

Virtual Cultural Heritage in Ireland (Dublin, 27-28 Feb 14)

Trinity College Dublin, Ireland, Feb 27-28, 2014

Deadline: Jan 30, 2014

Karolina Badzmierowska

Call for papers

Virtual Cultural Heritage in Ireland

The State-of the Art and Visions for the Future

A Workshop for Cultural Heritage Professionals, Industry, Researchers and Funders

09:00-17:30 Thursday 27 February 2014 and

09:00-16:30 Friday 28 February 2014

Trinity College Dublin

This workshop will capture the state of the art of, and future visions for the digital recording, documenting, interpreting and communication of cultural heritage objects and environments in Ireland. Virtual Cultural Heritage technologies include the use of lasers and light to determine geometry, digital photo modelling for supplying shape and texture, and software and hardware platforms to compute, model, interact with and publish virtual objects and environments.

Submissions of abstracts for papers related to all areas of the VCH-Ireland workshop are welcome. Abstracts should be no longer than 300 words with a view to producing a paper approximately 2500 words in length. We also welcome proposals for practical workshop demonstrations which may or may not be supplemented by papers. Participants may submit more than one abstract/proposal, but only one paper/demonstration by the same first participant will be accepted. Panel and paper proposals from PhD students and early career scholars are particularly welcome, and we would also encourage the inclusion of a short Bio/Profile. Accepted papers will be published in a new web-portal for Virtual Cultural Heritage in Ireland. All abstracts/proposals should be submitted in PDF format and include the Title, Author(s) and Affiliation(s).

Abstracts should be submitted to vcireland@gmail.com no later than 30 January 2014 and notifications of acceptance will be sent out by 7 February 2014. Completed papers will be expected by 7 March 2014.

Relevant topics may include but are not limited to:

3D Data Capture and Representation:

Photogrammetry & Image-Based Modelling

3D Scanning & Digitisation (laser, structured light, motion capture, etc.)

Remote Sensing and Aerial LiDAR

GNSS (GPS, GLONASS, Galileo)

UAV Applications

Low Cost Sensors

Visualisation and Interaction:

Computer Graphics

Gaming Technologies

Real + Virtual Worlds (mixed/augmented reality)

Immersive Displays

Local/Remote Rendering

Active/Passive Stereo Displays

Analysis and Interpretation:

Building Information Modelling (BIM)

Historic Building Information Modelling (HBIM)

3D Modelling (CAD-based and reality-based)

Linking 3D to Information Systems

3D Repositories

3D Geographic Information Systems

Automated 3D Modelling Algorithms and Techniques

Procedural Methods for Architectural Modelling

Open Source Algorithms/Software for 3D Reconstruction

Policy and standards:

Metadata Handling & Management

Digital Rights

Heritage Commons

Heritage at Risk

E-Libraries

Applications of Virtual Heritage:

Virtual Documentation

Virtual Heritage Conservation

Virtual Museums

Virtual Exhibitions

Virtual Archaeology

Serious Games for Cultural Heritage

Reference:

CFP: Virtual Cultural Heritage in Ireland (Dublin, 27-28 Feb 14). In: ArtHist.net, Jan 28, 2014 (accessed Apr 7, 2026), <<https://arthist.net/archive/6855>>.