

Reading list - ARKN10, Digital Archaeology, Virtual Reality in Archaeology, 15 hp

Established by the Board of the Department: 2011-12-13

Required reading

C. Baracchini, A. Brogi, M. Callieri, L. Capitani, P. Cignoni, A. Fasano, C. Montani, C. Nenci, R. P. Novello, P. Pingi, F. Ponchio, and R. Scopigno, "Digital reconstruction of the Arrigo VII funerary complex" in VAST 2004, pp. 145–154, 2004.

Available as a free resource online: http://vcg.isti.cnr.it/publications/papers/arrigo_final.pdf

L. Barazzetti, L. Binda, M. Scaioni, P. Taranto. "Photogrammetric survey of complex geometries with low-cost software: Application to the 'G1' temple in Myson, Vietnam. Journal of Cultural Heritage 12:3, pp. 253-262. (Available as e-resource)

P. Besora, M. Brunet, M. Callieri, A. Chica, M. Corsini, M. Dellepiane, D. Morales, J. Moyés, G. Ranzuglia, and R. Scopigno, "Portalada: A virtual reconstruction of the entrance of the ripoll monastery," in 3DPVT08: Fourth International Symposium on 3D Data Processing, Visualization and Transmission, pp. 89–96, June 2008. Available as a free resource online:

http://vcg.isti.cnr.it/Publications/2008/BBCCCDMMRS08/Besora_etal_Portalada08.pdf

P. Cignoni, M. Callieri, M. Corsini, M. Dellepiane, F. Ganovelli, G. Ranzuglia. "Meshlab: an open-source mesh processing tool". In Sixth Eurographics Italian Chapter Conference, pages 129–136, 2008. Available as a free resource online: <http://vcg.isti.cnr.it/Publications/2008/CCCDGR08/>

P. Cignoni, R. Scopigno. "Sampled 3D models for ch applications: A viable and enabling new medium or just a technological exercise?". Journal on Computing and Cultural Heritage 1:1, pp. 2:1–23, 2008. Available as a free resource online:

<http://dl.acm.org/citation.cfm?id=1367080.1367082&coll=DL&dl=GUIDE>

B. Ducke, D. Score, J. Reeves. "Multiview 3D reconstruction of the archaeological site at Weymouth from image series". Computer & Graphics 35:2, pp. 375-382. (Available as e-resource)

B. Frischer, D. Abernathy, G. Guidi, J. Myers, C. Thibodeau, A. Salvemini, P. Müller, P. Hofstee, and B. Minor, "Rome reborn," in SIGGRAPH '08: ACM SIGGRAPH 2008 new tech demos, (New York, NY, USA), pp. 1–1, ACM, 2008.

Available as a free resource online: <http://www.siggraph.org/s2008/attendees/newtech/2.php>

A. Gruen, F. Remondino, and L. Zhang, "Image-based Automated Reconstruction of the Great Buddha of Bamiyan, Afghanistan". Computer Vision and Pattern Recognition Workshop, vol. 1, p. 13, 2003. (Available as e-resource)

K. Ikeuchi, K. Hasegawa, A. Nakazawa, J. Takamatsu, T. Oishi, and T. Masuda, "Bayon digital archival project," in Proceedings of Virtual Systems and Multimedia, pp. 334–343, 2004. 10 S.
Available as a free resource online: <http://www.cvl.iis.u-tokyo.ac.jp/papers/all/669.pdf>

T. Malzbender, D. Gelb, and H. Wolters. Polynomial texture maps. In SIGGRAPH '01: Proceedings of the 28th annual conference on Computer graphics and interactive techniques, pages 519–528, New York, NY, USA, 2001. ACM Press.
Available as a free resource online: <http://www.hpl.hp.com/research/ptm/papers/ptm.pdf>

D. Pletinckx, D. Callebaut, A. Killebrew, and N. Silberman, "Virtual-reality heritage presentation at ename". IEEE Multimedia, vol. 7:2, pp. 45–48. 2000. (Available as e-resource)

J. Stumpfel, C. Tchou, T. Hawkins, P. Martinez, B. Emerson, M. Brownlow, A. Jones, N. Yun and P. Debevec. "Digital Reunification of the Parthenon and its Sculptures" in VAST 2003 (A. C. D. Arnold and F. Niccolucci, eds.), (Bighton, UK), pp. 41–50, Eurographics, Nov. 5-7 2003. Available as a free resource online: <http://www.its.caltech.edu/~stumpfel/publications/ParthenonSculptures-VAST03.pdf>

M. Vergauwen and L. Van Gool. "Web-based 3D reconstruction service". Machine Vision and Applications, 17:6, pp. 411–426. 2006. (Available as e-resource)

Suggested reading

Forte, Maurizio (red.). Cyber-archaeology. Oxford, England: Archaeopress. 2010

Evans, Thomas L. & Daly, Patrick T. (red.). Digital archaeology: bridging method and theory. Abingdon, Oxon: Routledge. 2006

In total: 675 p