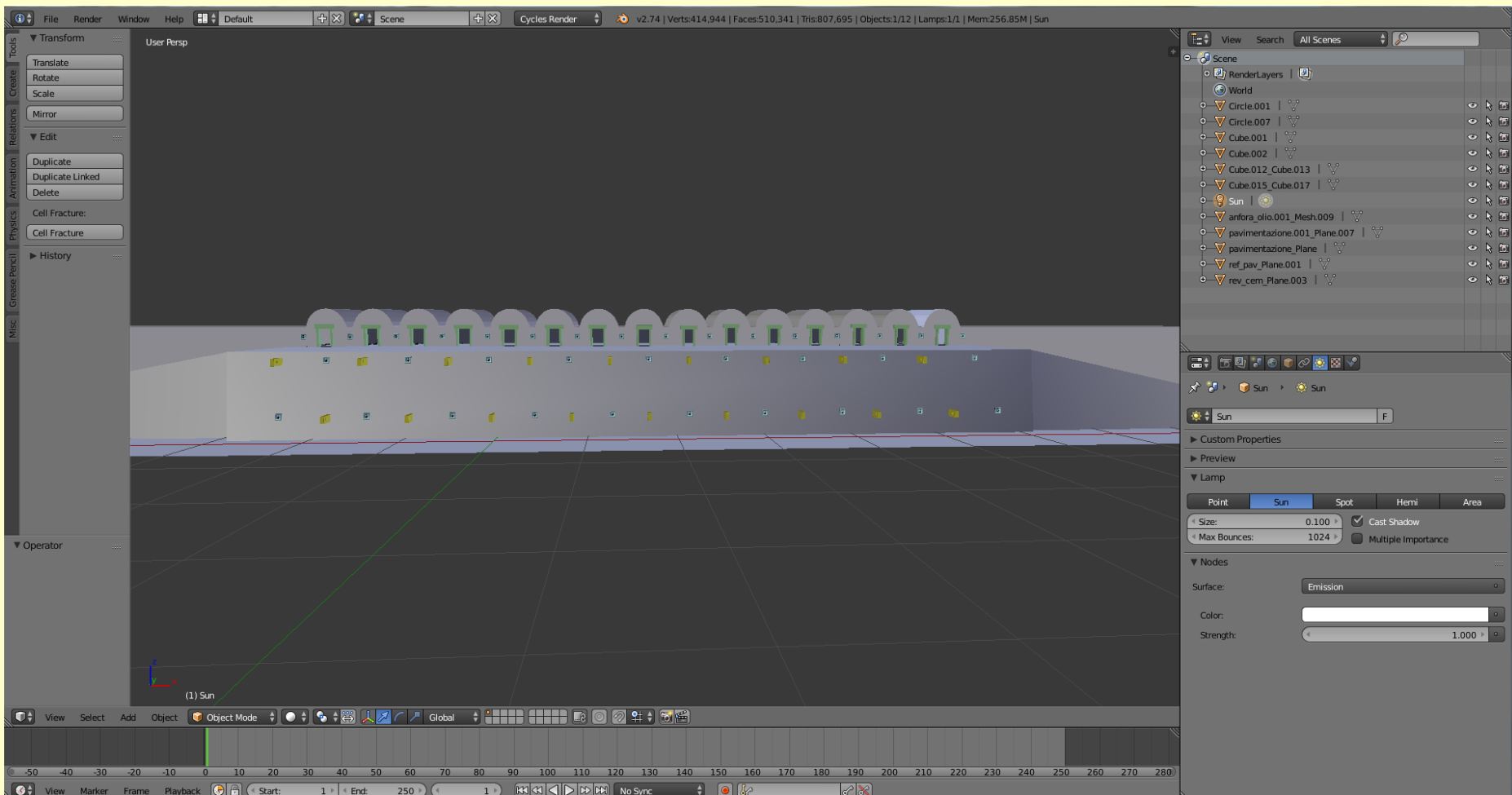




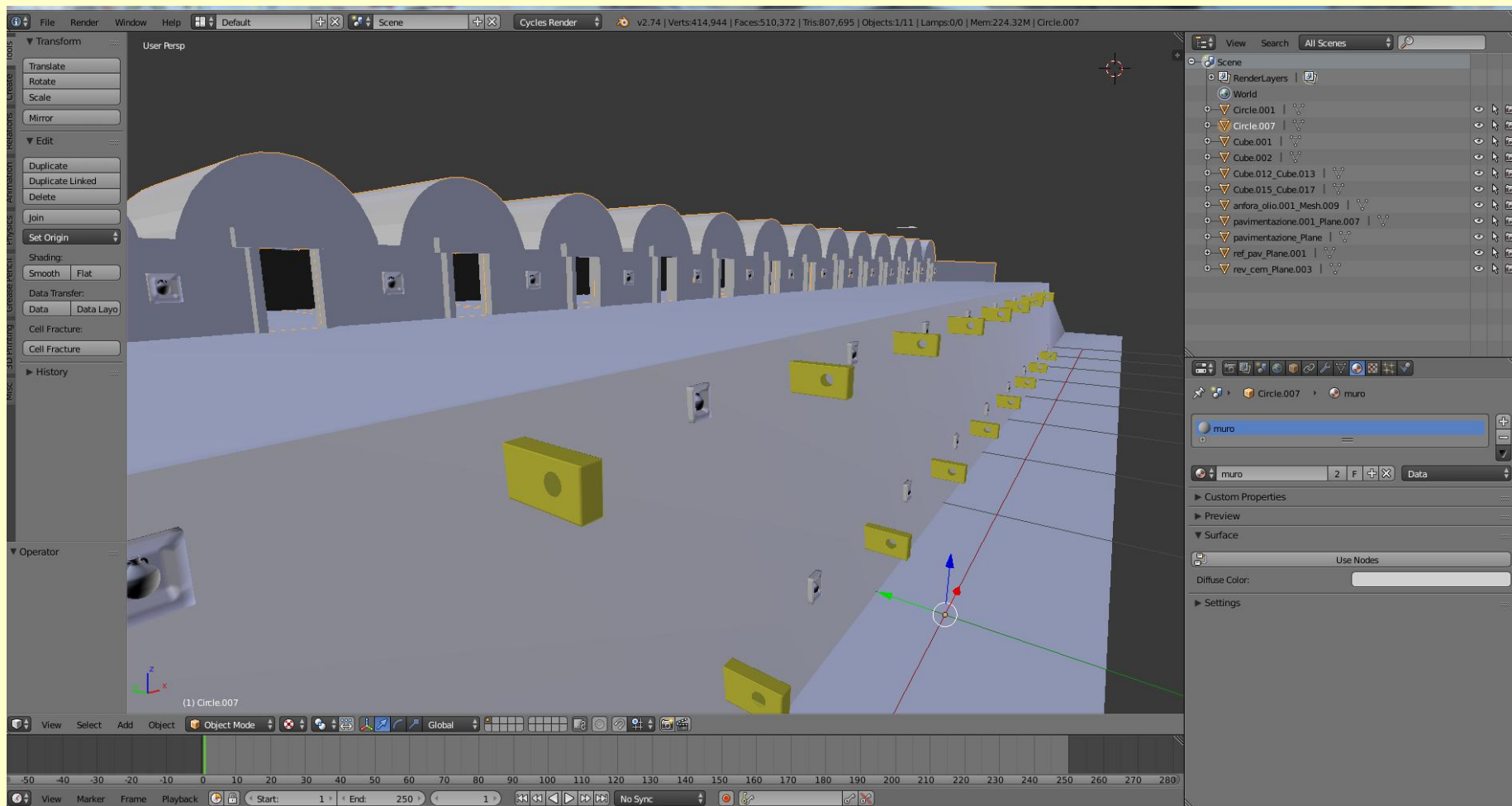
