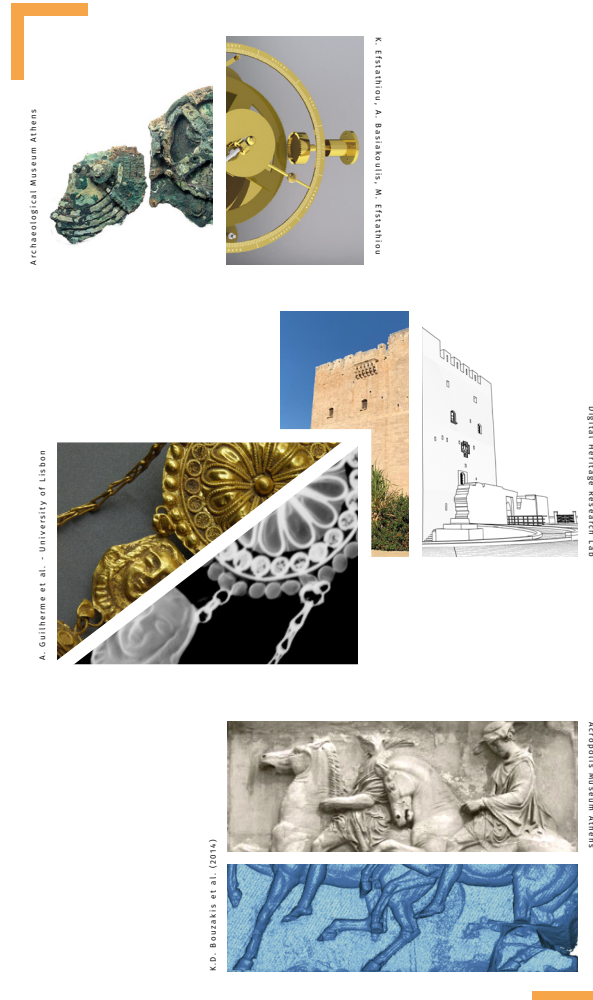


# PROJECT METHODOLOGY



- TASK 1** Define and exemplify different degrees of complexity of tangible cultural heritage, from the point of view of 3D digitisation processes.
- TASK 2** Identify and analyse the technical and non-technical parameters that determine quality in 3D digitisation of tangible cultural heritage.
- TASK 3** Identify and analyse existing formats, standards, benchmarks, methodologies, and guidelines that are relevant for 3D digitisation of tangible cultural heritage (including metadata, paradata).
- TASK 4** Identify and analyse past or ongoing 3D digitisation projects or 3D objects that could serve as benchmarks for 3D digitisation of tangible cultural heritage.
- TASK 5** Link or map the elements identified under Tasks 2, 3, and 4 to the different potential purposes of tangible cultural heritage digitised in 3D – creation of knowledge.



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on quality in 3D digitisation of  
tangible cultural heritage

VIGIE 2020/654



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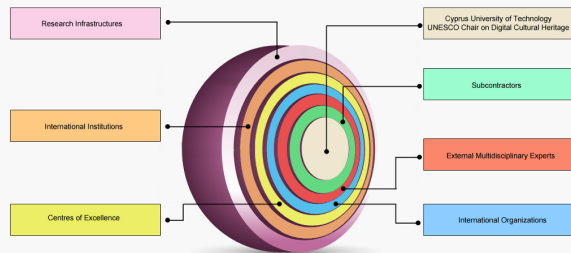
# OBJECTIVES

The overall aim of this study is to improve the quality of 3D digitisation projects for tangible cultural heritage, in support of European Union cultural heritage strategies. With the full support of the scientific cultural heritage community, this study will enable cultural heritage professionals, institutions, content-developers, and academics to define and produce high-quality digitisation standards for tangible heritage.

The elements of the framework include:

- + The technical parameters that determine the level of quality of 3D digitisation.
- + Existing digital formats, standards, benchmarks, methodologies and guidelines for 3D digitisation.
- + Past or ongoing 3D digitisation projects and existing 3D models and data sets that can serve as benchmarks.

International Multidisciplinary Approach for the Study on Quality in 3D Digitisation of Tangible Cultural Heritage: Mapping Parameters, Formats, Standards, Benchmarks, Methodologies, and Guidelines



The Multilayer Onion Principle for Engagement in a Holistic Approach to 3D Digitisation of Tangible Cultural Heritage

The **Digital Heritage Research Lab** (DHRLab) was established in 2013 at the Cyprus University of Technology.

The lab is devoted to research on the digitisation, archiving, and promotion of cultural heritage, tangible and intangible remains of our cultural past. The research scientists and doctoral students employed at the lab engage in collaborate research with the full support of multidisciplinary experts and national and international institutions to explore the latest technological advances in the field, their efficacy and usefulness in bringing cultural heritage information to end-users, obstacles and prospects for further development.

## SUBCONTRACTORS

- + Aristotle University of Thessaloniki
- + ArcTron 3D - Vermessungstechnik & Softwareentwicklung
- + Bene Construere Ltd
- + Historic Environment Scotland
- + International Council on Monuments and Sites
- + National Technical University of Athens
- + Politecnico di Milano
- + Time Machine Organisation
- + Zoller & Fröhlich GmbH



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## PROJECT COORDINATOR

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