REGISTRATION

Conference admission is free of charge. For registration to the conference, please fill in and submit the form until 20 September 2019. You will receive a confirmation within a few days.

If we receive more registrations than there is conference and field trip capacity, we may have to limit participation.

The conference language is English.

We look forward to see you this September in Trento!

Online registration form:
https://tinyurl.com/VirtualArch-Trento

The project VirtualArch

Within the EU financed Interreg Central Europe project "VirtualArch", running 2017-2020, ten partners from Germany, Italy, Austria, Poland, the Czech Republic, Croatia, Slovenia and Slovakia cooperate in innovative visualization and presentation of hidden archaeological heritage using virtual and augmented reality approaches. After a period of data collection, processing and visualization, the project will apply such products as tools fostering regional tourism or moderating spatial use conflicts to support better protection of cultural heritage submerged or underground.
www.interreg-central.eu/VirtualArch

CONFERENCE VENUE AND ARRIVAL

Arrival by car:

The conference venue is located in the city centre. The area is surrounded by parking zones (for charge). The biggest parking is the underground one in Piazza Fiera, which is very close to the conference building.

Arrival by public transport:

The train station and the bus station are in the same zone and are very close one to another. From there, you can go directly by walk to the conference venue (15 minutes) or you can take the bus from "Stazione FS" to "Centro Santa Chiara".

Venue:
Fondazione Bruno Kesler
Via Santa Croce 77
38122 Trento
Italy

Lead partner:
Archaeological Heritage Office of Saxony
Zur Wetterwarte 7, 01109 Dresden
http://www.archaeologie.sachsen.de/

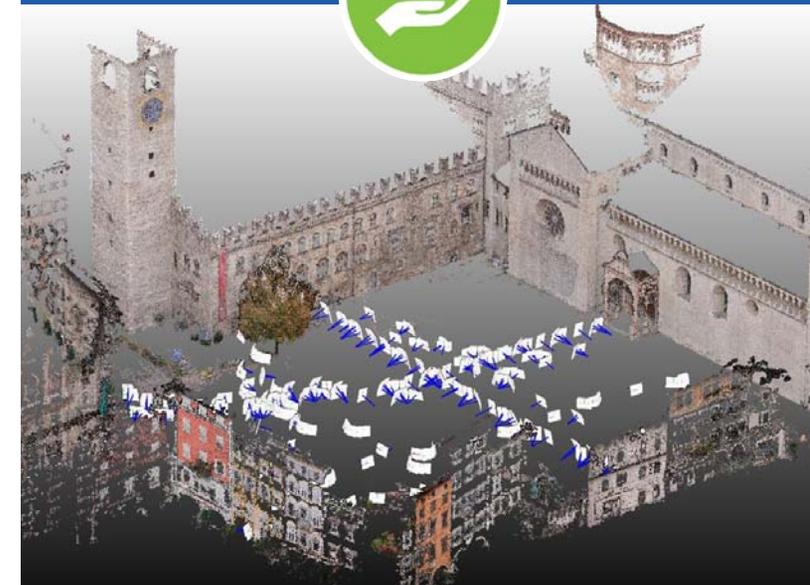**Project partners/ conference organisers:**
Fondazione Bruno Kessler
3D Optical Metrology (3DOM)
Via Sommarive 18
38123 Trento
http://3dom.fbk.eu

Provincia Autonoma di Trento
Soprintendenza per i beni culturali
- Ufficio beni archeologici
via Mantova 67
38122 Trento
https://www.cultura.trentino.it/
Il-Dipartimento/Soprintendenza-per-i-beni-culturali

Interreg
CENTRAL EUROPE
European Union
European Regional
Development Func

VirtualArch

International Stakeholder Conference

Digital Heritage
Economic value, technical trends and applications

25-26 September 2019
Trento, Italy

PROVINCIA AUTONOMA DI TRENTO
Soprintendenza per i beni culturali
Ufficio beni archeologici

TRENTINO

FBK
FONDAZIONE
BRUNO KESSLER

Dear Sir or Madam,

We kindly invite you to a conference organised within the activities of the Interreg-CE VirtualArch project which will take place on September 25th 2019 in Trento (Italy). The main aim is to bring together public representatives and stakeholders in the field of virtual archaeology as well as experts in 3D modelling, virtual reality and communication discussing on following topics:

- economic valorisation of digital archaeology and heritage
- technical trends and developments in heritage 3D recording and modelling
- examples and applications in tourism, creative industries and media sector

The workshop (free and open) will offer networking opportunities and foster debate among participants from all over Europe.

Wednesday, 25.09.2019
International Stakeholders Conference

9.30   Welcome speeches

9.40   **Session 1 "Economic value and valorization of digital heritage"**
- Manuela Puddu, Arch. Museum Cagliari (Italy)
Accessibility and digital: best practice of archaeological museum in Cagliari
- Joep Crompvoets, KUL (Belgium)
Valuing cultural heritage in monetary terms
- Ciro Cacciola, MAV Ercolano (Italy)
Virtual archaeological museum in Ercalono

11.00   Coffee break

11:30   **Session 2 "Technical trends & developments"**
- Luca Bezzi, Arc-Team (Italy)
From 3D to 4D: analysis of the workflow in virtual archaeology
- Matej Ruttkay, Slovak Academy of Sciences
Experiences/best practise with 3D archaeology in Slovakia
- Stefano Campana, University of Siena (Italy)
What´s next in landscape studies? Droning archaeology
- A. Leopardi, L. Pugliese (Italy)
Experiences of virtual archaeology between research and fruition

13.00   Lunch break

14.30   **Session 3 "Field of application in tourism, creative industry and media"**
- Fabio Bruno, University of Calabria (Italy)
Enhancing the accessibility of the Underwater Cultural Heritage with Virtual and AR technologies
- Erik Dobat, edufilm und medien GmbH (Austria)
Technological changes in archaeological and historical video production
- Christian Terzer, Landesmuseum Bergbau/Museo Provinciale Miniere (Italy)
1 museum - 4 locations - 100.000 explorers

15.30   Coffee break

16.00   **Session 4 "Fields of application in tourism, creative industry and media"**
- Hans Reschreiter, Naturhistorisches Museum (Austria)
Visualizing the invisible heritage of Hallstatt
- Fabio Remondino, FBK Trento (Italy)
3D from Smartphone
- Luca dal Basco (FilmWorks)
The Fiavé Pile-Dwelling: the artistic installation

17.00   Conference closing

Thursday, 26.09.2019
Guided visit to Pilot Region Civezzano

8.45   Departure by bus

9.30   Study visit to Civezzano/ Argentario pilot area (please dress accordingly)

13.00   Lunch

14.30   Return to Trento

VirtualArch pilot region Civezzano
The area of Monte Calisio, around Civezzano (Italy) is a mountainous plateau at an altitude between 800 and 900 meters above the sea level, located in the southern Alps in the Autonomous Province of Trento. It was a very important medieval mining area. Mostly silver ore (galena argentifera) has been exploited for centuries, especially from the 12th to the 15th century. According to a historical source (Codex Wangianus), a complex working organisation could be reconstructed, including specialised workers coming from Germany (Tirol, Bavaria, Bohemia, Saxony). Thousands of ground depressions (sinkholes) indicating former mine shafts partly also detected due to LiDAR scans are still visible on the surface of an area of over 12 km^2. A labyrinth of galleries and mine workings has been partly documented; some are still open and well preserved with mining traces still visible.

Digital terrain model of the mining area on Monte Calisio near Civezzano

Virtual reconstruction of medieval mines