



OKOA16

The 2nd Open Knowledge - Open Arts Workshop
26-27 Feb 2016, Catania, Italy

Open *Emporium* : dal dato archeologico al modello 3D

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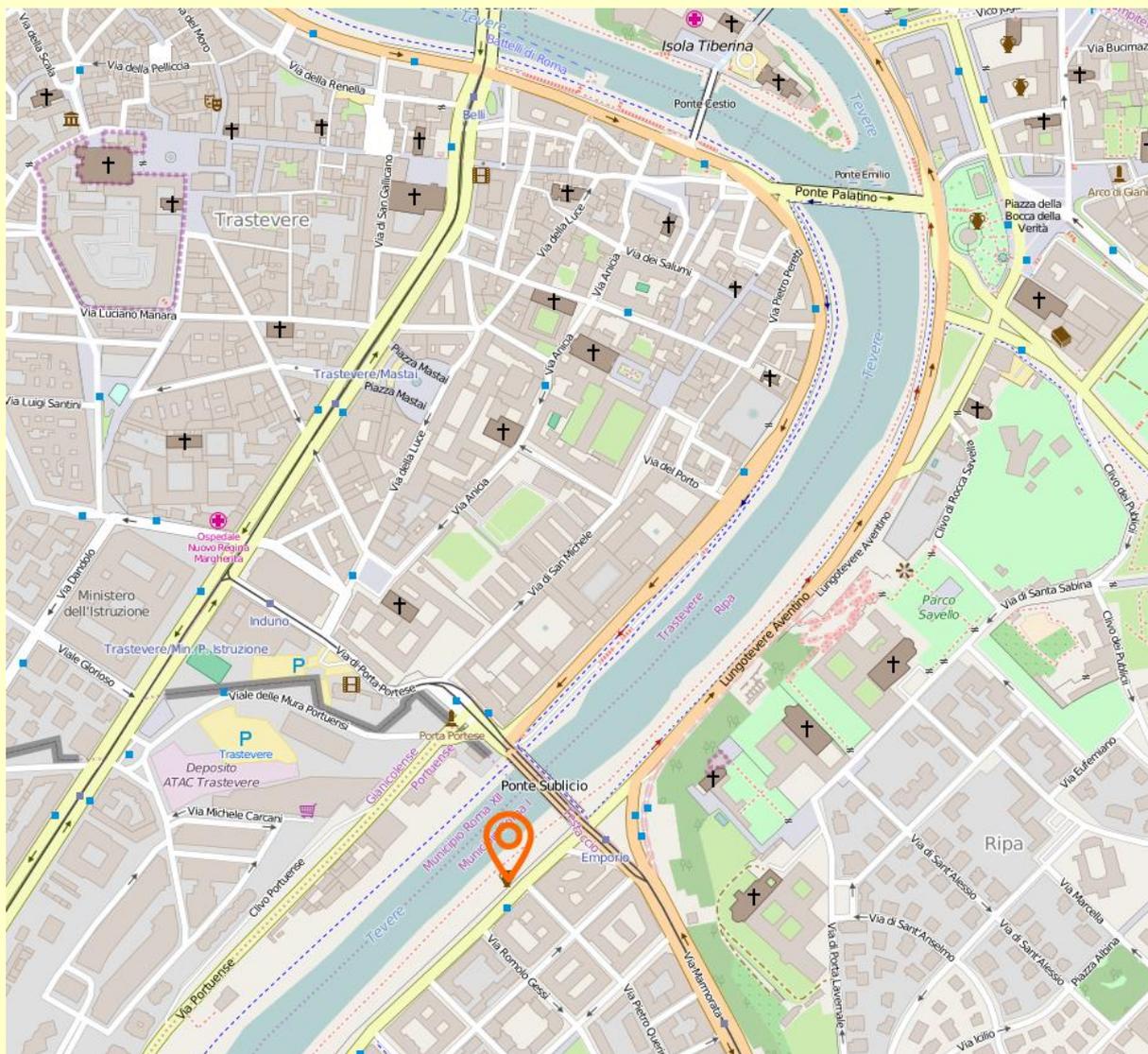
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Fasi di lavoro:

