Working Group 5
Visualisation of CH Objects and its Dissemination

Agenda

- report on Novi Sad taskforce meeting
- guides to good CH visualization practice
- user evaluation methods
- research questions from CS Coins, Kantharos and White Bastion
- final reports

Present: Selma Rizvic, Despoina Tsiafaki, Anna Bentkowska Kafel, Aida Sadžak, George Pavlidis, Rafael Martin, Stefanie Wefers, Tibor Lukic, Ursula Warnke

Report on Novi Sad taskforce meeting

- Meeting title: Development of recommendations to facilitate integration of knowledge from COSCH study cases in COSCH KR, and of recommendations to facilitate use of COSCH KR in cultural heritage

- Present: Frank Boochs, Alain Tremeau, Despoina Tsiafaki, Selma Rizvic, Aida Sadžak, Ashish Karmacharya, Stefanie Wefers, Tibor Lukic

- Agenda: Discussion - use of COSCH KR in the context of Case studies White bastion and Kantharos

Guides to good CH visualization practice

http://archaeologydataservice.ac.uk/blog/2015/06/coming-soon-dendro-guide/

Archaeology Data Service / Digital Antiquity
Guides to Good Practice

Section 3: Virtual Reality Methods and Techniques

3.2 Good Practices for creating virtual reality

3.2.1 Why use virtual reality?

Perhaps the first phase in a successful virtual reality project is deciding whether it is in fact the correct solution to your requirements. Why are you choosing virtual reality? 'Because it is there' may not be a good enough reason. For instance, in archaeological reconstruction, the use of virtual reality might be inappropriate if it misleads, suggests a certainty that does not exist or if it inhibits reinterpretation by suggesting that a reconstruction is carved in stone. Virtual reality may not be suitable if the target audience does not have access to the technology needed to view it or lacks the computer skills necessary to manipulate the model. Always consider the return that will be gained from the use of virtual reality. If the return is not significantly higher than that gained from using traditional techniques then the extra investment needed to create VR may not be worthwhile. In saying this, a well-planned, well-documented and well-executed VR world can impart complex three-dimensional information much more successfully than traditional media.

Virtual reality as a solution should be considered only if its use will assist in your objectives efficiently and in a manner which is superior to other technologies. Having chosen to use virtual reality, creating a successful world requires a systematic approach.

3.2.2 Project definition

Like any other media project, you need to begin by preparing a storyboard or a good description of the world that you want to create. This will outline on paper your ideas for the world, the features that it will contain and the type of interaction that it will offer to users. In addition to the storyboard you also need to prepare:

- An analysis of user requirements
- A definition of the objects, textures, animations and sounds that will make up the world
- Documentation for the design of the model and how it works within the chosen system
- A definition of the platforms which your world will run on
- A test and maintenance schedule, including usability testing
- A projection of the anticipated life span of the virtual reality model.

For an example of a project brief, see the Case Study Library for Narrative Rooms' description of the process that they went through in preparing the on-line exhibition 'Brancusi's Mademoiselle Pogany' for Philadelphia Museums.

Guides to good CH
http://guides.archaeologydataservice.ac.uk/g2gp/LaserScan_Toc
visualizatio

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Log in

- Home
- Full Table of Contents

- **Digital Archiving**
- About these Guidelines
- How to use these Guides
- What is Digital Archiving?
- Archival Strategies

- **The Project Lifecycle**
- Planning for the Creation of Digital Data
- Project Documentation
- Project Metadata
- Data Selection: Preservation Intervention Points
- The Project Archive: Storage and Dissemination
- Copyright and Intellectual Property Rights

- **Basic Components**
- Documents and Texts
- Databases and Spreadsheets
- Raster Images
- Vector Images
- Digital Video
- Digital Audio

- **Data Collection and Fieldwork**
- Aerial Survey
- UAV Survey
- Geophysics

Laser Scanning for Archaeology: A Guide to Good Practice

By Angie Payne

Edited by Kieron Niven

- Acknowledgements

Section 1. Introduction to the Laser Scanning Guide

- 1.1 Scope of this Guide
- 1.2 What is Laser Scanning?
- 1.3 Applications of Laser Scanning/ How is Laser Scanning used in archaeology
- 1.4 Current Issues or Concerns

Section 2. Acquiring and Processing Laser Scan Data

- 2.1 Project Planning and Requirements
- 2.2 File Naming Conventions
- 2.3 Scan Data Acquisition
- 2.4 Scan Data Deliverables

Section 3. Archiving Laser Scan Data

- 3.1 File Formats for Archiving Datasets
- 3.2 Acquisitional Metadata
- 3.3 Scan Registration Metadata
- 3.4 Metadata for Additional Products
- 3.5 Disseminating Laser Scan Data

Section 4. Case Study: Virtual Hampson Museum

- 4.1 Project Background
- 4.2 Description of Final Deliverables and Archival Preparation
- 4.3 Archival Metadata Example

Bibliography and Further Reading

- Bibliography

Guides to good practice

- To be developed at the end of CS

- What happens with CS materials after the end of COSCH?

- Structure of the guides
  - Workflow descriptions
  - Goals of the project
  - Methodology chosen
  - Advantages and drawbacks of the method
  - Metadata
  - Parameters of the methods
  - Costs of the project (man hours, equipment)

- Template for the CS final report to be revised

- Guide to good practice to be a part of the CS final report

User evaluation methods

- Taslihan example: user evaluation covers the following topics
    - user personal data (to identify the target group where the user belongs)
    - information perception
    - interactive digital storytelling
    - interactive 3D models
    - overall user satisfaction

- Kantharos example: evaluation of
    - methodology suitability
    - case study's output relevance
    - quality of 3D data
    - procedures of fitting shreds with reconstructed parts
    - contribution to research
    - contribution to public presentation of the object

- Evaluation of the product vs. evaluation of different possibilities (Coins CS)

- Impossible to have one questionnaire for all user groups, users need to be categorized

- Key word: satisfaction

- Recording the process – para data (London, Seville charter); example: Ename project

Research questions from CS

White Bastion

- interactive or linear storytelling?
- Unity or WEB GL?
- stories with characters or documentary stories?
- edutainment value
- overall user satisfaction
- archaeological research questions

Kantharos

- reconstruction of the vase
- to be used for study (archaeological)
- to fulfill exhibition needs (web, museum)
- to fulfill museological needs
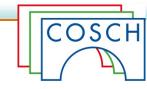- edutainment
- education

Coins

- Advantages and disadvantages of proposed techniques/methods
- Which one can be used to establish chemical composition/structure surface condition monitoring

COLOR & SPACE IN CULTURAL HERITAGE

EUROPEAN COOPERATION

Reporting to be done

- CS final reports: based on template, to be submitted to COST and published on the COSCH web site
- Book chapters (have to be more interesting for readers)
- Final reports similar to already submitted interim reports
- Have to comply with the COSCH MoU and agreed workplan
- Deadlines?
  - Everything should be submitted 2 weeks before end of the Action
  - End of August latest submission of drafts
  - Book chapters – end of June

STSM ideas

-     Coins – comparative work to be done on the results