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on
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Table of Contents

Table of Contents	iii
Preface	v
International Programme Committee	vi
Author Index	vii
Keynotes	viii
Storytelling in CH	
Virtual Reality Experience of Sarajevo War Heritage	1
<i>Selma Rizvic, Dusanka Boskovic, Vensada Okanovic, Ivona Ivkovic Kihic, and Sanda Sljivo</i>	
Augmented Reality (AR) Maps for Experiencing Creative Narratives of Cultural Heritage	7
<i>Karina Rodriguez Echavarria, Laurie Dibble, Aurelie Bracco, Edward Silvertan, and Sophie Dixon</i>	
Digitisation and Digital Curation	
Lens Calibration for Focus Shift Correction in Close-Range Multispectral Imaging	17
<i>Simon Brenner and Robert Sablatnig</i>	
Lossless Compression of Multi-View Cultural Heritage Image Data	21
<i>Max von Buelow, Stefan Guthe, Martin Ritz, Pedro Santos, and Dieter W. Fellner</i>	
Video Shot Analysis for Digital Curation and Preservation of Historical Films	25
<i>Daniel Helm and Martin Kappel</i>	
Seismic Simulation on Virtual Reality	29
<i>Josep Lluís Fita, Gonzalo Besuievsky, and Gustavo Patow</i>	
Analysis and Visualisation	
Web-based Multi-layered Exploration of Annotated Image-based Shape and Material Models	33
<i>Alberto Jaspe Villanueva, Ruggero Pintus, Andrea Giachetti, and Enrico Gobbetti</i>	
Crack Detection in Single- and Multi-Light Images of Painted Surfaces using Convolutional Neural Networks	43
<i>Tinsae Gebrechristos Dulecha, Andrea Giachetti, Ruggero Pintus, Irina Ciortan, Alberto Jaspe Villanueva, and Enrico Gobbetti</i>	
A Comparison of Navigation Techniques in a Virtual Museum Scenario	51
<i>Ariel Caputo, Federico Borin, and Andrea Giachetti</i>	
Accessible Digitisation and Visualisation of Open Cultural Heritage Assets	59
<i>Asla Medeiros e Sá, Adolfo Ibañez Bartolome, Karina Rodriguez-Echavarria, Ricardo Marroquim, and Vivian Luiz Fonseca</i>	

Table of Contents

3D Modelling and Simulation

- Can Augmented Reality Enhance to a Greater Visitor Satisfaction of Historical Landmarks? 69
Connor Wakefield, Alain Simons, and David John
- 3D Design Of Ancient Garments 73
Melanie Carrière, Melina Skouras, and Stefanie Hahmann
- An Automatic Approach for the Classification of Ancient Clay Statuettes Based on Heads Features
Recognition 79
Andreas Scalas, Valentina Vassallo, Michela Mortara, Michela Spagnuolo, and Sorin Hermon
- End-to-end Color 3D Reproduction of Cultural Heritage Artifacts: Roseninsel Replicas 83
*Matevz Domajnko, Tejas Tanksale, Reimar Tausch, Martin Ritz, Martin Knuth, Pedro Santos, and
Dieter W. Fellner*

3D Reconstruction and Reproduction

- Motif-driven Retrieval of Greek Painted Pottery 89
*Stefan Lengauer, Alexander Komar, Arniel Labrada, Stephan Karl, Elisabeth Trinkl, Reinhold Preiner,
Benjamin Bustos, and Tobias Schreck*
- Preserving Ceramic Industrial Heritage Through Digital Technologies 99
Karina Rodriguez Echavarria, Tim Weyrich, and Neil Brownsword
- Approximate Reconstruction of 3D Scenes From Bas-Reliefs 109
Pierre Casati, Rémi Ronfard, and Stefanie Hahmann
- Experiencing Art by Means of 3D Printed Replicas: Enriching the Interpretation of Pot Oiseau 119
Myrsini Samaroudi and Karina Rodriguez Echavarria

Preface

As the Cultural Heritage (CH) sector seeks more sustainable models for the preservation and conservation of artefacts, environments and intangible representations of heritage, the focus is shifting towards more sustainable methods for the digital documentation and access to this material. As a result, research is becoming increasingly interdisciplinary and multidisciplinary in the search for new models of engagement, methods and technologies which support taking advantage of digital technologies and digital datasets to address the pressing needs of heritage institutions and of their communities across the world.

The Graphics and Cultural Heritage research community has vast experience in interdisciplinary research and in seeking technical innovation which has a societal application. As such, in this 17th edition of the Workshop on Graphics and Cultural Heritage (GCH 2019) we placed special attention on the role of this research community for proposing novel research which underpins the safeguarding of Cultural Heritage in the digital age while addressing the social, environmental and economic challenges. Taking place at the heart of the Balkans, in the city of Sarajevo, this year's event explores the role of computer graphics and other digital technologies in the preservation and provision of access to cultural heritage which might be vulnerable from natural and man-made threats such as climate change, economic hardship, violence and neglect.