1. Studio delle fonti storiche e archeologiche
2. Sopralluoghi e documentazione fotografica
3. Modellazione e texturing

Software utilizzati:

1. Blender
2. Gimp

Fonti archeologiche

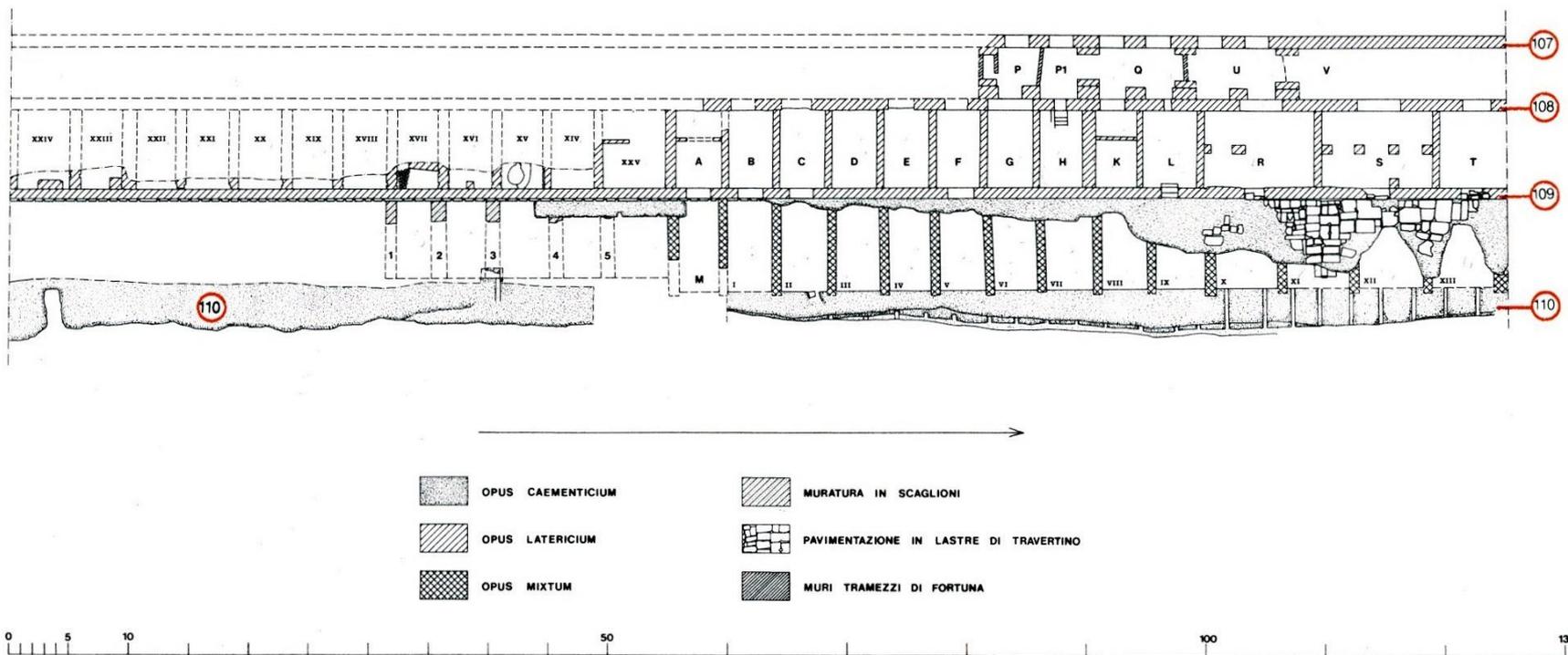
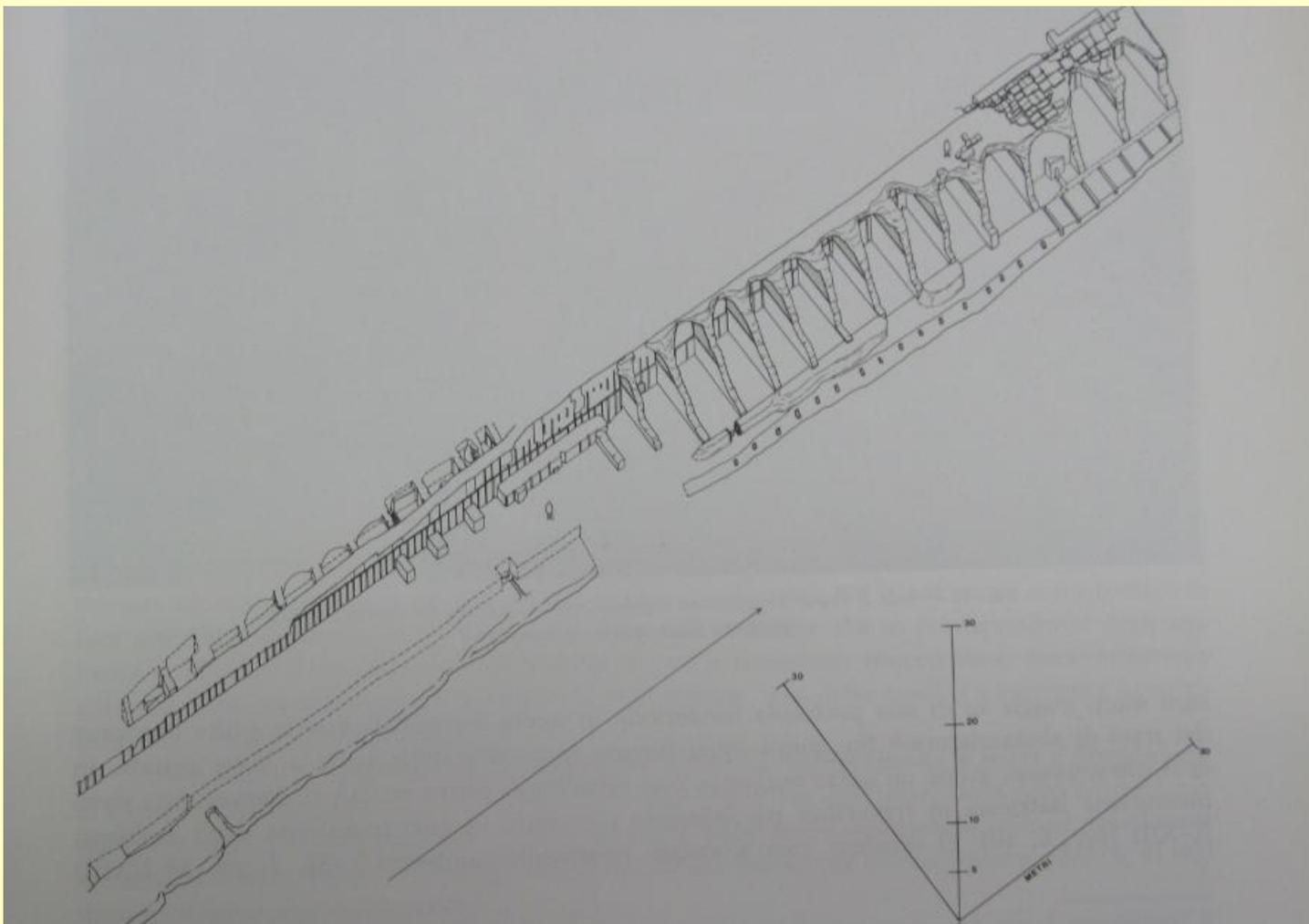
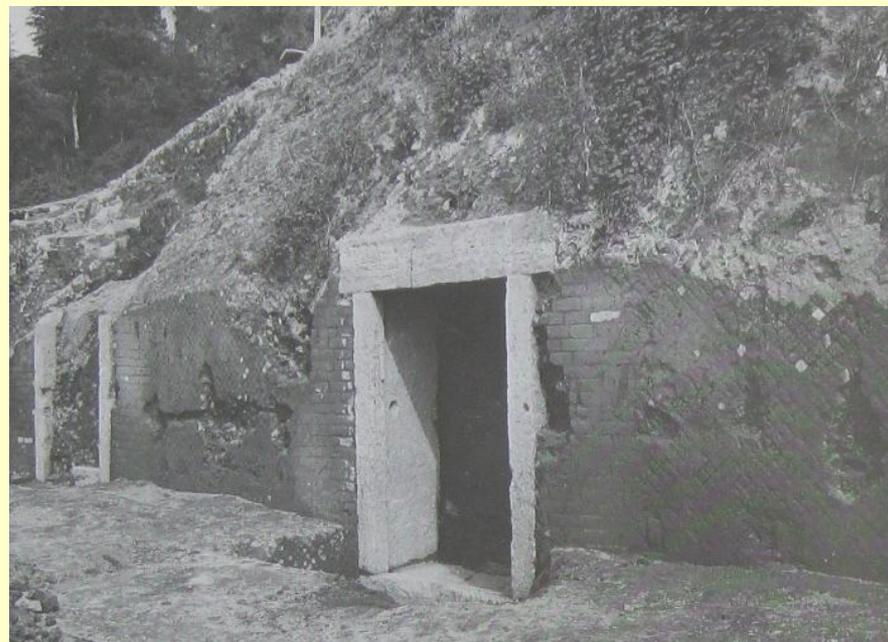


