

Digital Gallery of the maquettes

*Original*

Digital Gallery of the maquettes / Giovannini, Elisabetta Caterina; Tomalini, Andrea - In: Digital & Documentation. Digital strategies for Cultural Heritage. Vol. 2 / Lo Turco M., Giovannini E. C., Mafrici N.. - STAMPA. - Pavia : Pavia University Press, 2020. - ISBN 978-88-6952-124-9. - pp. 192-202

*Availability:*

This version is available at: 11583/2839396 since: 2020-07-10T12:43:47Z

*Publisher:*

Pavia University Press

*Published*

DOI:

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Massimiliano Lo Turco  
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edited by

# DIGITAL & DOCUMENTATION

Digital strategies for Cultural Heritage

Volume 2



Digital & Documentation. Digital Strategies for Cultural Heritage  
/ Massimiliano Lo Turco, Elisabetta Caterina Giovannini and  
Noemi Mafrici (edited by) - Pavia: Pavia University Press, 2020.  
- 205 p. : ill. ; 21 cm.

(Prospettive multiple: studi di ingegneria, architettura e arte ; 2)

ISBN 978-88-6952-123-2 (brossura)

ISBN 978-88-6952-124-9 (Open Access)

The present publication is part of the series "Prospettive multiple: studi di ingegneria, architettura e arte", which has an international referee panel. "Digital & Documentation: Digital Strategies for Cultural Heritage" is a scientific text evaluated and approved by the Editorial Scientific Committee of Edizioni Pavia University Press of University of Pavia.

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Edizioni dell'Università degli Studi di Pavia

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#### GRAPHIC PROJECT

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#### PRINTED BY

DigitalAndCopy S.A.S., Segrate (MI)

ISBN 978-88-6952-123-2 (brossura)

On cover: Graphic photocollage by Elisabetta C. Giovannini

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# DIGITAL GALLERY OF THE MAQUETTES

ELISABETTA CATERINA GIOVANNINI, ANDREA TOMALINI

European Heritage institutions galleries, libraries, archives and museums (GLAM) hold rich collections that represent Europe's cultural diversity and our shared history and values. Digitising and providing broader access to cultural resources offer new opportunities for the visualisation of collections and represent essential conditions for the further development of Europe's cultural heritage. The digital revolution highlights how Cultural Heritage institutions are turning online to engage with diverse audiences. Today the tools available can reach out a new and diverse public using the web through virtual exhibitions, online activities (e.g. games with cultural significance) and social media.

The B.A.C.K. TO T.H.E. F.U.T.U.R.E. research project<sup>1</sup> follows this direction believing in the necessity to make cultural heritage accessible in a digital way, to promote culture using scientific content. As already described in *Part I* of this volume the project focused on a collection conserved in the Museo Egizio's depots: the 'Expedition models of Egyptian architecture' (EMEA). Since 1976<sup>2</sup> the role of depots is described as *"the museum's role as guardian, exhibitor and interpreter of cultural and natural objects and as a research institution"*<sup>3</sup>. A recent Italian ICOM initiative<sup>4</sup> entitled *The essential is invisible to the eyes. Between care and research, the potential of museum depots, was focused on the theme of museum depots, their management issues and how digital technologies can contribute to their wider knowledge in term of research and communication to a*

wider public.

The theme of digital collections since the last decades covered mainly the needs to show collections improving the quality of visualisation tools to display objects. Some important initiatives were developed also to physically replace the museum itself, creating virtual museums. These solutions were developed to make both virtually accessible museums and to design new digital environments.

The Google Art Project<sup>5</sup> (February 2011), thanks to the Street View technology allows to virtually explore diverse museums all over the world, using 360° virtual tours. Nowadays this project is entitled The Google Arts & Culture<sup>6</sup> and since 2016 it started to digitise a large number of paintings and artefact using the Art Camera<sup>7</sup> creating new high-resolution digital assets. The Virtual Museum of Iraq<sup>8</sup> shows the collection and the objects are chronologically exhibited in different rooms using a diverse type of multimedia content.

