

Final Programme

The International Symposium on Virtual Reality, Archaeology and Cultural Heritage

To be held at

The Bank of Greece Training Centre
Glyfada, Nr Athens

November 28th-30th 2001

VAST2001- Virtual Reality, Archaeology and Cultural Heritage

Day 1: Wednesday 28th November 2001

9.00 a.m. Opening and Welcome, David Arnold, VAST2001 General Co-Chair

9.15 a.m. Invited Speaker, Dr Philippe Martinez, Laboratoire d'Archeologie, Ecole Normale Supérieure, Paris and lead archaeologist for the ECHO Project (Egyptian Cultural Heritage Operation) "Digital Realities and Archaeology : a difficult relationship or a fruitful marriage?"

10.15 a.m. Coffee/Tea

10.30 a.m. Paper Session 1: Archiving, Digital Collections, and Analysis

Towards a digital excavation data management system: The "Grand Ribaud F" Etruscan deep-water wreck

Pierre Drap, Luc Long

Building Memory

Dimitris Papalexopoulos, Eleni Kalafati, Sakis Papadopoulos

An Evolutionary Approach to Digital Recording and Information about Heritage Sites

John Counsell

A Work-flow and data model for Reconstruction, Management and Visualization of Archaeological Sites

Stefan Hynst, Michael Gervautz, Markus Grabner, Konrad Schindler

12.30 – 2.00 Lunch

2.00 p.m. Parallel Paper Session 2.1: Broadcast and On-line Cultural Heritage

Copyright Protection and Management and A Web Based Library for Digital Images of the Hellenic Cultural Heritage

Dimitris K. Tsolis, George K. Tsolis, Emmanouil G. Karatzas, Theodore S. Papatheodorou

Reconstructing Leonardo's Ideal City - from Handwritten Codexes to WEBTALK-II: a 3D Collaborative Virtual Environment System

Thimoty Barbieri

Broadcast Technologies for Disseminating Cultural Heritage

J. Cosmas, T. Itagaki, K. Krishnapillai, A. Lucas, M. Akhtar, D. Green, G. Thomas, J. Chandaria, W. Putz, A. Everts, M. Probst, P. Stamnitz, J. Guether, W. Liebsch, G. Stoll, C. Dosch, R. Socker, C. Brendes, R. Mies, D. Van Smirren, B. Mory, N. Santini, A. Pearmain, Y. Paker, M. Lalmas, D. Papworth, E. Moutogianni, G. Klungsoeyr, L. Pedersen, P. Hansen, K. Illgner

2.00 p.m. Parallel Paper Session 2.2: Augmented Reality and Mobile systems I

Tracking with Reference Images: A Real time and Markerless Tracking Solution for Outdoor Augmented Reality Applications

Didier Stricker

Exciting Understanding in Pompeii through on-site parallel interaction with dual time virtual models

Daniela Scagliarini, Antonella Coralini, Erika Vecchietti, Tullio Salmon Cinotti, Luca Roffia, Stefania Galasso, Maurizio Malavasi, Massimiliano Pigozzi, Enrico Romagnoli, Fabio Sforza

The Visitor as Virtual Archaeologist: Using Mixed Reality Technology to Enhance Educational and Social Interaction in the Museum (Progress with the SHAPE Project)

Tony Hall, Luigina Ciolfi, Liam Bannon, Mike Fraser, Steve Benford, John Bowers, Chris Greenhalgh, Sten Olof Hellström, Shahram Izadi, Holger Schnädelbach, Martin Flintham

3.30 Coffee/Tea Break

3.45 p.m. Paper Session 3 Immersive VR Theatres and Rendering for Edutainment

The Computer-Visualistik-Raum: Veritable and Inexpensive Presentation of a Virtual Reconstruction

Bert Freudenberg, Maic Masuch, Niklas Röber, Thomas Strothotte

Reviving the past: Cultural Heritage meets Virtual Reality

Athanasios Gaitatzes, Dimitrios Christopoulos, Maria Roussou

Rendering of Large and Complex Urban Environments for Real time Heritage Reconstructions