FIG. 2. - Sito 1. Planimetria generale delle strutture rinvenute a valle di Ponte Sublicio nel corso degli scavi 1979-1984 (Sopr. Arch. di Roma, ril. e dis. R. Meneghini)

Fonti archeologiche



Fonti archeologiche





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Fonti archeologiche



Sopralluoghi e documentazione fotografica

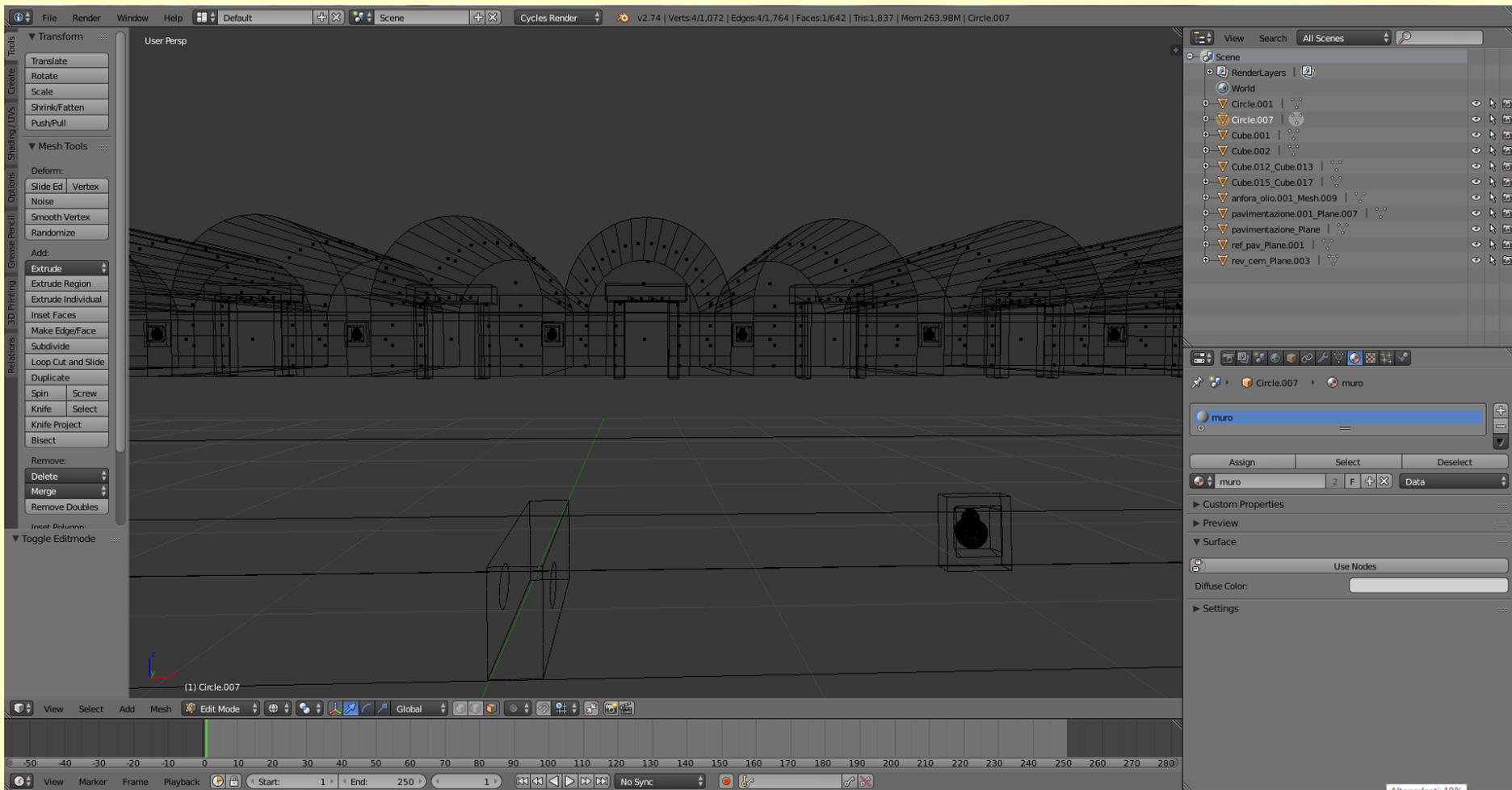




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Modellazione

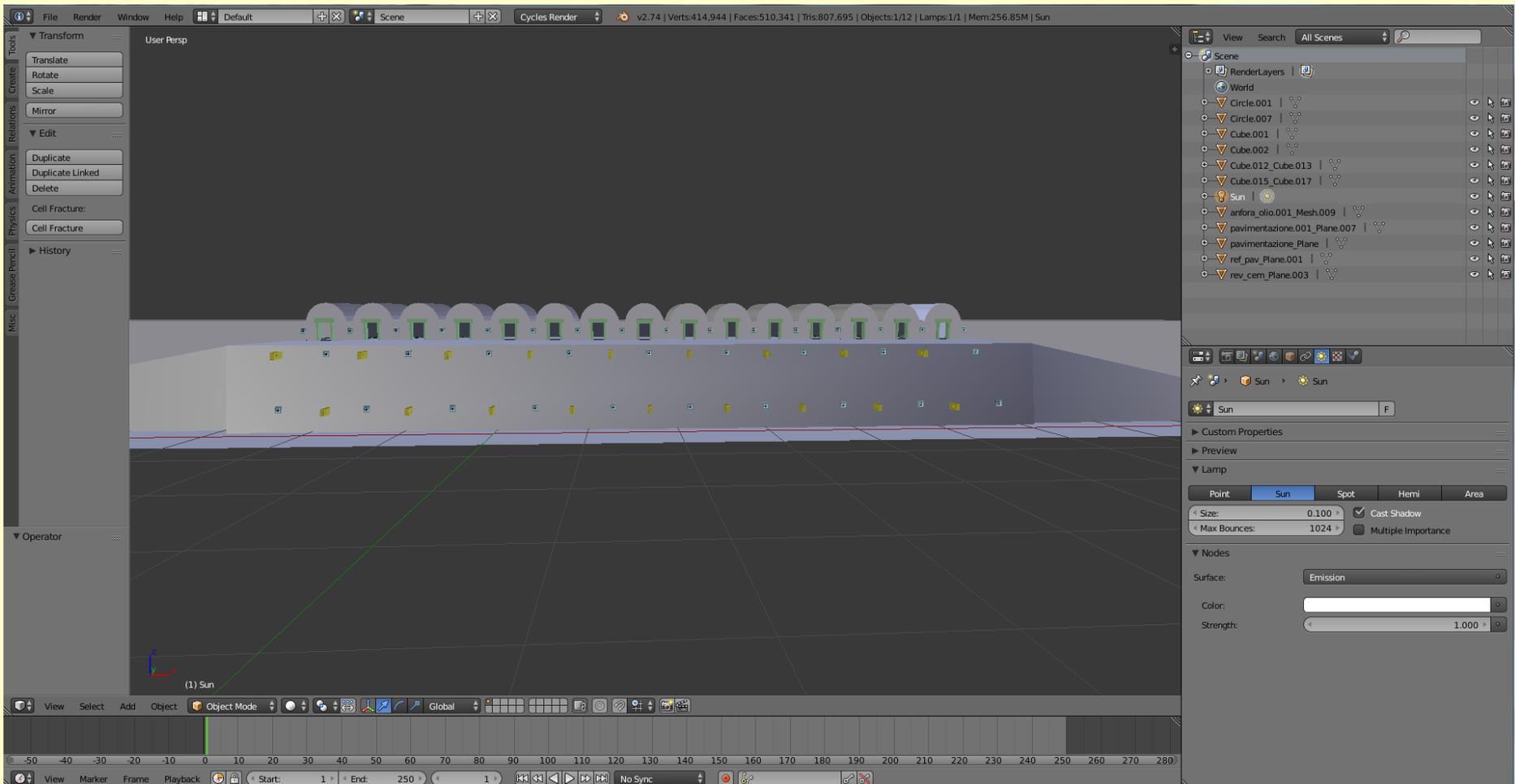




