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VIRTUAL EXHIBITION AND FRUITION OF ARCHAEOLOGICAL FINDS

A. M. Manferdini and S. Garagnani

Dept. DAPT of Architecture and Territorial Planning, University of Bologna, Viale Risorgimento, 2 40136 Bologna, Italy

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Abstract. During the last two decades, since digital technologies have become more sophisticated in acquiring real data and building faithful copies of them, their improvements have suggested interesting applications in the field of valorisation of Historical, Cultural and Artistic Heritage, with significant consequences in the share and widespread of knowledge. But although several technologies and methodologies for 3d digitization have recently been developed and improved, the lack of a standard procedure and the costs connected to their use still doesn't encourage the systematic digital acquisition of wide collections and heritage.

The aim of this paper is to show the state of the art of a project whose aim is to provide a methodology and a procedure to create digital reproductions of artefacts for Institutions called to preserve, manage and enhance the fruition of archaeological finds inside museums or through digital exhibitions. Our project's aim is to find the most suitable procedure to digitally acquire archaeological artefacts that usually have small dimensions and have very complex and detailed surfaces. Within our methodology, particular attention has been paid to the use of widely shared and open-source visualization systems that enhance the involvement of the user by emphasizing three-dimensional characteristics of artefacts through virtual reality.

[Conference Paper](#) (PDF, 1547 KB)

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