## Modellazione



## Modellazione

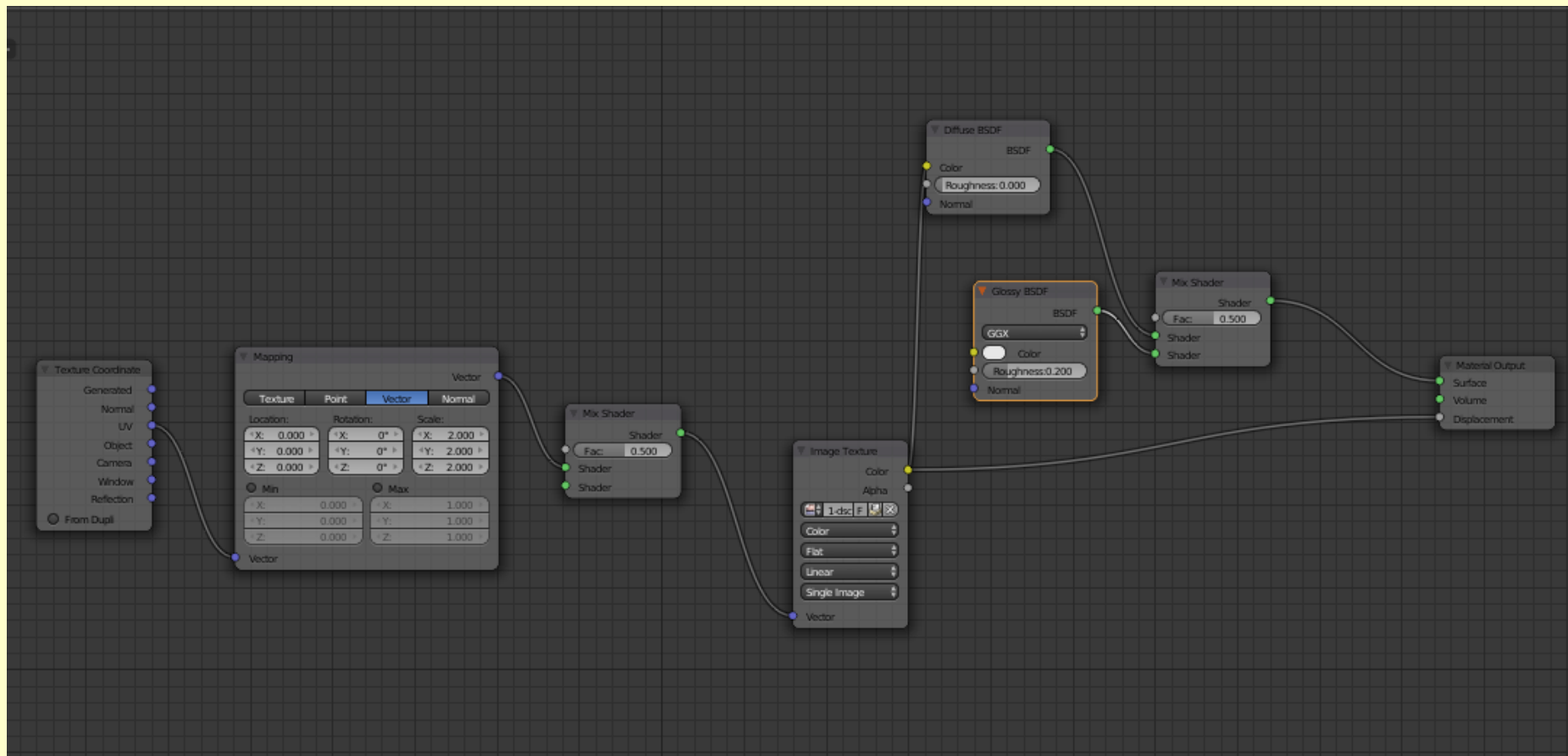


# Modellazione





# Texturing