Julian Willmott, Lloyd Wright, David Arnold, Andrew Day

An Easy-to-use Visualization System for Huge Cultural Heritage Meshes

Rita Borgo, Paolo Cignoni, Roberto Scopigno

5.45 p.m. Sessions close for the day

Evening Social – Welcome Dinner in a Local restaurant

VAST2001- Virtual Reality, Archaeology and Cultural Heritage

Day 2: Thursday 29th November 2001

9.00a.m. Paper Session 4: Augmented Reality and Mobile systems II

ARCHEOGUIDE: First results of an Augmented Reality, Mobile Computing System in Cultural Heritage Sites

Vassilios Vlahakis, John Karigiannis, Luis Almeida, Didier Stricker, Tim Gleue, Ioannis T. Christou, Renzo Carlucci, Nikos Ioannidis

Meeting the Spirit of History

Ursula Kretschmer, Volker Coors, Ulrike Spierling, Dieter Grasbon, Kerstin Schneider, Isabel Rojas, Rainer Malaka

Experiences from the Use of a Robotic Avatar in a Museum Setting

Maria Roussou, Panos Trahanias, George Giannoulis, George Kamarinos, Antonis Argyros, Dimitris Tsakiris, Pantelis Georgiadis, Wolfram Burgard, Dirk Haehnel, Armin Cremers, Dirk Schulz, Mark Moors, Elias Spirtoonias, Mika Marianthi, Vassilis Savvaides, Alexandra Reitelman, Dimitrios Konstantios, Andromachi Katselaki

Design and Implementation of a Mobile Device for Outdoor Augmented Reality in the Archeoguide Project

Tim Gleue, Patrick Daehne

11.00 a.m. Coffee/Tea

11.15 a.m. Invited Speaker, Dr Oliver Gilkes, Institute of World Archaeology, UEA, Norwich UK and Directing excavations, City of Butrint. "Wag the dog?: Problems and possibilities of archaeological interpretation in an virtual country, Butrint, Albania"

12.00 noon Panel Session, Chair: David Arnold; Panelists Oliver Gilkes, Philippe Martinez and Lon Addison. "Can Exploitation and Conservation be Balanced in Real-Life and, if so, how could technology help?"

12.30 – 1.45 Lunch

1.45 p.m. Paper Session 5 Modelling for Heritage Experiences

Composite Textures: emulating building materials and vegetation for 3D models

Alexey Zalesny, Dominik Auf der Maur, Luc Van Gool

Rapid Procedural-Modelling of Architectural Structures

Peter Birch, Shaun Browne, Vince Jennings, Andrew Day, David Arnold

Presenting a Monument in Restoration : The Saint Laurentius Church in Ename and Its Role in the Francia Media Heritage Initiative

Daniel Pletinckx, Neil Silberman, Dirk Callebaut

A versatile 3D Model Representation for Cultural Reconstruction

Sven Havemann, Dieter Fellner

3.45 p.m. Coffee/Tea

4.00 p.m. Parallel Paper Session 6.1 Modelling Urban Environments

A Guided Tour to Virtual Sagalassos

Marc Pollefeys, Luc Van Gool, Ive Akkermans, Dirk De Becker

Modeling and Visualizing the Cultural Heritage Data Set of Graz

Christopher Zach, Andreas Klaus, Joachim Bauer, Konrad Karner, Markus Grabner

Scene Assembly for Large Scale Urban Reconstructions

Phil Flack, Julian Willmott, Shaun Browne, David Arnold, Andrew Day

Virtual Archaeology - VR based knowledge management and marketing in archaeology first results - nexts steps

Steffen Kirchner, Dr. Peter Jablonka

4.00 p.m. Parallel Paper Session 6.2 Archiving, Digital Collections, and Analysis

Assembling Virtual Pots from 3D Measurements of their Fragments

David B. Cooper, Andrew Willis, Stuart Andrews, Jill Baker, Yan Cao, Dongjin Han, Kongbin Kang, Weixin Kong, Frederic F. Leymarie, Xavier Orriols, Senem Velipasalar, Eileen L. Vote, Martha S. Joukowsky, Benjamin B. Kimia, David H. Laidlaw, David Mumford

