Record Nr. UNISA996542663803316 Autore **Ioannides Marinos** Titolo 3D Research Challenges in Cultural Heritage III [[electronic resource]]: Complexity and Quality in Digitisation / / edited by Marinos Ioannides, **Petros Patias** Cham:,: Springer International Publishing:,: Imprint: Springer,, Pubbl/distr/stampa 2023 **ISBN** 3-031-35593-8 Edizione [1st ed. 2023.] Descrizione fisica 1 online resource (165 pages) Lecture Notes in Computer Science, , 1611-3349; ; 13125 Collana Altri autori (Persone) **PatiasPetros** 025.04 Disciplina Soggetti Information storage and retrieval systems Computer vision Application software Information Storage and Retrieval Computer Vision Computer and Information Systems Applications Lingua di pubblicazione Inglese **Formato** Materiale a stampa Livello bibliografico Monografia The Complexity and Quality in 3D Digitisation of the Past: Challenges Nota di contenuto and Risks Towards sustainable digitization -- Technology solutions for complex and challenging survey projects -- Evolving Standards in Digital Cultural Heritage – Developing a IIIF 3D Technical Specification -- The Quality in 3D Acquisition of Cultural Heritage Assets: Challenges and Risks -- How to measure Quality Models? Digitization into Informative Models Re-Use -- The Holistic Documentation of movable cultural heritage objects - the case of the Antikythera Mechanism --"Digital Documentation of Reflective Objects: A cross-polarised photogrammetry workflow for complex materials". This open access book presents a collection of papers focusing on Sommario/riassunto current 3D research challenges in the domain of digital cultural heritage. 3D technologies find considerable use within the field of cultural heritage at the beginning of the 21st century, for example in the areas of data acquisition, modeling, archiving in local repositories, harvesting in digital libraries and their long-term preservation. This

volume put emphasis on a number of challenges facing 3D research in the 2D/3D digitization of tangible objects and their transformation to digital/virtual/memory twins; the interplay of geometry, semantics and the recovery and management of knowledge in digital cultural heritage; the handling of 3D data via the Cloud on the Internet and mobile devices; the presentation of cultural heritage content in 3D to the general public; and the 3D reproduction of cultural heritage objects from virtual to real.