



3D World, Augmented Reality, and Cultural Heritage

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The Silk Road



By the end of the Eastern Han dynasty in the 3rd century CE



moved the imperial capital from Pingcheng to Luoyang

Northern Wei



Yungang Grottoes, ~453
Indian style



Longmen Grottoes, ~494
Sinicization

Tang Dynasty



Wu Zetian



Vairocana Buddha

Modern History



First Opium War, 1840



Destruction of the Old Summer Palace, 1860



Missing Relics



Bodhisattva head
Tokyo National Museum



Emperor procession
Metropolitan Museum of Art

Delicate Negotiation



Canada returned a sculpture in 2001

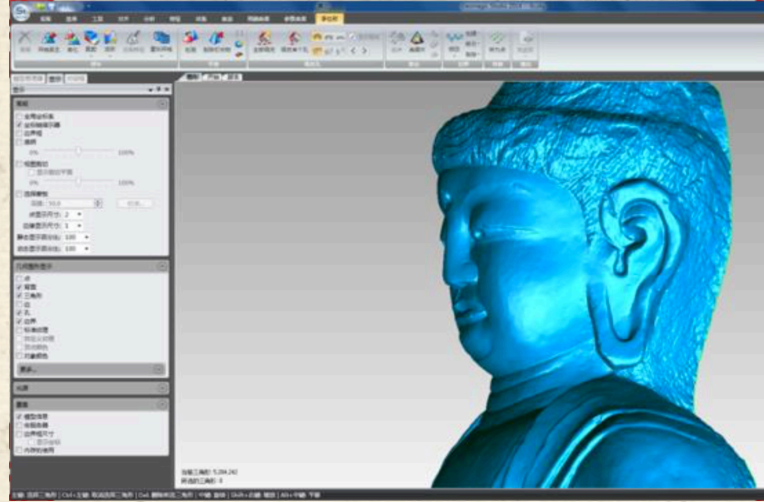


