

Creating Virtual Reality for Cultural Heritage. 3D Icons Project in Romania

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3D Icons Project

3D digitizing technologies applied in the field of cultural heritage represent the trend for promoting, but as well preserving cultural heritage. 3D Digitisation of Icons of European Architectural and Archaeological Heritage (3D Icons) project is a pilot project funded under the European Commission's ICT Policy Support Programme, built on the results of CARARE and 3D-COFORM. Romanian National History Museum, as a full-time member in the project, had the opportunity of testing and implementing open-source and low-cost technologies used for creating reality-based 3D models of large architectural complexes such as Saint Michael Romano-Catholic Cathedral from Alba Iulia and the Dacian Fortress from Sarmizegetusa Regia, UNESCO Monument. At the same time, by the use of photogrammetric methods, were created 3D models of small archaeological finds and architectural details, all of which will be available to the general public through the Europeana platform. In this presentation, we would like to present our experience regarding the selection of artefacts suitable for photogrammetry, and the process of data acquisition and data processing, but as well the limitation of this procedure. As regarding the results obtained, we will present the way in which 3D modeling best serves two main roles of a museum: promoter to the general public of history and cultural heritage, and, on the other hand, museum as a scientific nucleus, with the aim of conserving and preserving cultural goods.