Selection notice for the allocation of

6 places/scholarships for participation in:

2nd INTERNATIONAL WORKSHOP ON DIGITAL 3D CULTURAL HERITAGE

Exploring 3D-Modelling in Education, Documentation and Dissemination

4-11 September 2024,

Porto, Portugal

Faculty of Architecture of Warsaw University of Technology announces a call aimed at students to participate in the International Workshop on Digital 3D Cultural Heritage, which will take place from September 4th to 11th, 2024 at the Faculdade de Arquitectura Universidade do Porto (FAUP).

The International Workshop is part of the Erasmus+ project "CoVHer: Computer-based Visualization of Architectural Cultural Heritage" coordinated by the University of Bologna (IT) partnered with the Hochschule Mainz – University of Applied Sciences (DE), Faculdade de Arquitectura Universidade do Porto (PT), Politechnika Warszawska (PL), Universitat Autònoma de Barcelona (ES), as well as La Tempesta: City, culture & technology (ES), Interessengemeinschaft für Semantische Datenverarbeitung E.V. (DE).

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Application and registration are free, and no participation fees are required for the students attending the International Workshop. There is a limit of 6 students from WUT attending the workshop.

Purpose

To offer a group of meritorious students with a strong inclination towards 3D modelling, digital 3D reconstruction and visualization, and cultural subjects, in general, the opportunity to confront the topic in an international context. The Workshop will be organized by the Faculdade de Arquitectura Universidade do Porto, collaborating with colleagues and external experts in the field.

Participants in the intensive course will be able to engage with Cultural Heritage 3D reconstruction directly, following advanced strategies and successful case studies that will foster the standardization in documentation and publication and further application of the 3D data sets.

The highly international nature of the Workshop also guarantees extensive cultural exchange and broader perspectives, fostering international cooperation and mobility, which is in line with the educational objectives of the Erasmus+ program.

International Workshop objectives

- To delve into hypothetical digital 3D reconstruction within the European context.
- To introduce new standard methods and approaches to Cultural Heritage reconstruction as explorative research and dissemination tools.
- Discuss ways of representing and documenting uncertainty, either in hand drawing or digital 3D reconstruction.
- To experiment through design workshops and exercises, providing a hands-on practical approach to the subject by further application of the digital 3d models (Augmented Reality/Virtual Reality and Rapid Prototyping/3D printing).
- To offer opportunities for international interaction with prominent figures in digital 3D Cultural Heritage.
- To provide opportunities for cultural and multidisciplinary exchange in an international environment.

Modes of carrying out activities

Pre-workshop (presential + online)

A set of presential and remote meetings will take place in June to prepare the FAUP participation in the workshop.

A few remote meetings, planned in July, for all workshop participants, with instructions on:

- Representation methods (hand drawing and digital).
- Visualization of the 'uncertainty-value-system' (own concept) for documenting the hypothesis (design of an infographic).
- Web-based documentation and publication of the 3D model.
- Preparation of the models for the Augmented Reality.
- Preparation of the models for the Rapid Prototyping application.

Remote reading of preparatory material provided by the organizers:

- Papers on 'Scientific Reference Model', documentation, publication, and representation of the uncertainty, etc.
- Handbook on digital 3D reconstruction (in preparation by the CoVHer partners).

Preparation of a short presentation on the topic and methodology, and in previous experiences.

Workshop (presential)

Porto, Portugal (04.09.2024-11.09.2024):

(4 and 11 are travel days)

- Theoretical lectures / presentations on "best practices"
- On-site investigations and discussions
- Practical classes / exploring 3D data exchange formats
- Discussion on Handbook (preliminary version).
- Correction of the data set in the online 3D Repository and online Documentation Platform.
- Preparation of 3D derivates in multiple output formats (AR/VR and 3D printing)
- Excursion/sightseeing
- Social Events in Porto Metropolitan Area.

Post-Workshop (online)

Upon returning home, workshop participants must complete the assigned work to prepare the "camera-ready" material for access and re-use, e.g., Creative Industries, education, etc.

Documentation of the work/experience in a Workshop Booklet (template will be delivered/designed during the Workshop in Porto).

A final online meeting to sum up and say farewell.

Contents

- Representation and visualization.
- Hypothetical architectural and archaeological reconstruction.
- Standardization and Good Practices for Digital 3D Reconstruction.
- Documentation, publication, and dissemination of Digital 3D Cultural Heritage.