Relief sculpture of the Buddhist disciple Kasyapa

Applications of 3D Technology at Longmen



3D scanning



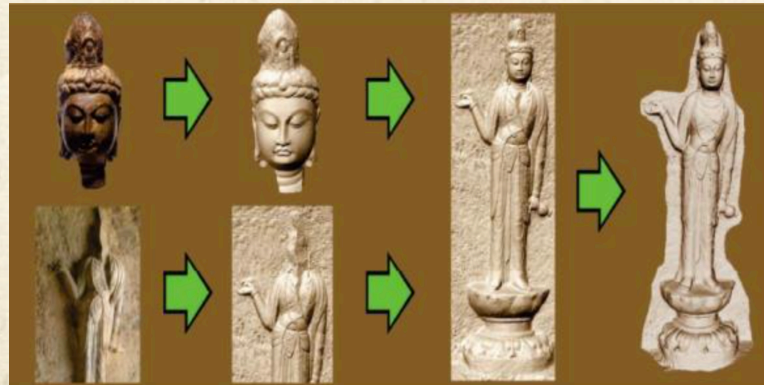
Model processing



3D database



Archaeological drawing

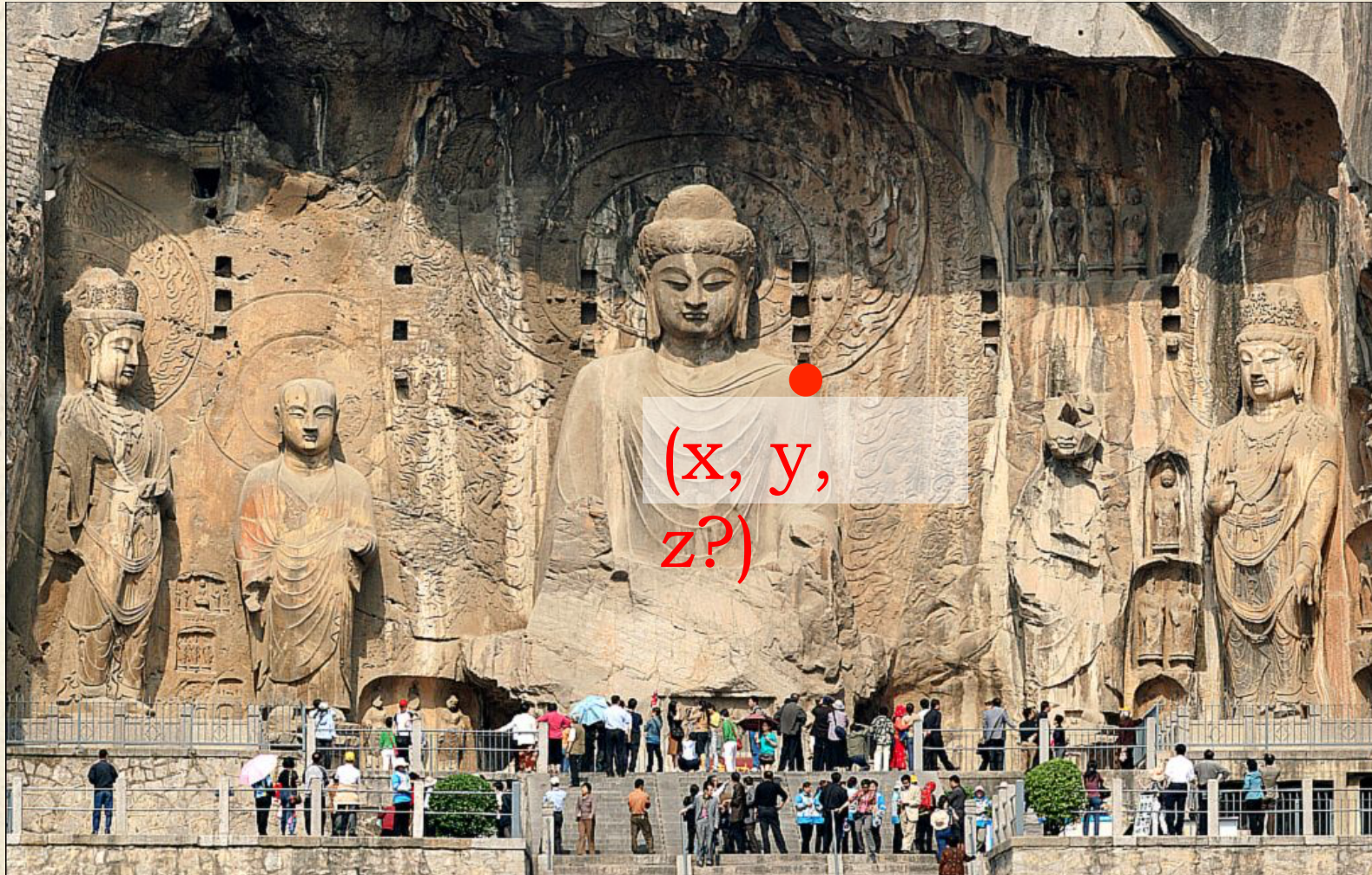


Digital restoration

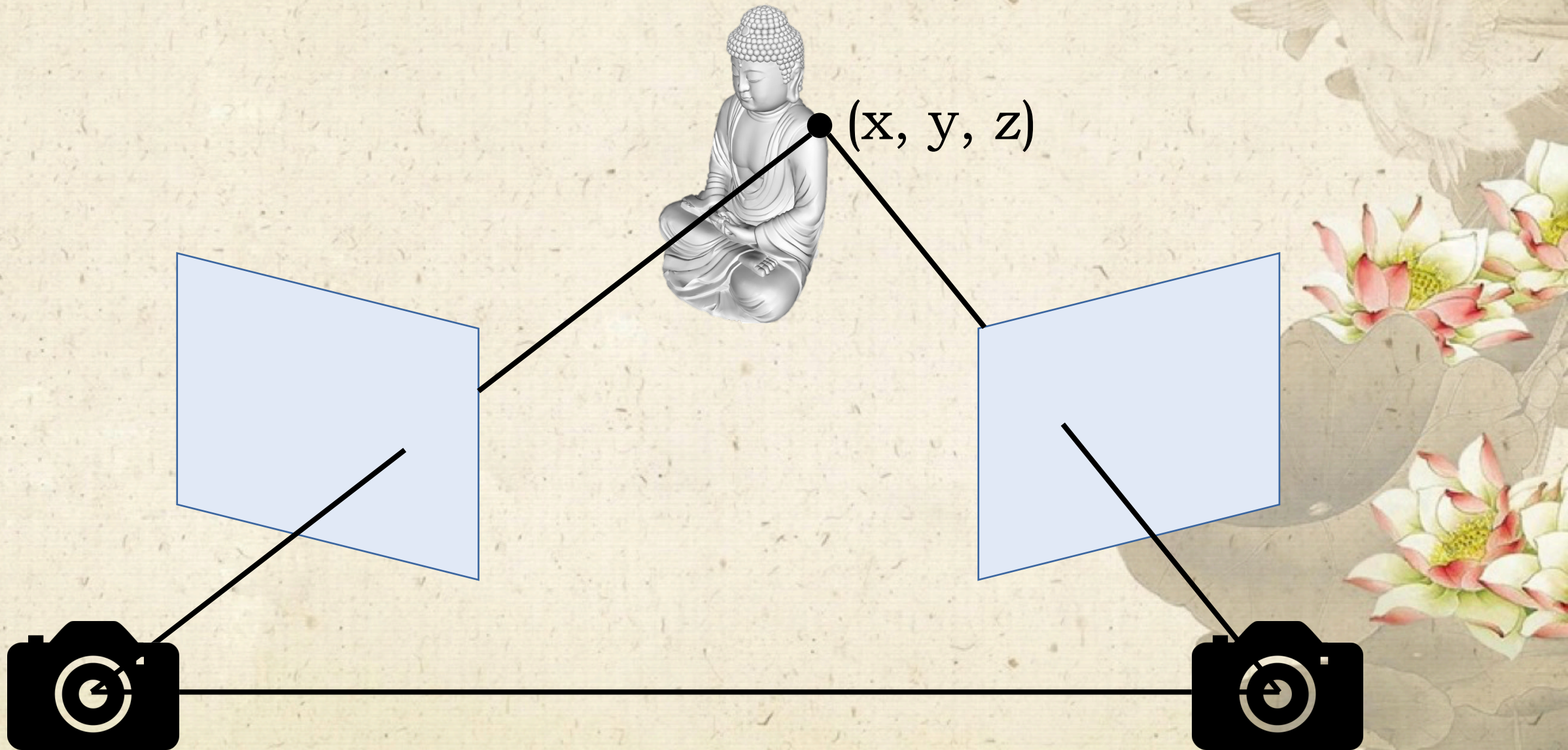


VR/AR display

