

PROGETTO DI RICERCA

Titolo della ricerca dottorale <i>Title of the doctoral research</i>	Experiencing augmented sculptures in museum narratives. A metadata-centered workflow for interacting with different layers of location-based information and narratives through augmented reality
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Abstract	<p>The massive three-dimensional (3D) digitization of museums contents , with particular focus on sculptures, is increasingly widespread. In the past few years many advancements have been made, which led to the creation of 3D repositories of entire collections and related metadata.</p> <p>Currently, there are digital collections containing both the information related to the visualization of a sculptural asset (the textured 3D model) and its historical interpretation (the data associated with it). All of this information is disconnected from the usage phase, both for the specialist (the restorer, the scholar or the supervisor technician), and for the visitor. Both of these categories could be related to this information through different narration levels by using advanced visualization techniques such as Augmented Reality (AR).</p> <p>The aim of the research is to study innovative ways of “usage” in order to enrich and differentiate the museum experience . It will investigate and develop various possibilities offered by AR to merge visual content with different types of information: for the content (technical, historical, artistic...) and the form (3D, 2D, text, audio ...).</p> <p>The case study for this work will be the Uffizi Museum in Florence .</p> <p>In addition to a series of specific case studies to be defined, a first set of models and data will already be available, and will allow to verify and structure the application also on the basis of feedback from the museum managers.</p> <p>Methods and techniques: User experience design ; 3D acquisition of assets on which to implement the application, with photogrammetric techniques and laser scanning; Creation of information systems connected to the sculptural asset using the 3D model; Digital curation .</p>
Parole chiave <i>Keywords</i>	Museum narratives, Augmented reality, Design for Cultural Heritage