



# **Grafica 3D per i beni culturali: Due esempi**

Lezione 10: 13 Aprile 2012

# Example 1: Larger than life

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Portalada, monastery of Santa Maria De Ripoll, Spain  
7 x 11 meters... to be scanned at 1mm resolution

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# Portalada de Ripoll

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Romanic sculptured entrance of the Benedictinian monastery of Ripoll (Spain)

Quite a large piece (7mx13m)

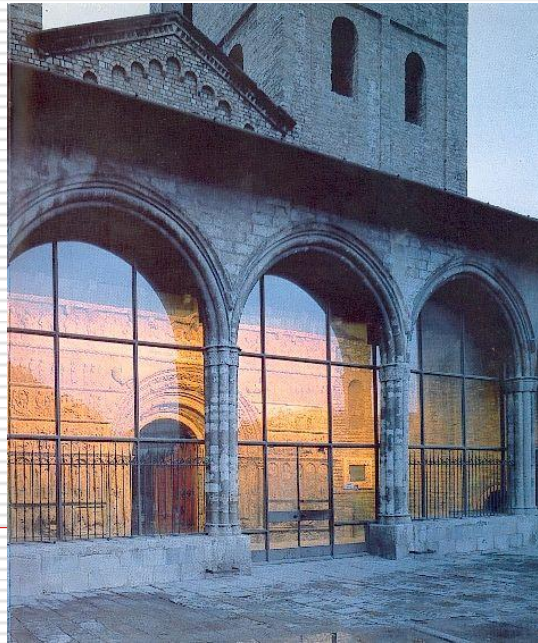
The museum needed a ***millimetric*** resolution for the entire surface

Joint project:

UPC

NMAC

CNR



# A rigid substrate

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Object is 70 square meters, scans are 30x30 cm

Object has no back-side → highly probable deformation

Solution: have a rigid reference of the entire object

2 scanning devices:

TOF scanning, lower resolution but intrinsically rigid

Triangulation scanning, higher resolution

Triangulation data aligned OVER the TOF model... no deformation and high resolution

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# MultiScale Acquisition

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Triangulation

Minolta V910 (2x)