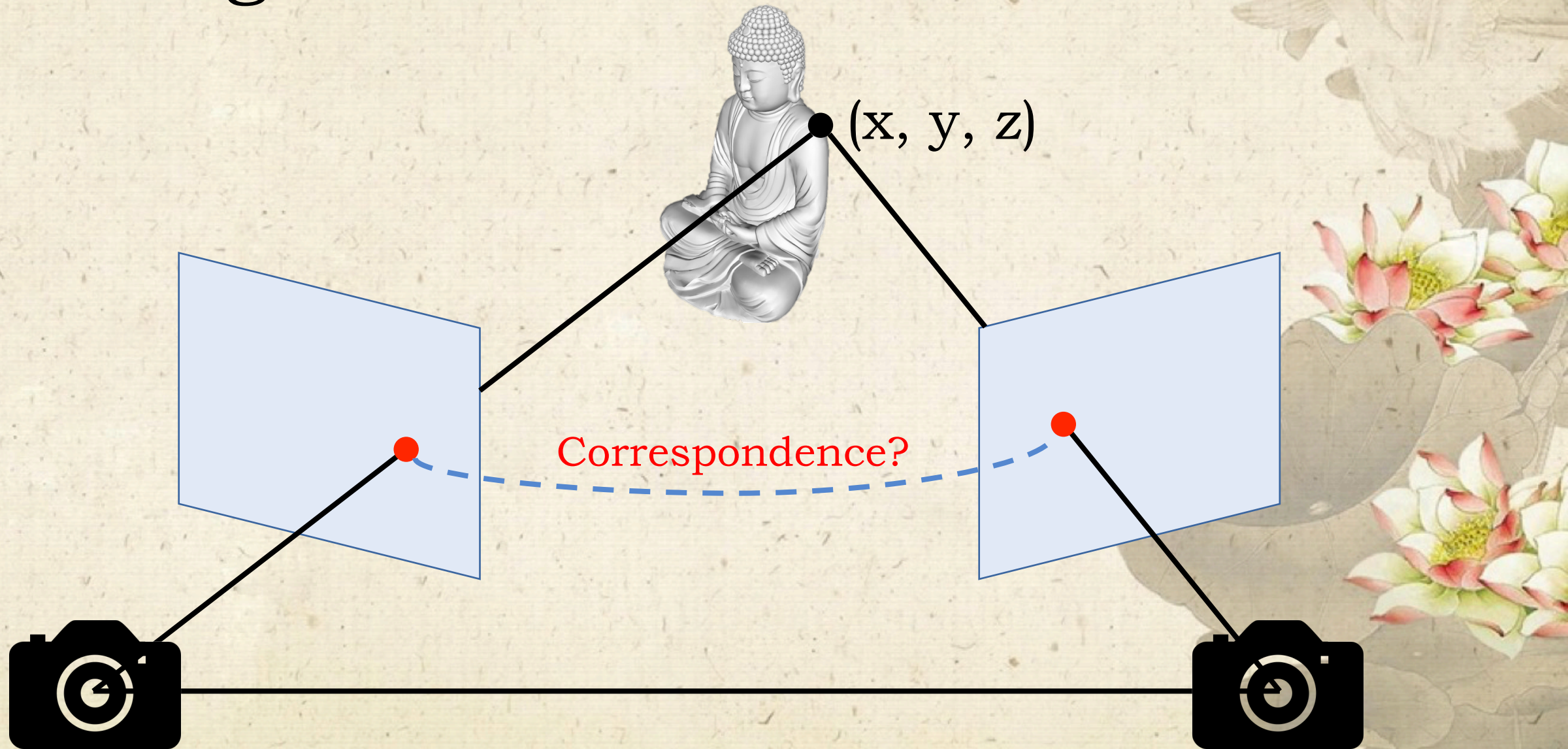
3D Basics



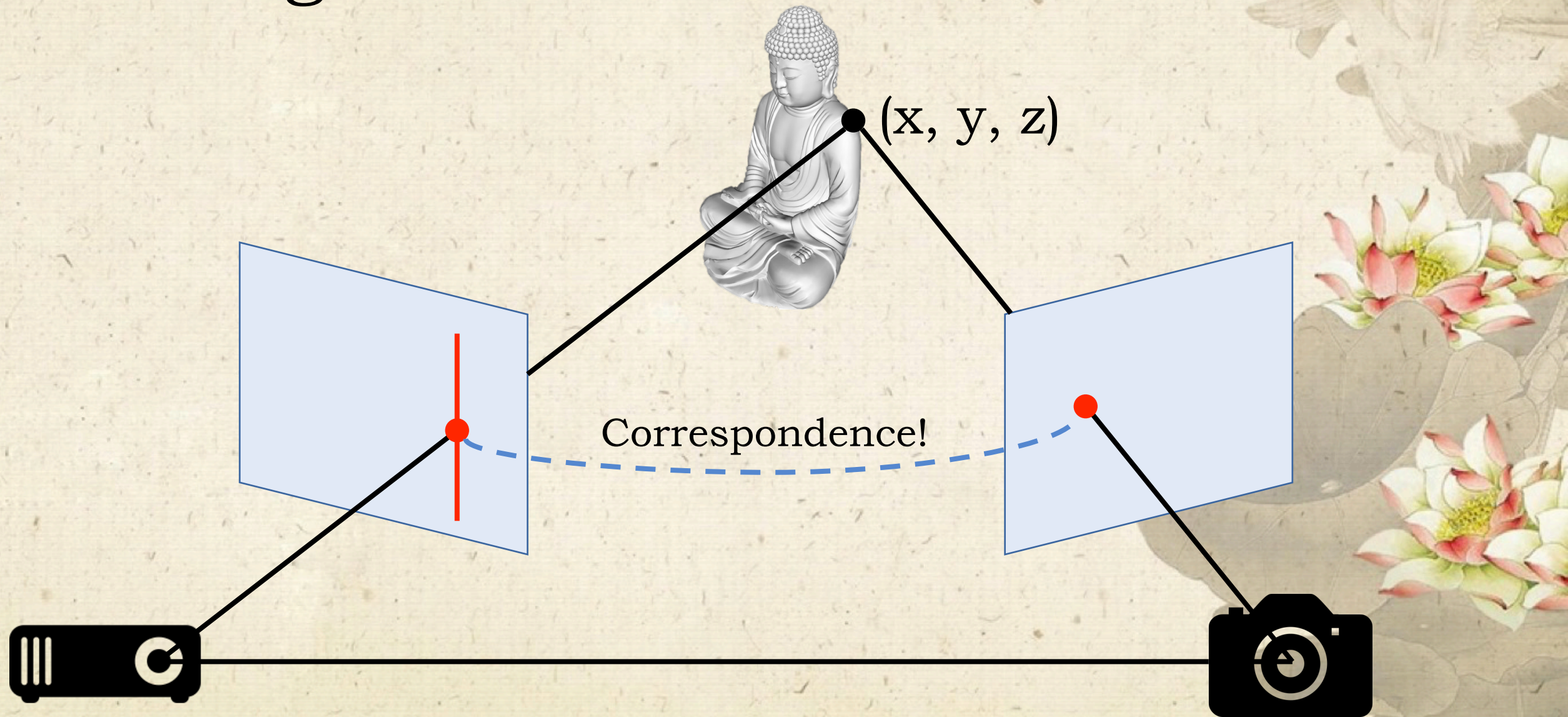
Stereo vision



Triangulation



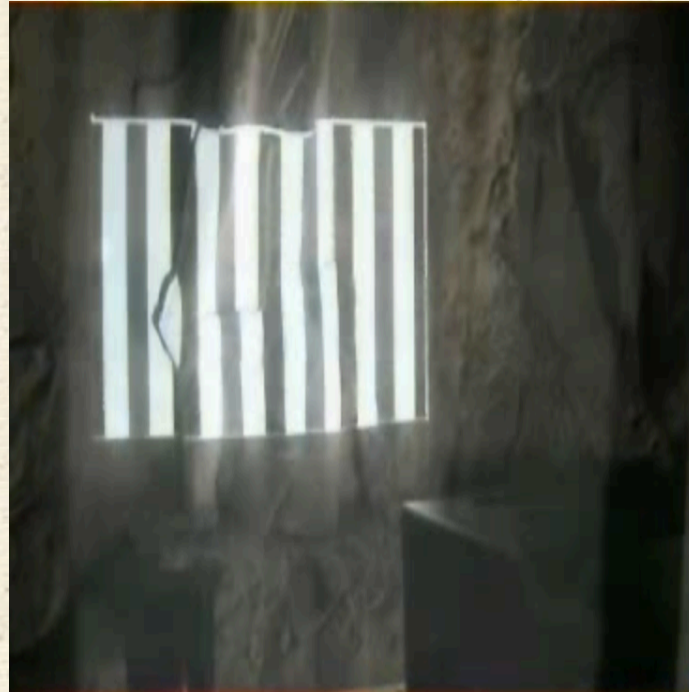
Triangulation



Multi-resolution 3D Scanning



Laser scanners
Convenience

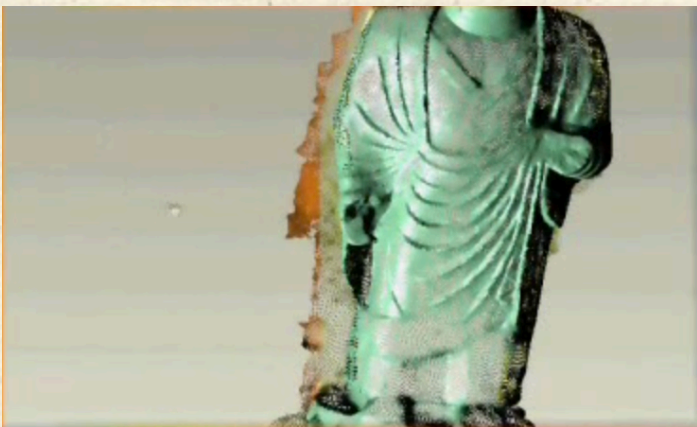


Structured light
High accuracy



Time-of-flight
Large-scale scenes

