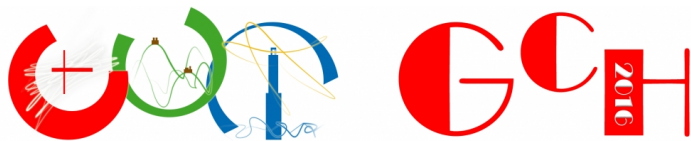


14th EUROGRAPHICS Workshop on Graphics and Cultural Heritage - programme available



The 14th EUROGRAPHICS Workshop on Graphics and Cultural Heritage (GCH 2016) aims to foster an international dialogue between ICT experts and CH scientists to have a better understanding of the critical requirements for processing, managing, and delivering cultural information to a broader audience. The objective of the workshop is to present and showcase new developments within the overall process chain, from data acquisition, analysis and synthesis, 3D documentation, and data management, to new forms of interactive presentations and 3D printing solutions. Interdisciplinary approaches for analysis, classification and interpretation of cultural artefacts are particularly relevant to the event.

The intention of GCH 2016 is also to establish a scientific forum for scientists and CH professionals to exchange and disseminate novel ideas and techniques in research, education and dissemination of Cultural Heritage, transfer them in practice, and trace future research and technological directions. Therefore, we seek original, innovative and previously unpublished contributions in the computer graphics area applied to digital cultural heritage, challenging the state of the art solutions and leveraging new ideas for future developments. Specific sessions will be devoted to reports on applications, experiences and projects in this domain.

The programme and the keynote speakers are published on the event website. registrations are still open for the event and workshops.

<http://gch2016.ge.imati.cnr.it>

Themes of the event are (but not limited to) in the following areas:

- ? 2/3/4D data acquisition and processing in Cultural Heritage
- ? Multispectral imaging and data fusion
- ? Digital acquisition, representation and communication of intangible heritage
- ? Material acquisition analysis
- ? Heterogeneous data collection, integration and management
- ? 3D printing of cultural assets
- ? Shape analysis and interpretation
- ? Similarity and search of digital artefacts
- ? Visualization and Virtual Museums
- ? Multi-modal and interactive environments and applications for Cultural Heritage
- ? Spatial and mobile augmentation of physical collections with digital presentations
- ? Semantic-aware representation of digital artefacts (metadata, classification schemes, annotation)
- ? Digital libraries and archiving of 3D documents
- ? Standards and documentation
- ? Serious games in Cultural Heritage
- ? Storytelling and design of heritage communications

Event Co-Chairs

Bianca Falcidieno - CNR IMATI, Italy

Dieter Fellner - TU Darmstadt/Fraunhofer IGD, Germany

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Livio De Luca - MAP (Models and simulations for Architecture and Cultural Heritage) Lab, CNRS, France