High resolution, small parcels



Time of Flight

Leica HDS3000

Low resolution, fullsize scans

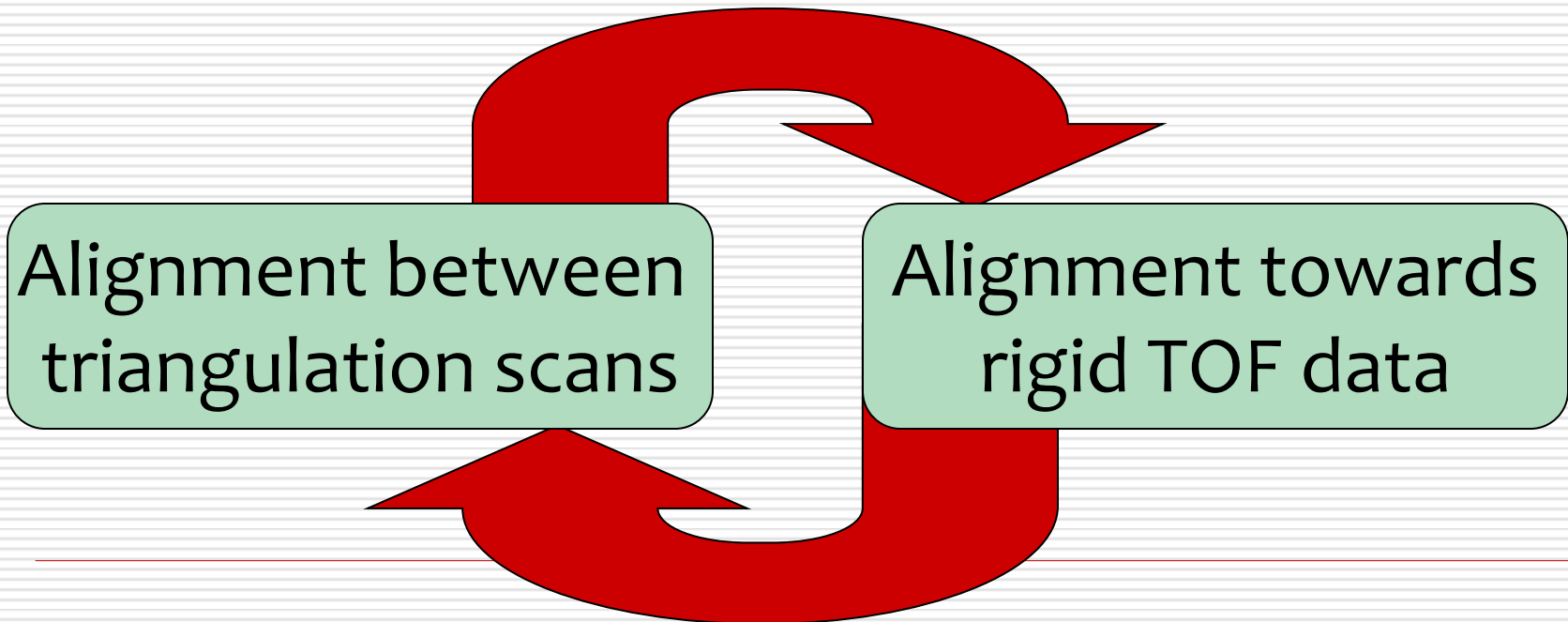


# MultiScale Processing

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Range map alignment works well, but is impossible to guarantee a deformation-free result when the range maps are so small with respect to the object size (this is a scale-dependent problem)

Solution: use the precision of the triangulation range maps AND the rigidity of the TOF scan



# Integration of different data sources

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- All sections (colored frames) of Minolta data aligned locally
- Then, each section aligned with the Leica full model  
==> medium quality alignment
- Finally, refine global alignment between all Minolta range maps (from intermediate results)
- **Final reconstruction:** 170M tr, 26hours  
+ Color mapping (200 photos)

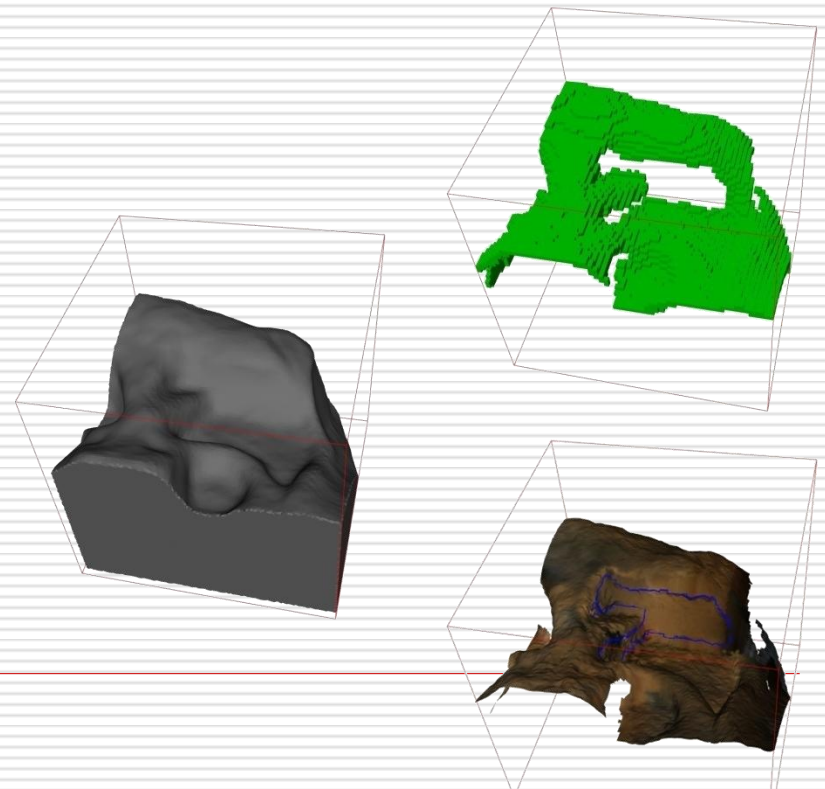
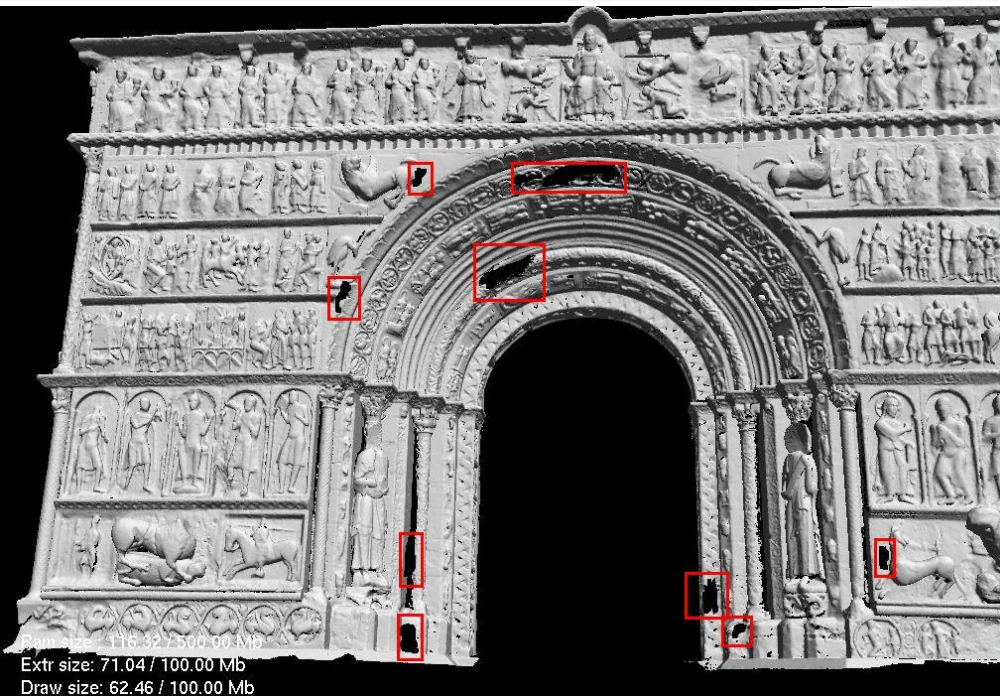