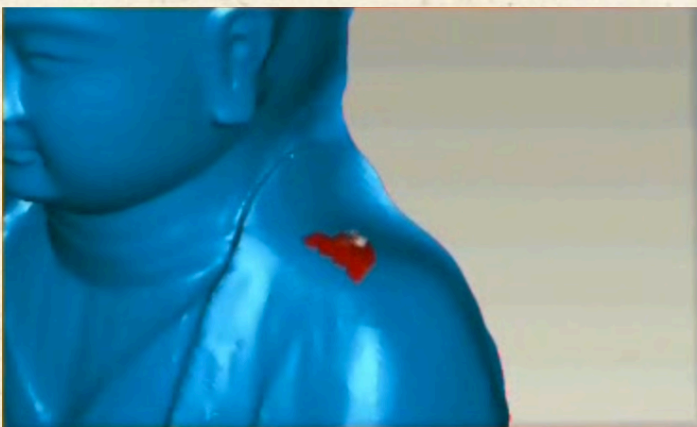
Model Processing



Preprocessing points



Polygonization



Filling holes



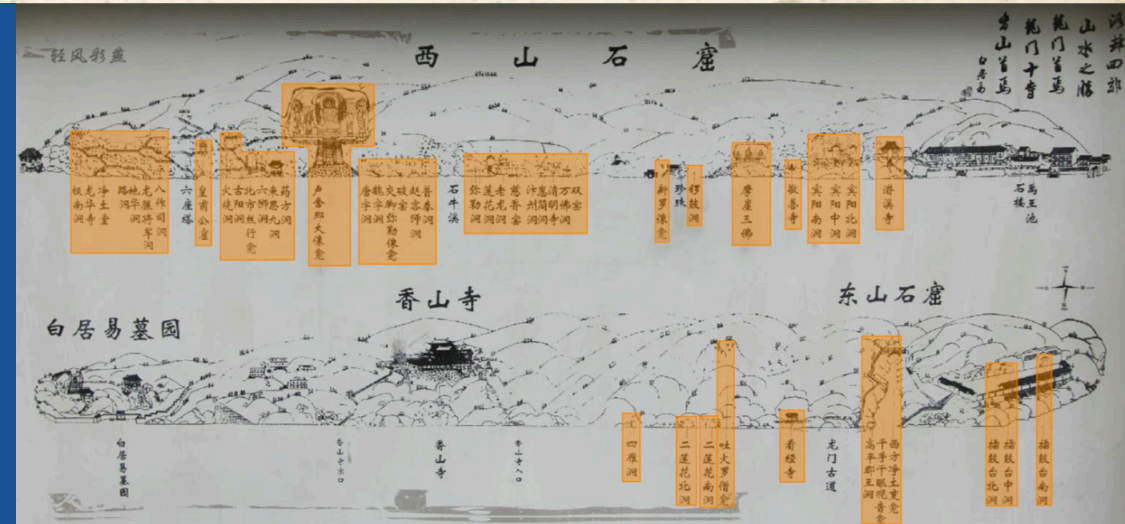
Texture mapping



挂扫描



3D Database



90% digitization finished

Also refer to
<http://graphics.cs.yale.edu/site/cher-ob-open-source-platform-shared-analysis-cultural-heritage-research>