Recipients of the Call

Regarding the candidates from the Faculty of Architecture WUT:

Candidates who study at the Faculty of Architecture WUT as part of an Erasmus exchange cannot get funding from Erasmus+ EU Program but can finance the visit on their own.

Selection Criteria

A committee composed of dr hab. inż. arch. Krzysztof Koszewski, mgr inż. arch. Jakub Franczuk and mgr inż. arch. Karol Argasiński, members of the research team, will carry out the selection of the candidates from WUT. The committee will evaluate the following criteria for the preparation of the ranking.

Admission requirements:

To be enrolled in the academic year of 2023/2024 in any WUT program in September 2024.

Candidates must demonstrate a minimum B2 level of proficiency in the English language. Without an official document attesting to the candidate's language level, the candidate will sign an honour declaration of language proficiency, and the committee can conduct online interviews to assess the minimum level.

Candidates must express their interest in Cultural Heritage conservation, reconstruction, and visualization and their desire to participate in the Workshop through a motivation letter (max. 500 words). The letter should also describe individual skills (knowledge and computer skills usage) in the context of Digital 3D Reconstruction.

One representative image showing the developed part as a visualization of a 3D model created by a student. 3D Model of Cultural Heritage buildings will be a preference factor (required resolution 1920×1080 pixels, 16:9 aspect ratio).

Preferred requirements:

Involvement in the Erasmus+ project "CoVHer: Computer-based Visualization of Architectural Cultural Heritage".

Experience in elaborating 3D models of Cultural Heritage Buildings.

Application

The application for registration, filled out in its entirety and signed, must be accompanied by:

- Certificate of Language Requirements: Document proving a minimum B2 level of proficiency in the English language (or the candidate's honour declaration of the language proficiency).
- Portfolio and short CV showing student's work in the field of architecture, 3D modelling.
- A motivation letter, containing a self-presentation and a description of the personal motivations and skills (max 500 words).
- One representative image showing the developed part as a visualization of a 3D model created by a student. (resolution 1920×1080 pixels, 16:9 aspect ratio).

All the listed documents, including the application for registration, must be submitted in the registration link:
https://forms.office.com/e/5BWKx7tYdK

by May 31th, 2024, at 11:59 PM.

The application for participation, complete with all its attachments, must be submitted in a single submission. Candidates are reminded that the priority in applying does not constitute a score and does not influence the ranking process in any way. Incomplete applications or documentation that does not comply with the specifications in this call will not be considered. Hand-delivered applications will not be accepted.

A confirmation of receipt of the application and attachments will be sent. An email with additional instructions will be sent later.

Selection Mode

The selection mode will be as follows for all the students who meet the admission requirements:

$$F = A + L + S + E$$

Where:

- F – Final grade (0-100 points), which consist:

- A – Average factor of last semester's grades (multiplied by "5") on scale of 15-25 points.
- L – Assessment of the Motivation Letter and the representative visualization on a scale of 0-25 points.
- S – Assessment of the preferred skills on a scale of 0-25 points.
- E – Evaluation of portfolio and short CV on scale of 0-25 points.

Winner of this call

The top 6 students on the ranking list prepared by the committee will be entitled to participate in the Workshop.

A ranked list of remaining candidates will be published and used if any of the selected candidates withdraws.

Ranking Publication

The ranking of the top 6 students, valid for admission to the International Workshop, will be published by 6th June 2024 on the FA WUT website (https://www.arch.pw.edu.pl/) along with instructions for completing the registration. The winners will also receive communication via email. The ranking for positions beyond the sixth will not be published unless withdrawals require revising the participants' list. However, it will still be possible to request via email, using the same address to which the application was sent, one's position in the ranking.

Participants' duties

During the training period, each student is required to:

• actively participate in all proposed activities.

• comply with the indicated safety and behavioral rules.

Titles/Credits

A certificate of participation will be issued at the end of the Workshop on Digital 3D Cultural Heritage. Foreign students can ask for recognition in their own universities with the certificate.

Insurance and costs

There are no registration fees for participating in the Workshop.

- Insurance will be covered by WUT.
- Travel costs for Excursion/sightseeing included in the workshop program will be covered by the Erasmus+ EU Program.

- Materials for 3D printing included in the workshop program will be covered by the Erasmus+ EU Program.
- Student will be provided with financial support from Erasmus+ EU Program, (360 euros for travel costs + 58 euros per day).