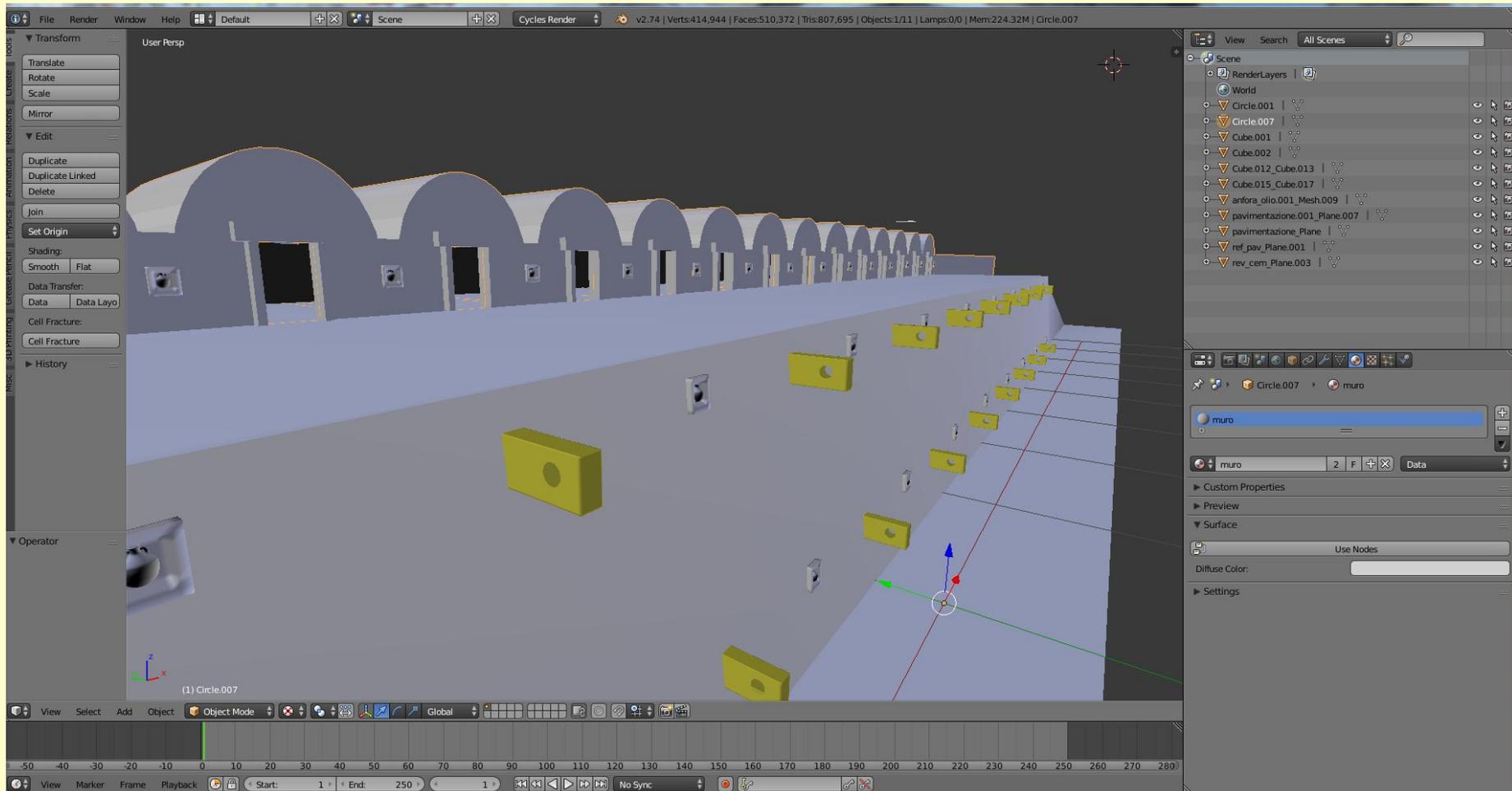
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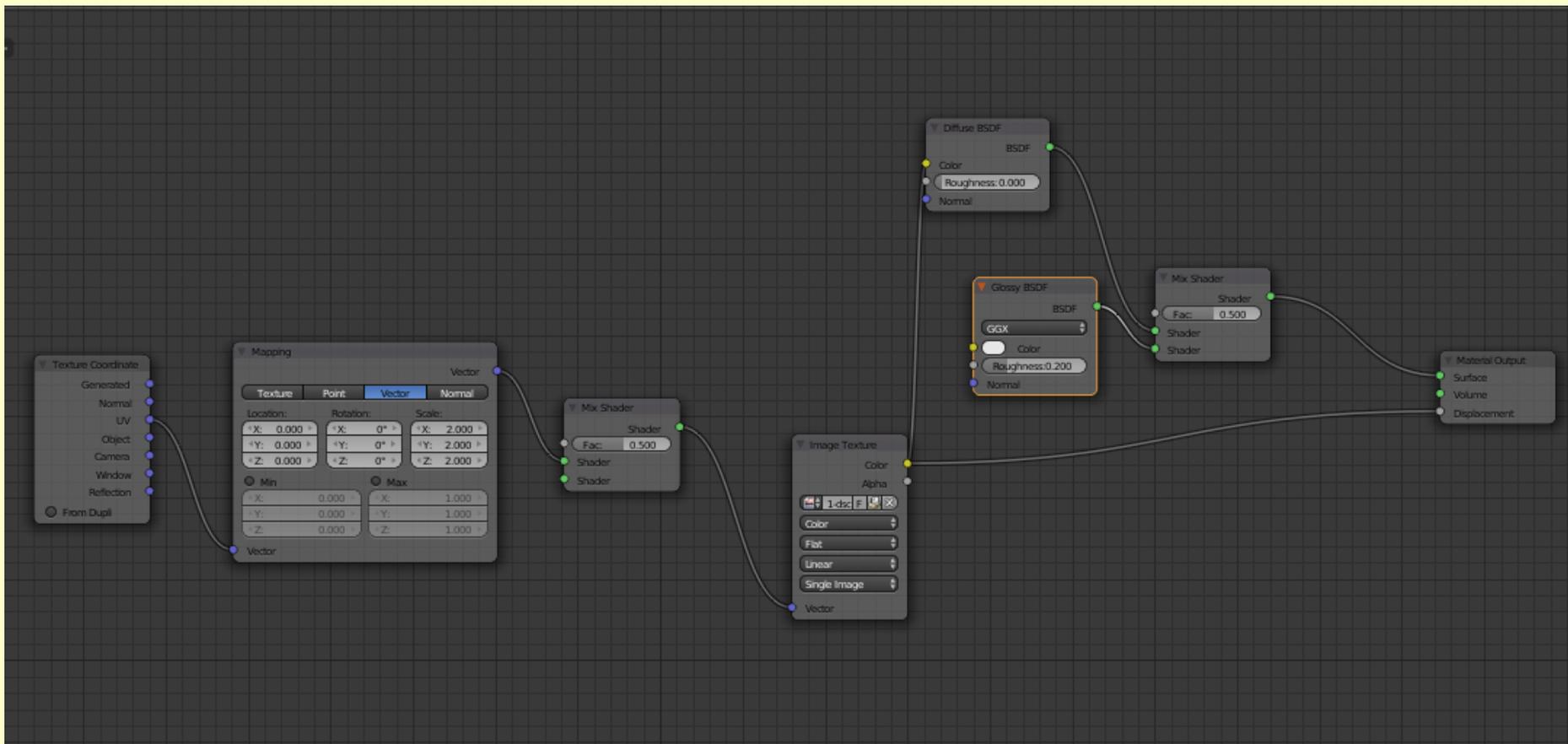
Modellazione