# MultiScale Completion

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TOF data has been used to fill unsampled areas in the triangulation dataset...

Remaining holes have then been filled working at different level of resolution, from low to high...





# Results

## The interactive kiosk



# Results

The final 3D model



# Portalada: lesson learned

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- With a high quality planning, everything is possible.
- The integration of different technologies (with different accuracy) is possible, but you must be careful in handling data



# Example 2: Support to restoration

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Madonna of Pietranico, clay statue destroyed (again) by an earthquake.  
19 fragments + several very small pieces



# The Madonna project

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The initial goal of the project was to:

- 3D Scan all the major fragments
- Obtain a virtual reconstruction of the original statue
- Study the original color

Scanning campaign:

- 19 fragments
- 15 to 70 range maps each
- Total N. of range maps: 580
- Voxel side merging: 0.3-0.5 mm
- Photographic campaign: nearly 500 images.



# The Madonna project

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The first goal was to “virtually reconstruct” the statue.

First idea: use images of the original statue and of the already found fragments combinations, find geometric alignment.

Result: FAILURE, due to difficult alignment and cracks surfaces.

Second idea: use 3D scans of already found fragments combinations, in order to obtain an initial position.

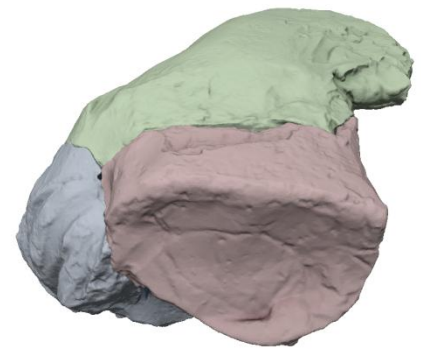
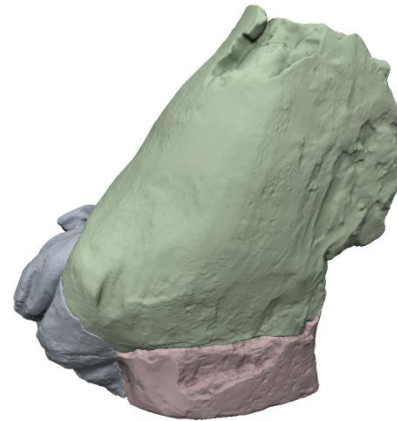
Result: OK, and two more combinations found!

