IEEE Workshop on eHeritage and Digital Art Preservation

Organizers: Michael S. Brown, Ryusuke Sagawa, Moshe Ben-Ezra
Date: Saturday, October 3, 2009, 9:30-17:45

S1 - Morning Session
3D Line Drawing for Archaeological Illustration
Tao Luo, Renju Li, Hongbin Zha

Prominent Field for Shape Processing of Archaeological Artifacts
Michael Kolomenkin, Ilan Shimshoni, Ayellet Tal

Method of 3D Reconstruction Using Graph Cuts, and its Application to Preserving Intangible Cultural Heritage
Kensuke Hisatomi, Kimihiro Tomiyama, Miwa Katayama, Yuichi Iwadate

Image-based Network Rendering System for Large Sized Meshes
Yasuhide Okamoto, Takeshi Oishi, Katsushi Ikeuchi

Image Guided Reconstruction of Un-sampled Data: A Coherent Filling for Uncomplete Cultural Heritage Models
Matteo Dellepiane, Andrea Venturi, Roberto Scopigno

Capturing Village-level Heritages with a Hand-held Camera-laser Fusion Sensor
Yunsu Bok, Donggul Choi, Yekeun Jeong, In So Kweon

S2 - Afternoon Session
Unsupervised Ink Type Recognition in Ancient Manuscripts
Aaron Licata, Alexandra Psarrou, Vassiliki Kokla

Weave Pattern Modeling of Silk-like Fabrics from Multi-illuminated HDR Image Analysis
Ryo Ozaki, Yasuhiro Nishiwaki, Yuki Yakeda, Takahiro Yuhara, Hiromi T. Tanaka

A Lightness Recovery Algorithm for the Multispectral Acquisition of Frescoed Environments
Anna Paviotti, David A. Forsyth

Automatically Identifying Join Candidates in the Cairo Genizah
Lior Wolf, Rotem Littman, Naama Mayer, Nachum Dershowitz, Roni Shweka, Yaacov Choueka

Enhancing Color Texture Quality of 3D Models for Digital Preservation of Indigenous Ceramic Artworks
Beatriz T. Andrade, Olga R. P. Bellon, Luciano Silva, Alexandre Vrabel

Retrieving Ancient Maya Glyphs with Shape Context
Edgar Roman-Rangel, Carlos Pallan, Jean-Marc Odobez, Daniel Gatica-Perez