

Digital Humanities, Egyptology and Heritage Preservation.

A comparative perspective

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What has been done?

- Connecting between projects
- Individuating avenues for collaboration (LMU - Berkeley) and grants/funds
- Defining and comparing digital applications on the field vs museums
- Discussing practical aspects on using 3D softwares (Agisoft Photoscan vs Reality Capture)
- Importance of involving local communities in digital work on the field
- Virtually relocate objects from museums to original locations
- Virtually reconstructing archives, objects' contexts
- Application of digital techniques to linguistic studies

What needs to be done?

- Solving storage issues (“more data than scholars” cit. A. Anderson)
- Integrating 3D visualizations in printed publications
- Specific trainings for students and scholars on campus (photographing, working with softwares on advanced levels)
- Developing annotations on 3D models of inscribed monuments and objects
- Data analysis methods - to be re-defined
- Sharing data more easily (Egyptological institutions/Egyptologists)

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