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# The Madonna project

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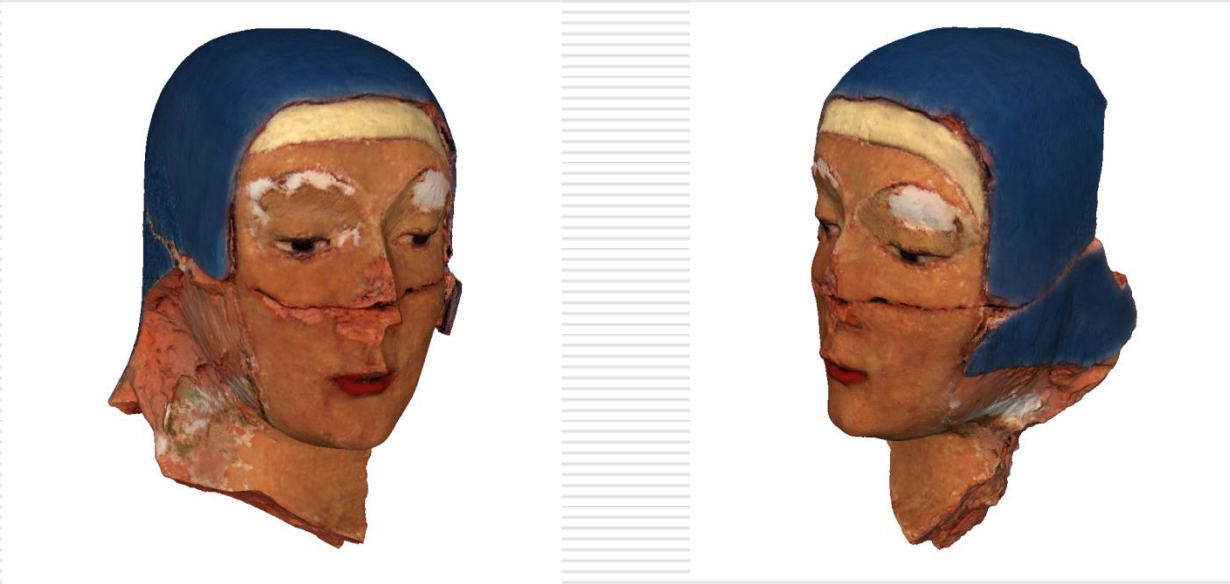
Final result: a virtual reconstruction of the statue.



# The Madonna project

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The second goal was to work on the original painting of the statue. A first coloring was obtained using MeshLab.



Result: people afraid of wrong hypotheses!

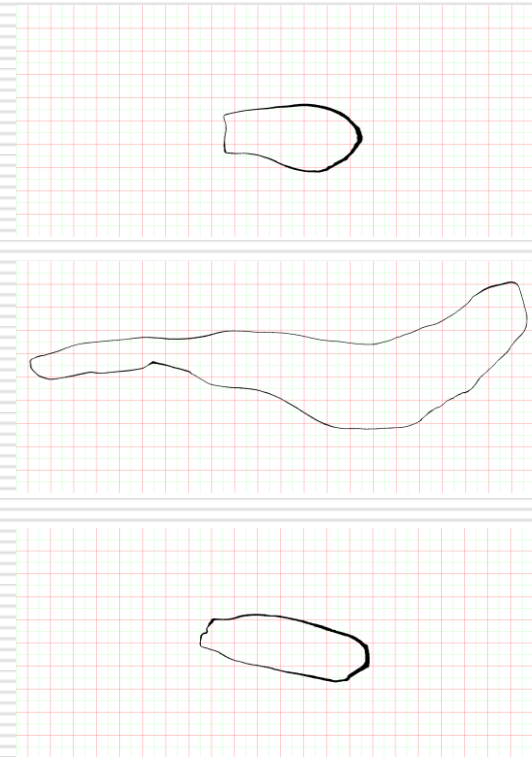
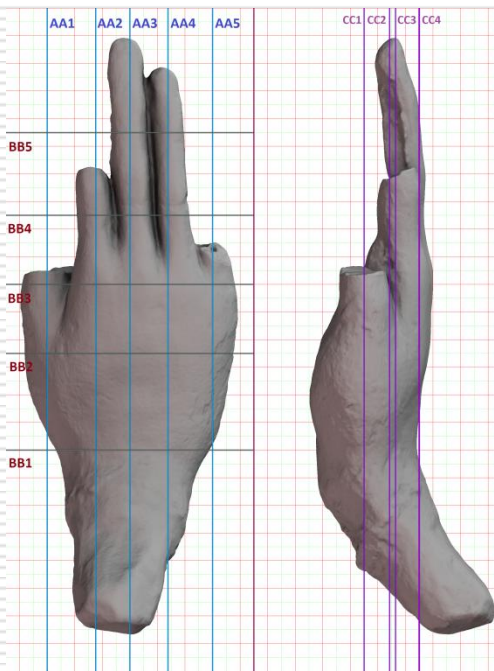
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# The Madonna project