The Guggenheim Virtual Museum (GVM) was initiated in 1999 and it was one of the first projects that had the ambition *'to develop a fully interactive and "immersive" architecture that would afford visitors the possibility to access, peruse, interact with and further explore contemporary mediated and technological art forms'*<sup>9</sup>, but unfortunately, the project has not been fully completed.

Some European initiatives consider the term 'Virtual Museum' as a general one that covers various types of digital

creations including virtual reality and 3D. The V-MusT.net<sup>10</sup> project (2011-2015) was one of the first European funded projects with the aim to resolve the problem of research in museums developing new solutions for sharing knowledge connecting different technological domains. The project provided also tools for immersive and interactive fruition of virtual environments. Crosscult<sup>11</sup> project (2016-2019) aim was to deliver tools to individuals and groups, for interactive experiences based on storytelling using the composition of digital cultural heritage resources, including 3D digital assets. 3D-ICONS<sup>12</sup> (2012-2015), was one of a suite of projects, to develop Europeana<sup>13</sup> and its contents. The project covered all aspects of 3D digitisation from selection of methods and tools, data acquisition and post-processing to publication of content online. GRAVITATE<sup>14</sup> (2015-2018) project objectives were to create a set of software tools that will allow archaeologists and curators to reconstruct shattered or broken cultural objects. At the same time, another important aim was to identify and reunify parts of a cultural object that has been separated across collections and to recognise associations between cultural artefacts creating new knowledge. The B.A.C.K. TO T.H.E. F.U.T.U.R.E. research project follows these precedents adding a novel approach to document how different disciplines (geomatics, history, archaeology and architectural digital representation) interpret digitised sources. The digitisation process both for documentary heritage<sup>15</sup> and artefacts<sup>16</sup> were developed following established principles of the London Charter<sup>17</sup> for the use and re-use of computer-based visualisations by researchers, educators and cultural heritage organisations. Regarding the 3D models, considered as architectural digital representations, the International Principles of Virtual Archaeology (Seville Principles<sup>18</sup>) were used to develop 3D models used as visualisation tools able to clarify the relationship between architectural artefact and related digital assets. Some research projects that have dealt with the digitisation of museum collections have focused their

attention on the visual appearance of the objects and not into its history and related sources.

The documentary heritage (eg. architectural drawings and manuscripts) and its digitisation developed within the project, used the ontology standard known as CIDOC-CRM<sup>19</sup> to take the advantages of semantic technologies and to manage the diverse knowledge domains involved, to select, organize and implement digitised sources.

Successful examples of the use of CIDOC-CRM into digital collections are the ResearchSpace<sup>20</sup> project, the Swiss Art Research Infrastructure<sup>21</sup> (SARI) project and the Digitizing Early Farming Cultures<sup>22</sup> (DEFC) project.

The previous examples enlight how the use of metadata in the digital collection research projects, is crucial to document and describe digital sources, historical documentation<sup>23</sup> and digitised objects, in our case, the 'Expedition models of Egyptian architecture' (EMEA). In this project, Cultural Heritage is the main domain, but other sub-domains have to be taken into account aiming to cover a real multidisciplinary approach enabling the interlinking of 3D content with different digital assets related to it. These connections were possible thanks to the use of descriptive and cross-disciplinary metadata.

Metadata means data about data and can provide extra useful information on data (digital resources). They play a key role in the project data management systems to allow wider searchability and deeper specific knowledge. The developed conceptual model allowed connecting 3D models with research sources highlighting their implicit knowledge and derived multidisciplinary explicit assumptions.

As already mentioned, despite the growth of diverse technologies, the core of main projects related to digitisation of cultural heritage stops to the visual appearance of the diverse objects or digitised documents. The B.A.C.K. TO T.H.E. F.U.T.U.R.E novel approach is to create narratives and providing critical navigation into the digital collection and related contents<sup>24</sup>.