The programme includes a variety of research contributions that address these pressing needs. Novel methods for the digitisation of artefacts are presented, including open and end-to-end processes for 3D documentation and reproductions, capturing complex materials, introducing multispectral imaging processes and finding compression methods for images resulting from digitisation processes. The analysis and classification of cultural heritage material is also presented, including methods for the analysis of historical films, analysis of cracks on painted surfaces, classification of clay statuettes, retrieval of painted pottery and the exploration methods for annotated datasets. Engagement with virtual environments is presented through research conducted on virtual museums, and Augmented Reality (AR) to engage the public and Virtual Reality (VR) environments to enable them to experience seismic simulations. 3D design research includes the design of ancient garments and the extraction of 3D scenes from bas-reliefs. Community engagement with cultural heritage is proposed through storytelling mechanisms using technologies such as AR, VR and 3D printed replicas.

We hope that attendees to the workshop and readers of these proceedings will find useful insights into these technologies and ideas which can be transferred into practice to document, monitor, study, conserve/preserve and provide access to both tangible and intangible Cultural Heritage. In doing so, we are confident of demonstrating the relevance and uniqueness of this research community in terms of its interdisciplinarity, collaborative and user-inspired approach, as well as the societal impact of their research.

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Author Index

Bartolome, Adolfo Ibañez	59	Komar, Alexander	89
Besuievsky, Gonzalo	29	Labrada, Arniel	89
Borin, Federico	51	Lengauer, Stefan	89
Boskovic, Dusanka	1	Marroquim, Ricardo	59
Bracco, Aurelie	7	Mortara, Michela	79
Brenner, Simon	17	Okanovic, Vensada	1
Brownsword, Neil	99	Patow, Gustavo	29
Buelow, Max von	21	Pintus, Ruggero	33, 43
Bustos, Benjamin	89	Preiner, Reinhold	89
Caputo, Ariel	51	Ritz, Martin	21, 83
Carrière, Melanie	73	Rizvic, Selma	1
Casati, Pierre	109	Rodriguez Echavarria, Karina	7, 59, 99, 119
Ciortan, Irina	43	Ronfard, Rémi	109
Dibble, Laurie	7	Sá, Asla Medeiros e	59
Dixon, Sophie	7	Sablatnig, Robert	17
Domajnko, Matevz	83	Samaroudi, Myrsini	119
Dulecha, Tinsae Gebrechristos	43	Santos, Pedro	21, 83
Fellner, Dieter W.	21, 83	Scalas, Andreas	79
Fita, Josep Lluís	29	Schreck, Tobias	89
Fonseca, Vivian Luiz	59	Silverton, Edward	7
Giachetti, Andrea	33, 43, 51	Simons, Alain	69
Gobbetti, Enrico	33, 43	Skouras, Melina	73
Guthe, Stefan	21	Sljivo, Sanda	1
Hahmann, Stefanie	73, 109	Spagnuolo, Michela	79
Helm, Daniel	25	Tanksale, Tejas	83
Hermon, Sorin	79	Tausch, Reimar	83
John, David	69	Trinkl, Elisabeth	89
Kampel, Martin	25	Vassallo, Valentina	79
Karl, Stephan	89	Villanueva, Alberto Jaspe	33, 43
Kihic, Ivona Ivkovic	1	Wakefield, Connor	69
Knuth, Martin	83	Weyrich, Tim	99

Keynote

Etienne Tellier

Biographical Sketch

Etienne Tellier is the COO of Iconem which specialises in the 3D digitisation of endangered cultural heritage sites. After graduating from HEC School of Management, he worked as an analyst in publishing groups and as a journalist and Head of Content in magazines and media agencies before joining Iconem, where he is in charge of overseeing the company's operations along with several exhibition projects.

Keynote

Paulo B. Lourenço

Biographical Sketch

Paulo B. Lourenço is Full Professor at the Department of Civil Engineering, University of Minho, Guimarães, Portugal since 2006. He received his degree in Civil Engineering at University of Porto, Portugal in 1990 and his PhD in Civil Engineering at Delft University of Technology, the Netherlands in 1996. He has been the Co-Head of the Institute in Sustainability and Innovation in Structural Engineering since 2007 and the Co-Head of the Institute for Bio-Sustainability since 2013. He is experienced in the fields of non-destructive testing, advanced experimental and numerical techniques, innovative repair and strengthening techniques, and earthquake engineering. He is specialist in structural conservation and forensic engineering, with work on more than one hundred monuments and existing buildings, including 7 UNESCO World Heritage sites. He is also a structural masonry expert, responsible for R&D projects with the clay brick, concrete block and lightweight concrete block masonry and mortar industry. He has been a consultant on innovative masonry structures using confined and reinforced masonry, and on masonry infills. He has been the leader of the Project Team responsible for the revision of Part 1 of the European code for masonry (EN 1996-1-1). He is the coordinator of the Advanced Masters on Structural Analysis of Monuments and Historical Constructions (SAHC) since 2007, with alumni from 70 countries and Europa Nostra Award in 2017. He is co-editor of the International Journal of Architectural Heritage and co-advisor of the Conference Series on Structural Analysis of Historical Constructions. He has supervised more than 50 PhD theses and coordinate multiple national and international research projects. He has been just awarded an Advanced ERC Grant of 3.0 M € to develop an integrated seismic assessment approach for heritage buildings.