Image-based 3D Acquisition of Archaeological Heritage and Applications

Marc Pollefeys, Luc Van Gool, Maarten Vergauwen, Kurt Cornelis, Frank Verbiest, Jan Tops

Fitting of a Closed Planar Curve Representing a Profile of an Archaeological Fragment

Katarina Hlavacklova-Schindler, Martin Kampel, Robert Sablatnig

A Real Time 3D Stratigraphic Visual Simulation System for Archaeological Analysis and Hypothesis Testing

Damian Green, John Cosmas, Takebumi Itagaki

6.00 p.m. Sessions close for the day

Evening Social – Visit to the Federation for the Hellenic World and Symposium Dinner in Athens

VAST2001- Virtual Reality, Archaeology and Cultural Heritage

Day 3: Friday 30th November 2001

9.00a.m. Parallel Paper Session 7.1: Short Presentations I (Plenary Lecture Theatre)

Web based 3D VRML record of a historic collection

Nada Bates-Brkljac

Cathedral.IT

Mag. Franz Zehetner, D.I. Peter Ebenhöh, Elmar Schmidinger

Scientific and Ethical Scope of Digital Modelling in Architectonic Heritage

Jose Antonio Fernandez Ruiz

Managing and organizing archaeological data sets with an XML native database

Alberto Vezzoso, Alessio Romagnoli, Oscar Bocchini, Sandro Locati

Integrated Documentation of Cultural Heritage through 3D imaging and multimedia database

N. Tsirliganis, George G. Pavlidis, A. Koutsoudis, D. Papadopoulou, A. Tsompanopoulos, K. Stavroglou, E. Politou, C. Chamzas

9.00a.m. Parallel Paper Session 7.2: Short Presentations II (Second Lecture Theatre)

Cultural Heritage and Digital Experience Design: Adaptation and Competitive Evolution

Clark Dodsworth, Jeff Mayer

Designing a virtual museum within a museum

Dimitrios Charitos, George Lepouras, Costas Vassilakis, Vivi Katifori, Anna Charissi, Leda Halatsi

System Architecture for Tourist Orientation: The TOSCA High-End System

Luis Salgado, Enrique Rendón and Roberto Artola

3D Modelling, Virtual Reality and the Creation of Flexible Didactical Tools

Maria Elena Bonfigli, Antonella Guidazzoli, Silvano Imboden, Massimo Mauri, Maria Chiara Liguori

Caesarea on the sea - The lost city of Herods

Natalie Messika

10.15 a.m. Coffee/Tea

10.30 a.m. Paper Session 8: Data collections and MM

3D MURALE: A Multimedia System for Archaeology

J. Cosmas, T. Itagaki, D. Green, E. Grabczewski, L. Van Gool, A. Zalesny, D. Vanrintel, F. Leberl, M. Grabner, K. Schindler, K. Karner, M. Gervautz, S. Hynst, M. Waelkens, M. Pollefeys, R. DeGeest, R. Sablatnig, M. Kampel

DVR-Pompei: a 3D Information System for the House of the Vettii in OpenGL Environment

Maurizio Forte, Eva Pietroni, Claudio Rufa, Angela Bizzarro, Alessandro Tilia, Stefano Tilia

3D MURALE: Multimedia Database System Architecture

Edward Grabczewski, John Cosmas, Peter Van Santen, Damian Green, Takebumi Itagaki, Fred Weimer

12.00 – 1.30 Lunch

1.30 p.m. Paper Session 9: Pushing the Frontiers

User Centered Virtual Actor Technology

Daphne Economou, William Mitchell, Steve Pettifer, Jon Cook, James Marsh

A Photometric Approach to Digitizing Cultural Artifacts

Tim Hawkins, Jonathan Cohen, Paul Debevec

2.30 p.m. Invited Speaker and Closing Session

Alonzo C. Addison, Director, Center for Design Visualization, University of California, Berkeley.
“Virtual Heritage - Technology in the Service of Culture”

3.30 p.m. Closing Comments

4.00 p.m. Transport leaves for the Visit to Olympia from outside the Symposium Venue