Latest initiatives that go in this direction are the EMOTIVE<sup>25</sup> project (2016-2019), that produced interactive, personalised, emotionally resonant digital experiences for museums and cultural sites, and SHARE 3D<sup>26</sup> project (2018-2020) and its developed tool, the SHARE 3D Story Maker<sup>27</sup>. The innovativeness of the Story Maker is the possibility to share 3D content to Europeana, the EU digital platform for cultural heritage. The storytelling tool allows sharing stories of an object's history, characteristics, information through metadata, selecting and reusing content from Europeana, Sketchfab and other sources, and linking them to create stories.

The following digital gallery of the *maquettes* is part of the digital content developed within the B.A.C.K. TO T.H.E. F.U.T.U.R.E project. The digital models, provided using the 3D Hop<sup>28</sup> visualising tool are part of a series of digital contents that support the historical narratives developed by the interdisciplinary research team. From the historical documentation to its digitisation, from the museum collection to its digital collection, the research opportunities are quite vast, as vast are the new stories and intersections created and discovered through the project evolution path.

## Notes

<sup>1</sup> Cf. Lo Turco et al. 2018.

<sup>2</sup> International Conference on Museum Storage was proposed by UNESCO and was held on December 13-17, 1976, in Washington DC.

<sup>3</sup> For an exhaustive list of key documents supporting the discussion see Froner 2018, pp. 9-10.

<sup>4</sup> <http://www.icom-italia.org/eventi/save-the-date-15-16-marzo-2019-matera-convegno-sui-internazionale-sui-depositi-museali-e-assemblea-annuale-dei-soci/> Last visit, March 2020.

<sup>5</sup> Cf. Kennicott 2011.

<sup>6</sup> <https://artsandculture.google.com/> Last visit, March 2020.

<sup>7</sup> The Art Camera developed by Google uses a "gigapixel" process that stitches together multiple high-resolution images with an average of 7 billion pixels. Cf. Kennicott 2011.

<sup>8</sup> <http://www.virtualmuseumiraq.cnr.it/> Last visit, March 2020.

<sup>9</sup> Cit. Rashid 2017.

<sup>10</sup> <http://www.v-must.net/home> Last visit, March 2020.

<sup>11</sup> <https://www.crosscult.eu/> Last visit, March 2020.

<sup>12</sup> <http://3dicons-project.eu/> Last visit, March 2020.

<sup>13</sup> Europeana is a web portal created by the European Union containing digitalized collections owned by European galleries, libraries, archives and museums (GLAM); <https://www.europeana.eu/en> Last visit, March 2020.

<sup>14</sup> <https://cordis.europa.eu/project/id/665155> Last visit, March 2020.

<sup>15</sup> See *Digitalizing Data: from the historical research to data modelling for a (digital) collection documentation*, pp. 39-51.

<sup>16</sup> See *Digital models of architectural models : from the acquisition to the dissemination*, pp. 53-65.

<sup>17</sup> <http://www.londoncharter.org/> Last visit, March 2020.

<sup>18</sup> <http://smarterheritage.com/seville-principles/seville-principles> Last visit, March 2020.

<sup>19</sup> CIDOC, the International Council for Documentation, is a committee of the International Council of Museums (ICOM). CIDOC Conceptual Reference Model (CRM) is a standard ISO 21127:2014 in the field of cultural heritage. The CIDOC CRM ontology is complemented by a series of modular extensions to the basic model. Such extensions are

designed to support different types of specialised research questions and documentation.

<sup>20</sup> The ResearchSpace project emerged from an idea for a shared digital research infrastructure proposed by the Andrew W. Mellon Foundation. ResearchSpace is an open source platform designed at the British Museum and retrievable at <https://www.researchspace.org/index.html> Last visit, March 2020.

<sup>21</sup> The Swiss Art Research Infrastructure (SARI) is a national research infrastructure providing unified and mutual access to research data, digitised visual resources, and related reference data in the field of art history, design history, history of photography, film studies, architecture and urban planning, archaeology, history studies, religious studies, and other disciplines related to the visual studies, as well as the digital humanities at large. <https://www.sari.uzh.ch/en.html> Last visit, March 2020. The SARI documentation used for the semantic web infrastructure and its Reference Data Model is retrievable at <https://docs.swissartresearch.net/> Last visit, March 2020.