Archaeological Drawing

Traditional line drawing



Setting Baselines



Putting Grids



Drawing Lines

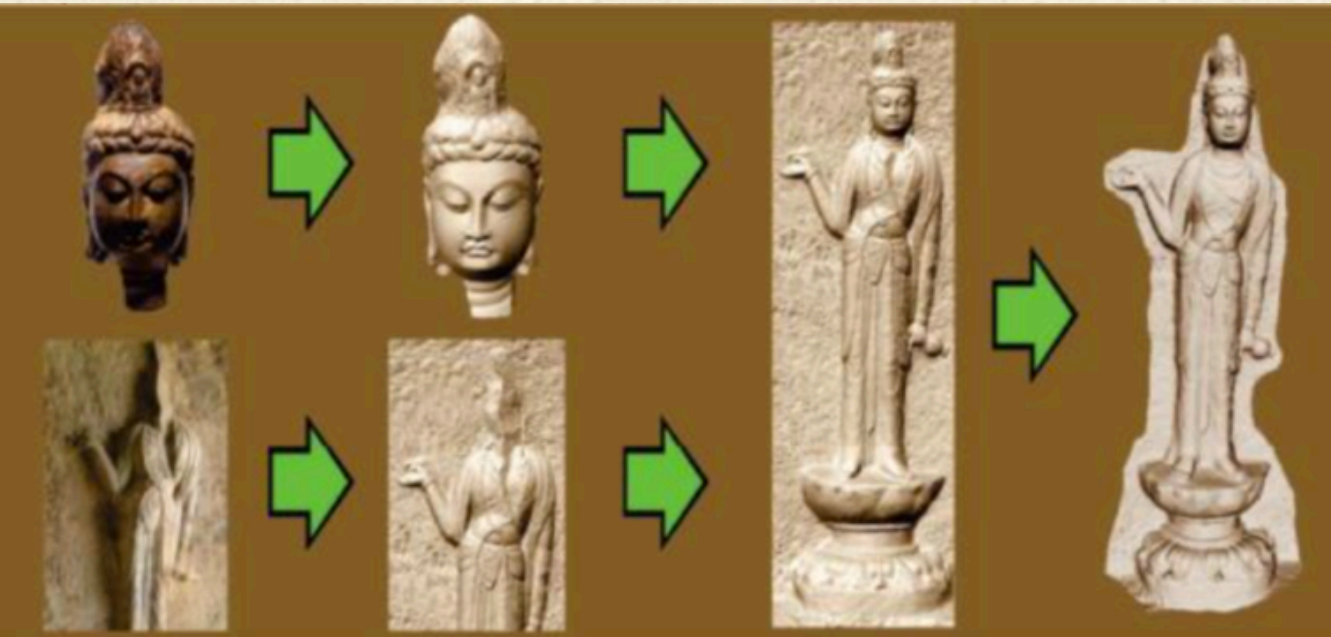
Archaeological Drawing

Computer assisted line drawing

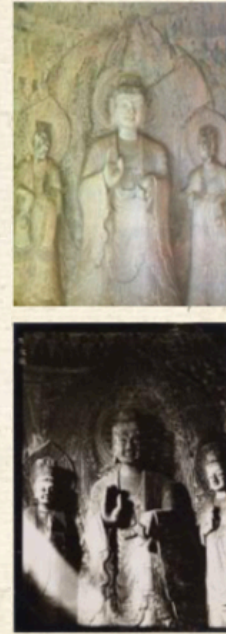


3D Line Drawing for Archaeological Illustration, IJCV 2011
Computer-Assisted Archaeological Line Drawing, IEEE Computer

