

1. Record Nr.	UNINA9910484772903321
Titolo	3D Research Challenges in Cultural Heritage [[electronic resource] ] : A Roadmap in Digital Heritage Preservation / / edited by Marinos Ioannides, Ewald Quak
Pubbl/distr/stampa	Berlin, Heidelberg : , : Springer Berlin Heidelberg : , : Imprint : Springer, , 2014
ISBN	3-662-44630-8
Edizione	[1st ed. 2014.]
Descrizione fisica	1 online resource (X, 143 p. 61 illus.)
Collana	Information Systems and Applications, incl. Internet/Web, and HCI ; ; 8355
Disciplina	930.1028
Soggetti	Multimedia information systems Information storage and retrieval Computer communication systems Application software Optical data processing Computer graphics Multimedia Information Systems Information Storage and Retrieval Computer Communication Networks Information Systems Applications (incl. Internet) Image Processing and Computer Vision Computer Graphics
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Bibliographic Level Mode of Issuance: Monograph
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Intersection of digital heritage -- Engineering -- Computer science -- Mathematics -- Material science -- Architecture -- Civil engineering and archaeology.
Sommario/riassunto	This book contains selected contributions from some of the most renowned researchers in the field of Digital Heritage and 3D representation of the Past, based in large part on invited presentations from the workshop "Computational Geometry and Ontologies for Cultural Heritage 3D Digital Libraries: What are the future alternatives

for Europeana?” which was held in conjunction with the International Conference on Cultural Heritage EuroMed2012 ([www.euromed2012.eu](http://www.euromed2012.eu)) on the island of Cyprus in October 2012. This was the official event of the Cyprus Presidency of the Council of the European Union on Progress in Cultural Heritage Preservation. The aim of this book is to provide an insight to ongoing research and future directions in this novel, continuously very promising and multi-disciplinary evolving field, which lies at the intersection of digital heritage, engineering, computer science, mathematics, material science, architecture, civil engineering and archaeology.

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