



**EULAC
MUSEUMS**

Museums and Community:
Concepts, Experiences and Sustainability in
Europe, Latin America and the Caribbean

Activities sheet

Designation:

The use of 3D registering technologies in Museums: a breviary to make it easy.

Place:

Ecomuseu do Seixal (Seixal, Portugal) and Museu Nacional de Arqueologia (Lisboa, Portugal)

Date:

2 to 4 November 2016

Type:

Workshop

Organisation:

EULAC MUSEUMS Project

EULAC Museums participation (notice to use in social media and web platform):

This workshop, oriented by Alain Miller and his team, was directed towards all museums professionals and museums lovers in having interest in photography or digital interpretation and would like to learn more.

The workshop introduced the different techniques that can be used, photogrammetry, laser scanning and structured light. Participants, about twenty five people in total, have had the opportunity for hands on experience of each technique and will focus on the use photogrammetry using technology that is readily available to participants (mobile phones and cameras) using freely available and open source software.

The three goals of the workshops were to:

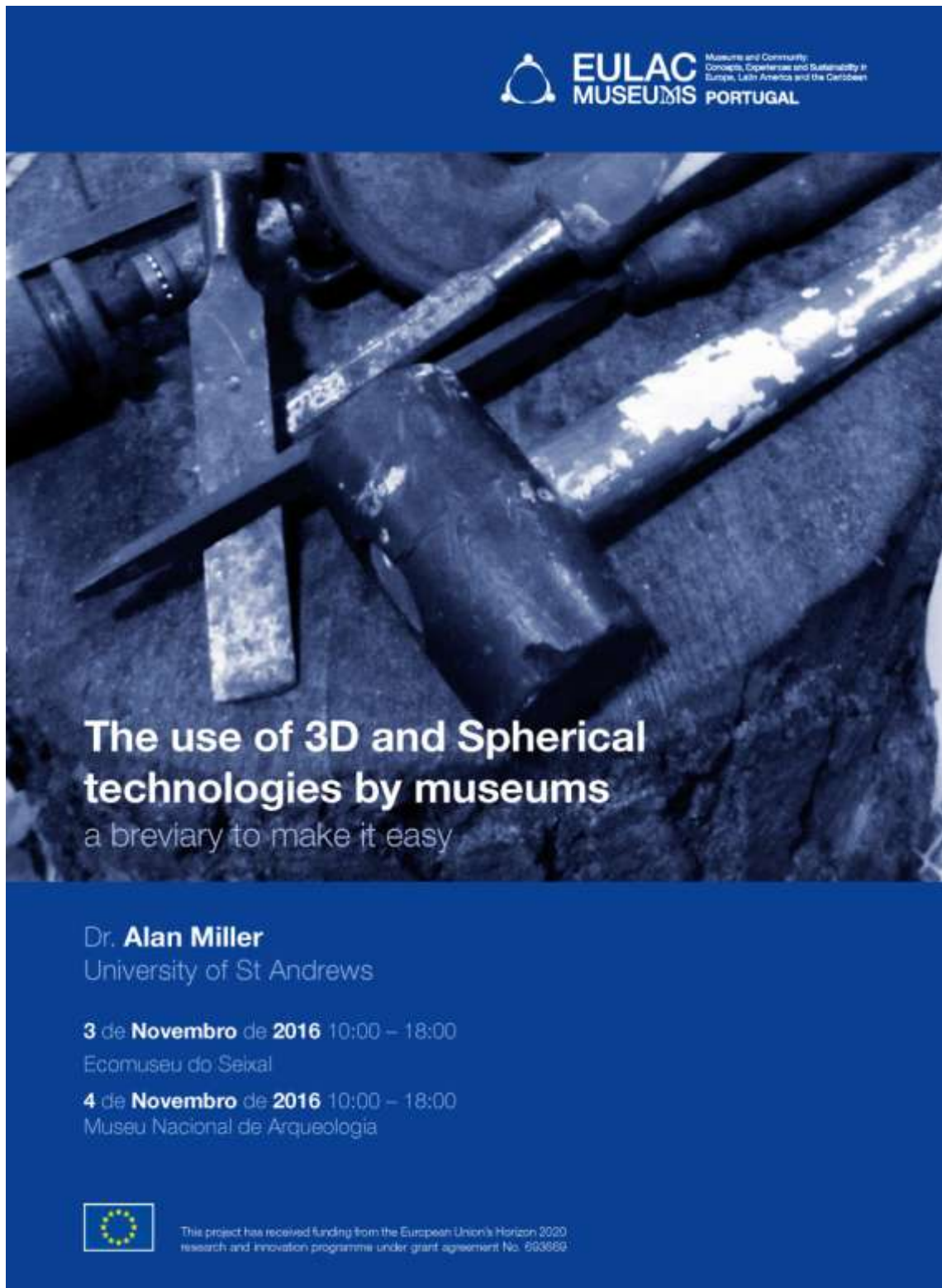
- 1) To create and disseminate exemplar digital content;
- 2) To train enthusiasts in digital 3D technologies and interpretation;
- 3) To equip museums to run further workshops and dissemination activities..