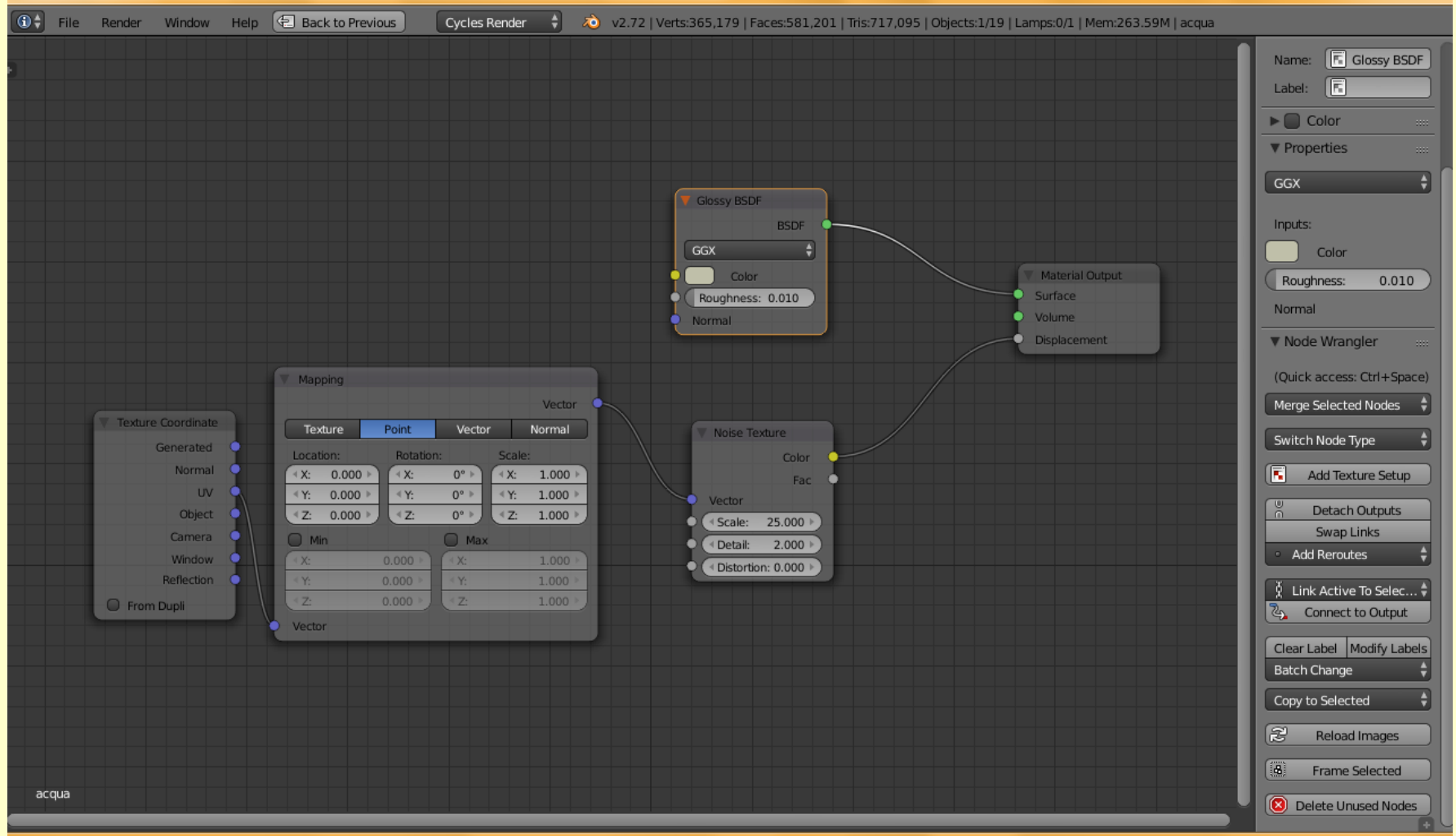


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