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Nota di contenuto	Part 1. Introduction -- Chapter 1. Editors: 3D-Archaeology and Cultural Heritage: Where are we today? -- Chapter 2. Technological developments -- Chapter 3. 1 Tobias Schreck, Stephan Karl, Elisabeth Trinkl (Graz): Exploring the virtual. Crossmodal search and visual exploration of 3D Cultural Heritage -- Chapter 4. Thomas Reuter (Dresden): Standardization, Data-Management and Scientific Usage of 3D-Data. 15 Years of 3D-Archaeology in the Archaeological Heritage Office of Saxony -- Part 2. Case Studies in Cultural Heritage and Archaeology -- Chapter 5. François Fouriaux (École Française de Rome): Defrag memories: 3D spatial analysis of remains of commemorative gestures in the necropolis of Porta Nocera at Pompeii

-- Chapter 6. Vasiliiy Kovalev (Novosibirsk): A 3D-approach to Siberian Rock Art Documentation.-Part 3. Current Challenges -- Chapter 7. Marco Hostettler, Anja Buhlke, Clara Drummer, Lea Emmenegger, Johannes Reich, Corinne Stäheli(Bern, Kiel, Berlin): The current application of image-based 3D technologies in archaeology. Results of an online survey -- Chapter 8. Kate Fernie (CARARE/Europeana): 3D content in EUROPEANA: The challenges of providing access -- Chapter 9. Jill Hilditch (Amsterdam): Balancing storage and user functionality: The 3D and archaeological data strategy of the tracing the potter's wheel project -- Part 4. Data Management -- Chapter 10. Jugoslav Pendic (Novi Sad): Data management and handling of 3D-objects in the post-collection phase -- Chapter 11. Christoph Rummel and Clemens Brünenberg: Bathing in the Pompeian Light - Integrating SFM technology in excavation and standing remains assessment -- Part 5. Conclusion -- Chapter 12. Editors: Conclusion: Where is 3D-Archaeology going?.

Sommario/riassunto

This Open access book aims to provide an overview of state-of-the-art approaches to 3D documentation from a practical perspective and formulate the most important areas for future developments. Bringing together a wide range of case studies, examples of best practice approaches, workflows, and first attempts to establish sustainable solutions to pressing problems, this book offers readers current practical advice on how to approach 3D archaeology and cultural heritage. Divided into five parts, this book begins with an overview of 3D archaeology in its present state. It goes on to give insights into the development of the technology and recent cutting-edge applications. The next section identifies current challenges in 3D archaeology and then presents approaches and solutions for data management of a large number of 3D objects and ways to ensure sustainable solutions for the archiving of the produced data. This book will be of interest to researchers working in the fields of archaeology, heritage management, and digital humanities in general.
