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Altri autori (Persone)	RussoMichele SpalloneRoberta
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Nota di contenuto	Representation Across Boundaries New Paradigms in the Age of AI and XR -- Revealing and Interpreting Complex Urban Patterns from Location Based Social Network Data An investigation into Chinese stadiums in the Global South -- Securing the Future Cybersecurity Challenges and approaches in Extended Reality and Interactive Experiences -- AR for understanding architectural drawings Gustavo Tognetti's plates -- Digital Echoes Revisiting the Venetian Church of Crociferi from the Perspective of Artificial Intelligence -- A reconstructed architecture as a meeting place and panoramic viewpoint -- Virtual Venice Exploring Miozzi's Floating Motorway Project Through 3D Models -- Augmented Reality Experiences for a Phygital Exhibition in the World of Catalan Polyhedra Polyhedra The Realm of Geometric

Beauty by Adriano Graziotti -- The VeNiss Infrastructure A Virtual Environment to Navigate the Venetian Lagoon through Space and Time -- Learning about pastoral settlements through interactive videos.

Sommario/riassunto

This book collects contributions that discuss the spread of AI, AI-GEN, and XR tools in the fields of cultural heritage and innovative design and their relationships with representation disciplines. Artificial intelligence, generative artificial intelligence, and extended reality tools, in their fruitful combination too, are today the main protagonists of the digital continuum that pervades contemporaneity. Methodologies and techniques are critically discussed, and tools and applications are originally experimented with in selected case studies. The book offers an updated panorama of international studies and provides new references aimed at improving the knowledge and technical skills of scholars, professionals, and academics.