<sup>22</sup> <https://defc.acdh.oeaw.ac.at/> Last visit, March 2020.

<sup>23</sup> The historical documentation gathered, consists of digitized document and drawings of the sculptor Jean Jacques Rifaud (Marseille 1786 - Genève 1852) conserved at the *Bibliothèque de Genève*.

<sup>24</sup> Cf. Lo Turco et al. 2019

<sup>25</sup> <https://emotiveproject.eu/> Last visit, March 2020.

<sup>26</sup> <https://share3d.eu/> Last visit, March 2020.

<sup>27</sup> <https://storymaker.share3d.eu/home> Last visit, March 2020.

<sup>28</sup> <http://vcg.isti.cnr.it/3dhop/> Last visit, March 2020

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### Temple of Dakka

Temple: Cat.7109

Propylaea: Cat.7101

Scene elements: 3

Url: <https://backto-thefuture.github.io/temple-of-dakka.html>



### Temple of Debod

Temple: Cat.7105

Portals: Cat.7111

Scene elements: 3

Url: <https://backto-thefuture.github.io/temple-of-debod.html>



### Temple of Dendur

Temple: Cat.7108

Portal: Cat.7108

Scene elements: 3

Url: <https://backto-thefuture.github.io/temple-of-dendur.html>



**Model of the Temple of Dakka (Propylaea)**

Propylaea: Cat.7101  
Scene elements: 1  
Url: <https://backto-thefuture.github.io/propylaea.html>



**Model of the Temple of Abu Oda**

Temple: Cat.7102  
Scene elements: 2  
Url: <https://backto-thefuture.github.io/abu-oda.html>



**Model of the Temple of Beit el-Wali**

Temple: Cat.7103  
Scene elements: 2  
Url: <https://backto-thefuture.github.io/beit-el-wali.html>



### Model of the Small Temple of Abu Simbel

Temple: Cat.7104

Scene elements: 2

Url: <https://backto-thefuture.github.io/abu-simbel.html>



### Model of the Temple of Debod

Temple: Cat.7105

Scene elements: 2

Url: <https://backto-thefuture.github.io/debod.html>



### Model of the Temple of Gherf Hussein

Temple: Cat.7106

Scene elements: 2

Url: <https://backto-thefuture.github.io/gherf-hussein.html>



**Model of the Temple of Tafa South**

Temple: Cat.7107  
Scene elements: 2  
Url: <https://backto-thefuture.github.io/tafa-south.html>



**Model of the Temple of Dendur**

Temple: Cat.7108  
Scene elements: 2  
Url: <https://backto-thefuture.github.io/dendur.html>



**Model of the Temple of Dendur (Portal)**

Portal: Cat.7108  
Scene elements: 2  
Url: <https://backto-thefuture.github.io/portal.html>



**Model of the Temple of Dakka**

Temple: Cat.7109

Scene elements: 2

Url: <https://backto-thefuture.github.io/dakka.html>



**Model of the Temple of Tafa North**

Temple: Cat.7110

Scene elements: 2

Url: <https://backto-thefuture.github.io/tafa-north.html>



**Model of the Temple of Debod (Portals)**

Portals: Cat.7111

Scene elements: 1

Url: <https://backto-thefuture.github.io/portals.html>



**Model of the Temple of Derr**

Temple: Cat.7112  
Scene elements: 2  
Url: <https://backto-thefuture.github.io/derr.html>



**Model of the Temple of El-Hilla**

Temple: Cat.7113  
Scene elements: 2  
Url: <https://backto-thefuture.github.io/el-hilla.html>



**Model of the Obelisk of Heliopolis**

Obelisk: Cat.7115  
Scene elements: 1  
Url: <https://backto-thefuture.github.io/obelisk.html>