The workshops also introduced participants to using mobile phones and other available digital technologies to create, archive and present 3D and spherical representations of artifacts and their context. Six stages of the process were addressed in this regard:

- 1) The selection of subjects for digitization;
- 2) The process of digital capture;
- 3) Post processing and enhancement ;
- 4) Digital archiving in a connected world;

- 5) Providing appropriate interpretation;
- 6) Dissemination through social media, the web and 3D printing.

Attached documents:



 **EULAC** Museums PORTUGAL
Museums and Community:
Concepts, Experiences and Sustainability in
Europe, Latin America and the Caribbean


The use of 3D and Spherical technologies by museums

a breviary to make it easy

Dr. Alan Miller
University of St Andrews

3 de Novembro de 2016 10:00 – 18:00
Ecomuseu do Seixal

4 de Novembro de 2016 10:00 – 18:00
Museu Nacional de Arqueologia

 This project has received funding from the European Union's Horizon 2020 research and innovation programme under grant agreement No. 503650



The use of 3D registering technologies in Museums

a breviary to make it easy

3 de Novembro de 2016 10:00 – 18:00
Ecomuseu do Seixal

4 de Novembro de 2016 10:00 – 18:00
Museu Nacional de Arqueologia

Inscrição:
Número de lugares muito limitado devido à natureza prática da oficina

maribantas@mnaarqueologia.dgpc.pt

Língua de Trabalho:
Inglês

Programa:
November 3
Two sessions one in the morning and one in the afternoon:

1. Digital capture and processing.
2. Interpretation and dissemination.

Obs.: It would be good if participants were familiar with interested in photography and/or digital interpretations.

November 4
Spend a day doing digital capture and demonstrations of the toolkit to staff.

General goals:
How to use mobile phones and cameras to enhance the communication of community heritage.

Enthusiasts who have an interest in photography or digital interpretation and would like to learn more.

The three goals of the workshops will be to:
1. To create and disseminate exemplar digital content.
2. Train enthusiasts in digital 3D technologies and interpretation.
3. Equip museums to run further workshops and dissemination activities.

The workshops will introduce participants to using mobile phones and other available digital technologies to create, archive and present 3D and spherical representations of artefacts and their context. Six stages of the process will be addressed:

1. The selection of subjects for digitisation.
2. The process of digital capture.
3. Post processing and enhancement.
4. Digital archiving in a connected world.
5. Providing appropriate interpretation.
6. Dissemination through social media, the web and 3D printing.

Equipment:
A digital toolkit will include software, equipment and user guides will be provided. This will enable museum and community use of spherical and 3D technologies. Participants are also kindly invited to bring their own mobile phone devices.