Modellazione



Texturing



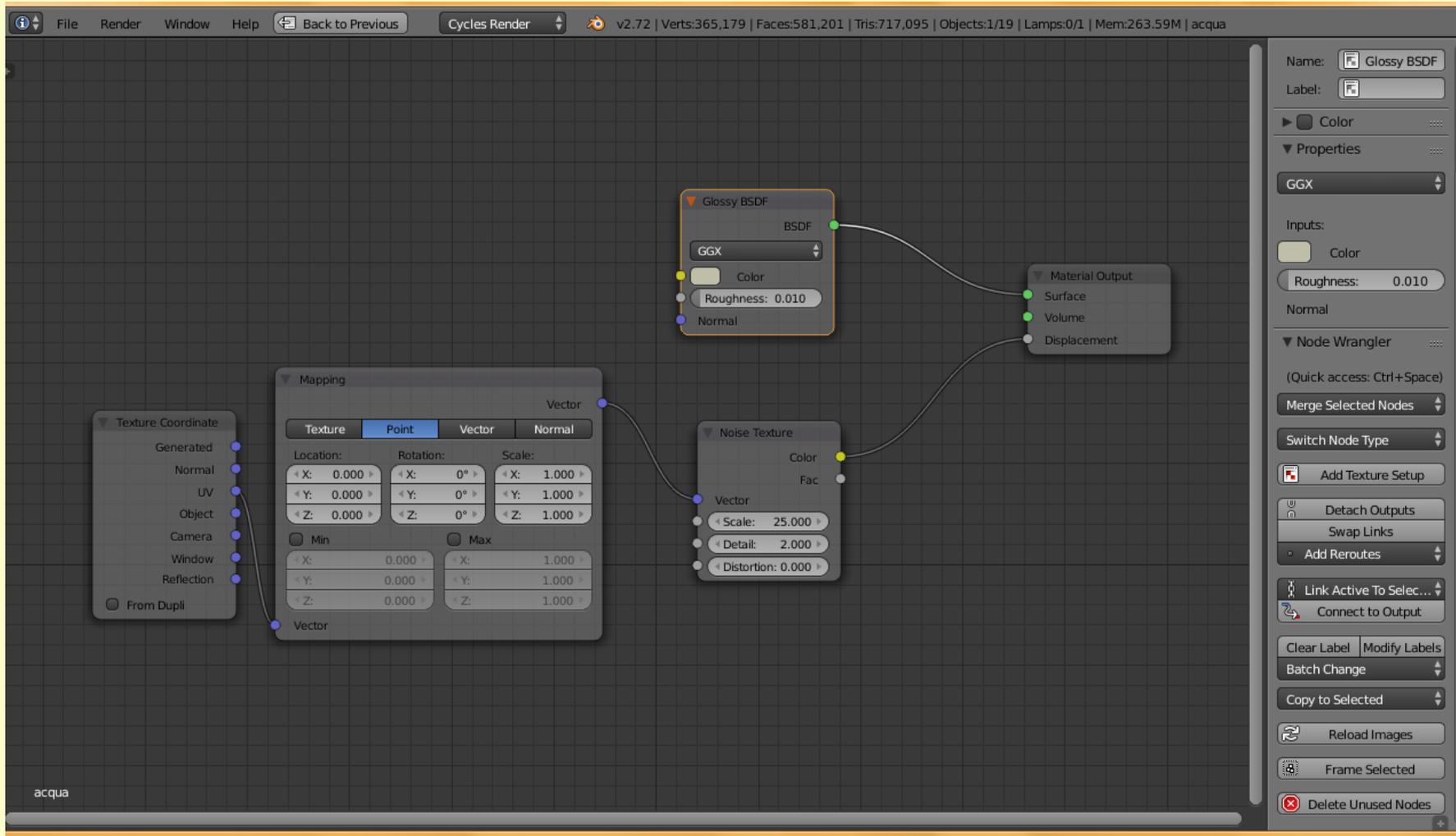


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Texturing





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Grazie per l'attenzione!

