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Digital Visualization of Cultural Heritage and its Scholarly Value in Art History

Heritage visualization is arguably amongst the most complex applications of digital technology to art-historical research. The term 'visualization' is misleading. Digital visualization transcends the visual. It has the potential to engage various senses and embrace space, time and behaviour – all critical for experiencing and representing cultural artefacts and phenomena. The limits of visualisation technologies are being pushed further and further. The range of applications is bewildering and growing in scope. This paper addresses a few points concerning the scholarly value of visualization techniques currently available and the impact of virtual artefacts on the discipline of Art History.

Some of the web references that will be used to illustrate the talk:

- [Corpus of Romanesque Sculpture in Britain and Ireland](#)

An evolving electronic archive of stone sculpture of the 11th and 12th centuries; a British Academy project hosted by King's College London.

- [Computers and the History of Art](#) (CHArt) est. 1985

Alternative URL: <http://chart.cch.kcl.ac.uk/>

An annual conference and publications concerned with developments in arts computing. Good source of information on the early applications of visualisation techniques to art studies.

- [3DVisA Index of 3D Projects](#)

An index of selected computer-based projects in the Arts and Humanities involving 3D visualisation techniques.

- [The London Charter](#)

A set of principles for computer-based visualisation of cultural heritage.

- [Paradata and Transparency in Virtual Heritage](#)

A volume of essays for the AHRC ICT Methods Network series, Digital Arts and Humanities, forthcoming Ashgate 2011

- [Art & Science of Touch](#)

Haptic interfaces for virtual artefacts. A proposal for an interdisciplinary research agenda.