## Texturing







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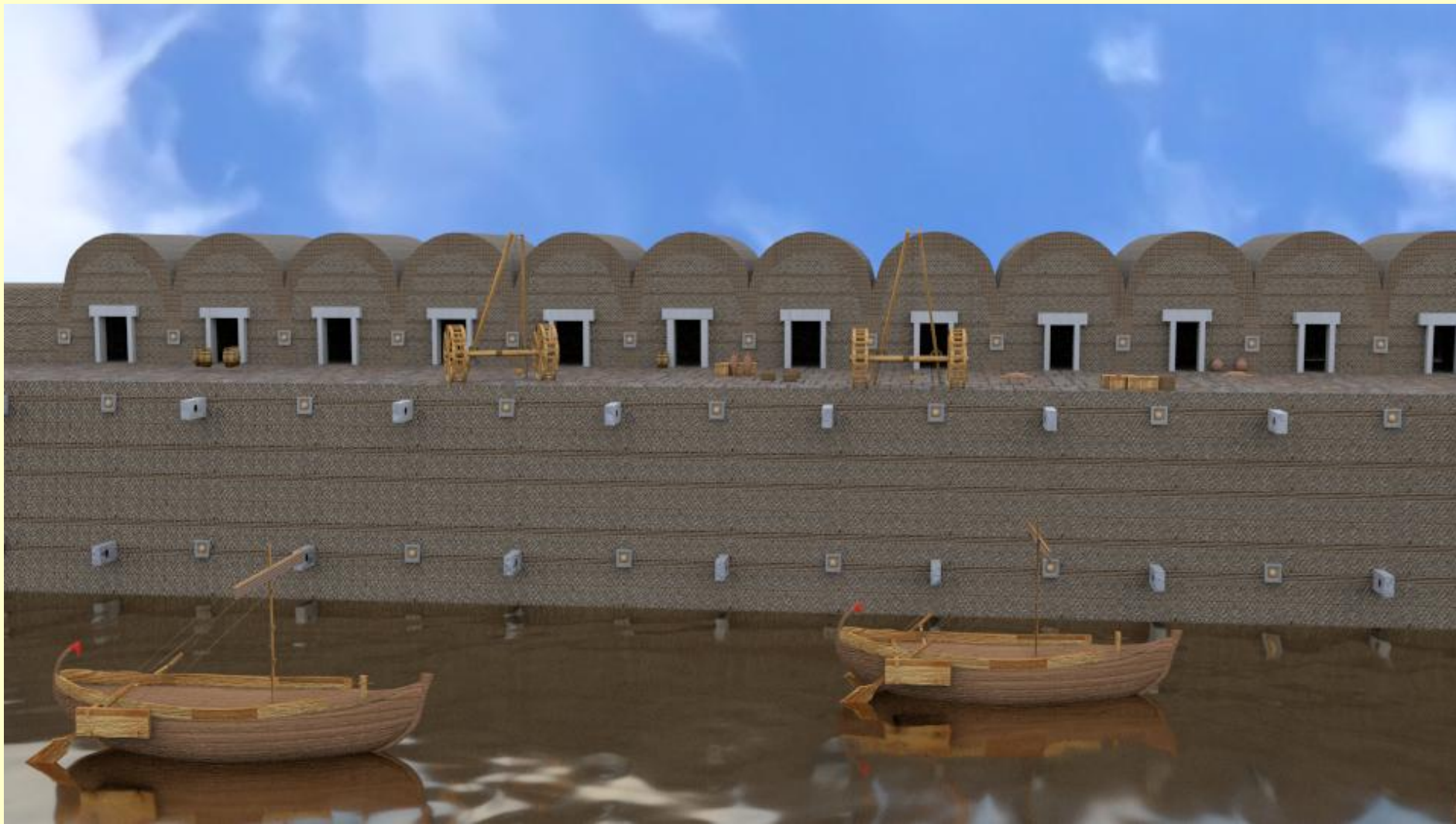
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# Grazie per l'attenzione!

