3D Reconstruction of Cultural Heritage and 3D Assets Utilisation

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Deadline for manuscript submissions:
30 November 2024

Message from the Guest Editors

Presently, the application of terrestrial and aerial 3D digitisation technologies in the cultural heritage domain is considered a common practice. The 3D digital assets produced are utilised in a wide range of applications facilitating documentation, dissemination, knowledge extraction, and restoration and preservation processes. The quality of such 3D content is highly affected by the research and technological advances which occur in multidisciplinary scientific fields, such as real-time computer graphics, the computer gaming industry, geomatics, and sensors. At the same time, their efficient management, analysis, and processing relies on technologies including Big Data and artificial intelligence.

This Special Issue intends to address parts of this multidisciplinary domain, where the above technologies are fused to provide state-of-the-art 3D asset content generation and utilisation in a framework that delivers solutions to a wide range of CH-related challenges.

mdpi.com/si/131669

Special Issue