Digital Restoration



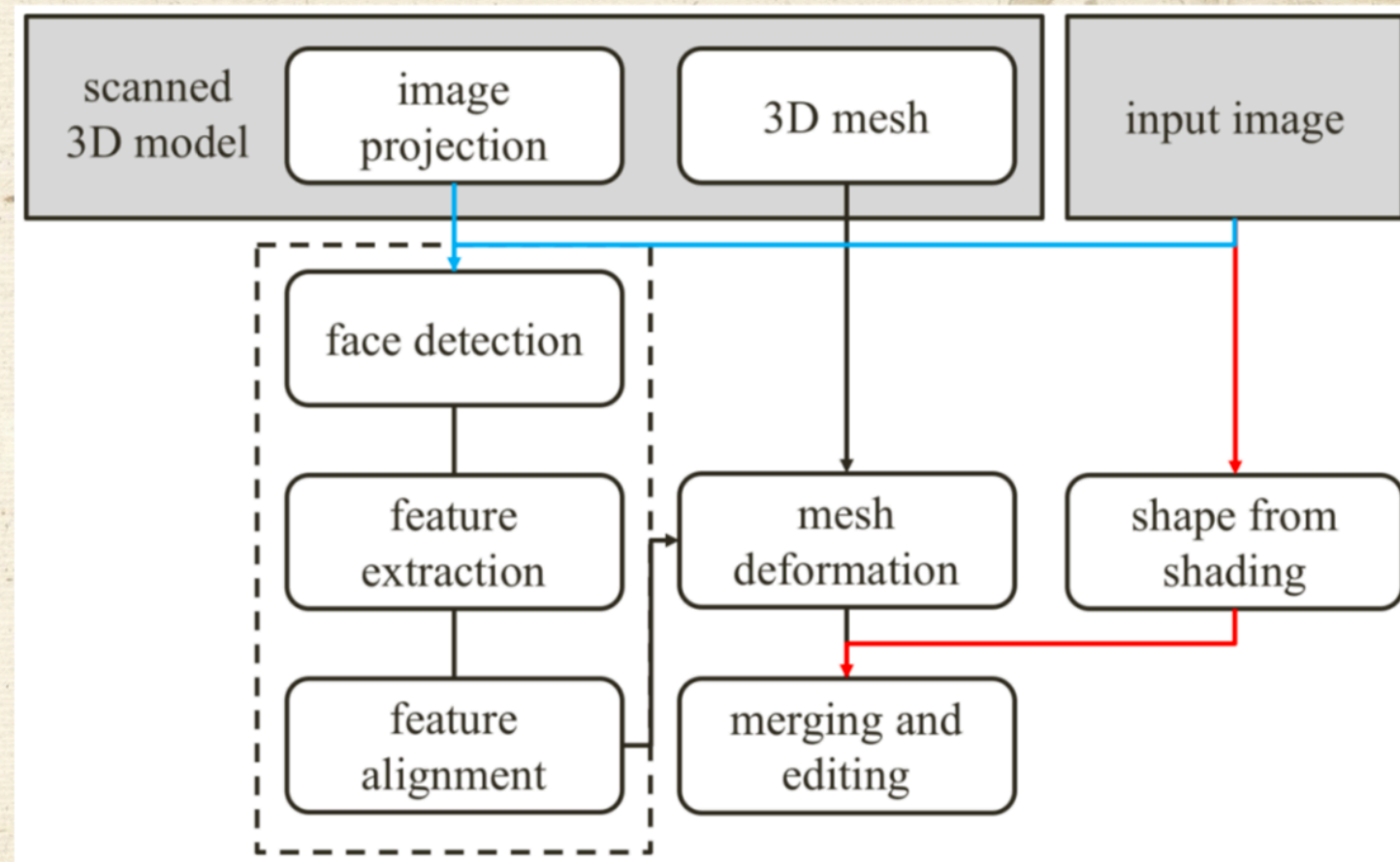
Based on 3D models



Based on old photos

火頂洞左協侍菩薩

虛擬拼接及修復



VR/AR Display



Multi-people free walking VR
Smartphone + goggle + MoCap



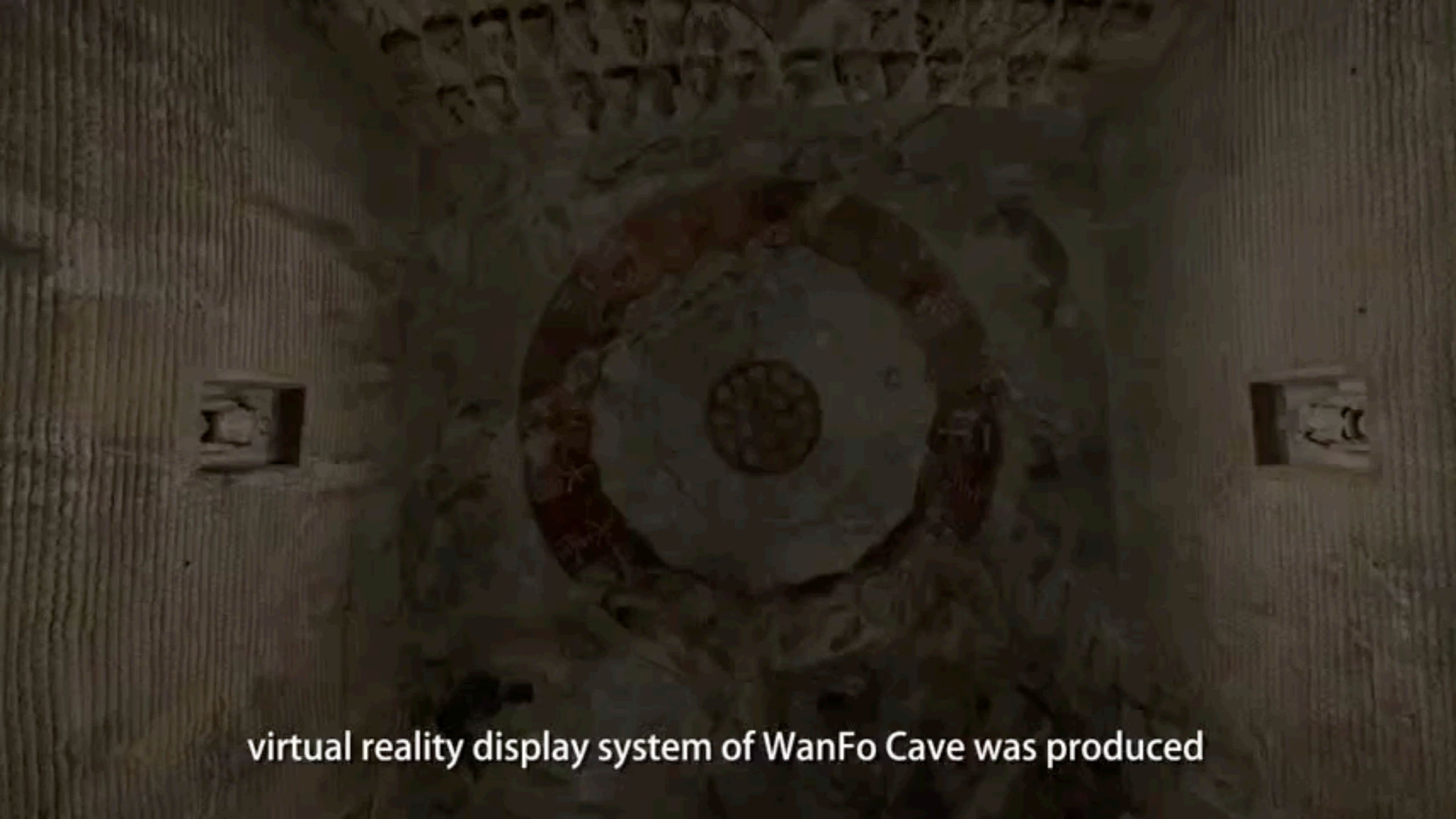
VR/AR Display



Texture enhancement

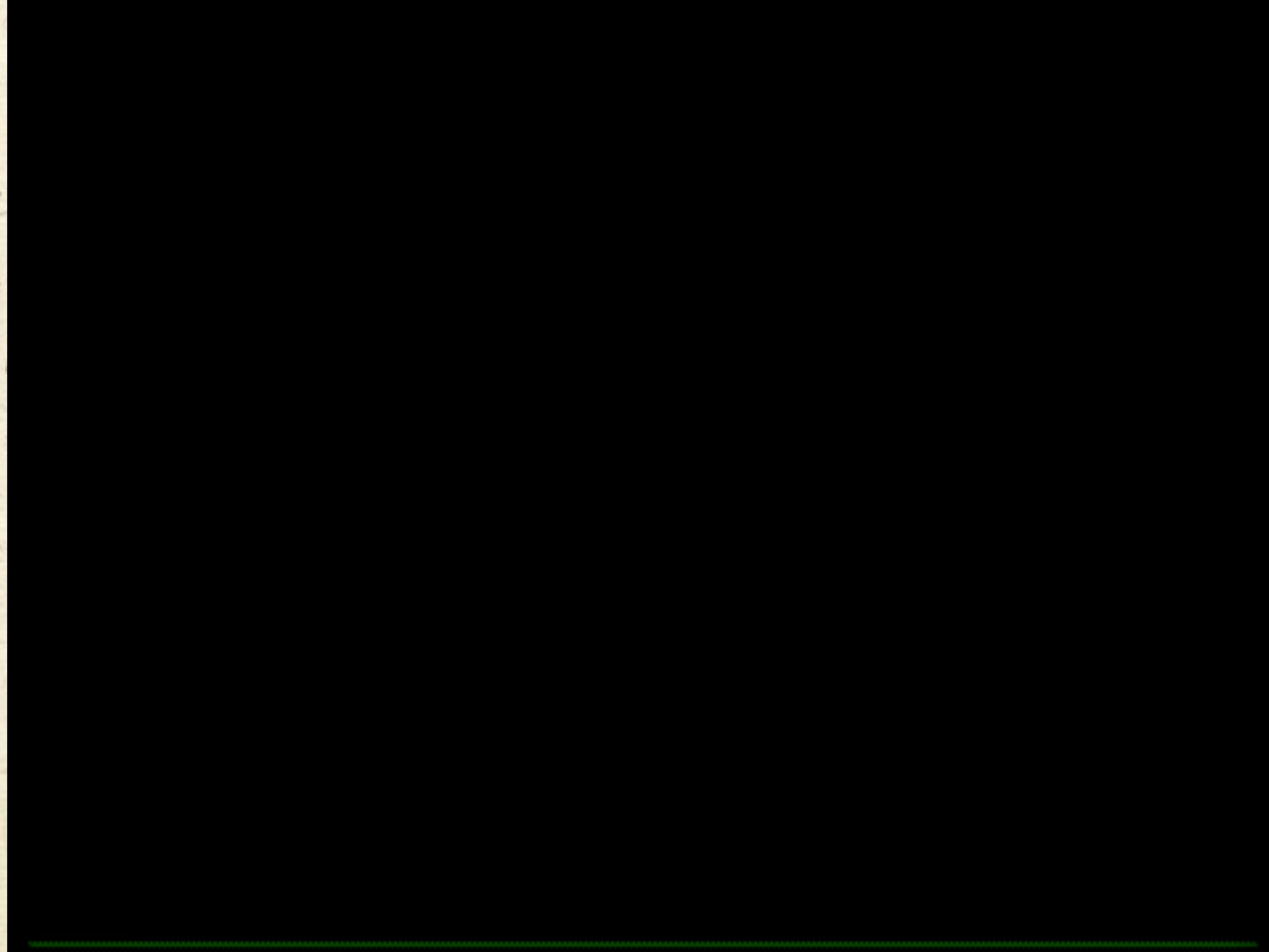
Relief restoration

Model restoration

The image shows a virtual reality display system. It consists of a large, circular screen in the center, which displays a textured, reddish-brown surface. To the left and right of the central screen are two smaller, rectangular monitors. The entire setup is mounted on a wall with a rough, textured appearance. The lighting is dim, and the overall color palette is muted, with shades of brown and grey.

virtual reality display system of WanFo Cave was produced

Digital Michelangelo



Bayon Temple



Build Rome in a Day



Temple of Baalshamin



Thanks to technology,
heritage belongs to all of us.



If you are interested...

- Email me at zeyu.wang@yale.edu to discuss more
- For Yalies
 - Contact members of Yale Graphics Group
 - CPSC 276 Applications in the Digital Humanities
 - CPSC 478 Computer Graphics
 - Consider the major of Computing and the Arts



Computer Science Core Studies

6 courses, including
CPSC 201, 202, and 223



Architecture

6 courses from
ARCH

Art

6 courses
from ART

Art History

6 courses, 5 from
HSAR and one
studio art course

Music

6 courses
from MUSI

Theater Studies

6 courses, 3
from THST
and 3 courses
in dramatic
literature or
theater history