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But the most interesting stuff was obtained by supporting the work of restorers:



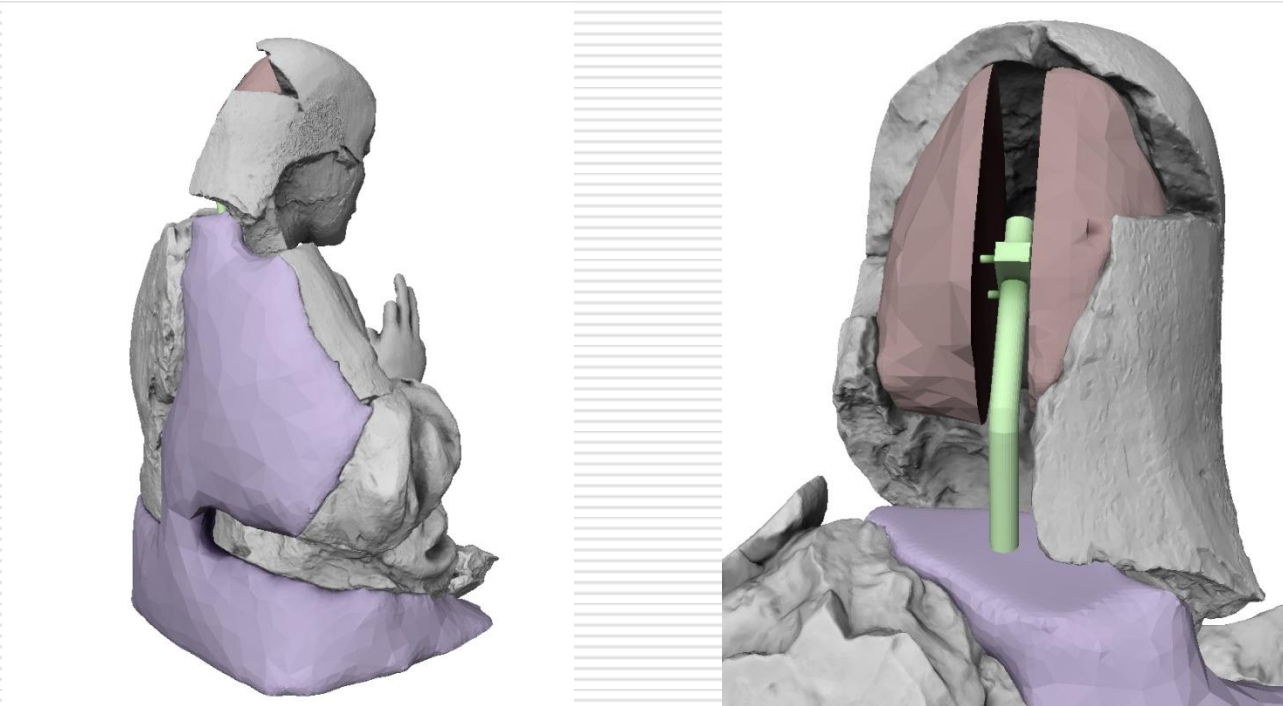
First: sections and ortho-views to reproduce symmetric stuff!

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# The Madonna project

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But the most interesting stuff was obtained by supporting the work of restorers:



Second: designing the supports for physical reconstruction!

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Second: designing the supports for physical reconstruction!

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# Madonna: lesson learned

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- Also a typical, “boring” scanning campaign can become innovative
- Rapid prototyping must be part of restoration activity
- Finding a “common language” is the key



# Next in line...

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Next lesson:

- Dense Stereo Matching: theory

Contacts:

Matteo Dellepiane

c/o ISTI-CNR Via G. Moruzzi 1

56124 Pisa (PI)

Tel. 0503152925

E-Mail: [dellepiane@isti.cnr.it](mailto:dellepiane@isti.cnr.it)

Personal website: <http://vcg.isti.cnr.it/~dellepiane/>

VCG website: <http://vcg.isti.cnr.it>

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