

3D imaging and digital technologies in the museum space: 3D Encounters - Mona Hess, UCL

Digital technologies are increasingly used in museums and cultural heritage and grant a greater understanding and public access of cultural objects cared for by museums.

Firstly, digital 3D documentation procedures need integration within a museum or conservation workflow in order to best match the available technology to the needs of user of digital artefacts.

The [3D Encounters project](#) at the [UCL Petrie Museum of Egyptian Archaeology](#) has not only developed a museum specific workflow. It is, for the first time, presenting 3D images of museum objects in the context of a curated storyline in the museum space, developed by a ‘digital curator’ for specific target audiences. The project is capitalizing on the high resolution and accuracy of the 3D images and also allows the visualization of research on 3D models, such as comparison and manufacture.

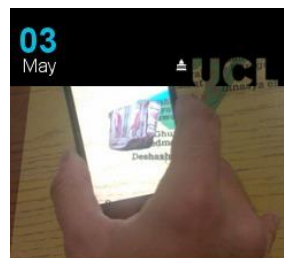
The Petrie Museum is taking on the challenges of presenting this 2D and 3D data in the context of the museum as well as examination of how to construct an effective museum interactive. As university museum it is an experimental test bed for the development of new applications: these include 3D images of museum object presented in virtual exhibitions, mobile phone apps, augmented reality and gesture tracking to explore 3D digital surrogates of exhibited and stored objects.

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Her background is in architecture and ‘heritage conservation’ and she specialized in CAD, 3D imaging techniques and databases in the field of museum artefact documentation, conservation science and in architectural conservation.

Since 2008 she is working as Research Assistant for UCL Museums and Public Engagement, and part-time PhD at the UCL Department for Civil, Environmental and Geomatic Engineering.

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 - ROBSON, S., Simon Millar, F., Hess, M., MacDonald, S., Were, G., Brown, I. (2011). Well Connected to Your Digital Object? E-Curator: A Web-based e-Science Platform for Museum Artefacts. *Literary and Linguistic Computing* 26(2), 193-215, Oxford: [Author URL](#)
 - Hess, M. Were, G., Brown, I., MacDonald, S., Robson, S., Simon Millar, F. (2009). E-Curator: A 3D Web-based Archive for Conservators and Curators. - [Author URL](#) [Publisher URL](#) .
- Museum visitor engagement / 3D Encounters (2010-ongoing)
 - Petrie Museum Blog Posts by Giancarlo Amati:
<http://petriemuseum.com/blog/nintendo-3ds-aint-got-nothin-on-us/>
<http://petriemuseum.com/blog/uc79377-mummy-head-cover-flora/>
<http://petriemuseum.com/blog/museum-of-the-future-the-geek-event/>
 - Are digital technologies creating engaging visitor experiences? UCL Digital Humanities Blog Post : <http://www.ucl.ac.uk/dh-blog/tag/petrie-museum/>
 - Crossing Over 3D interactive exhibit <http://pressandpolicy.bl.uk/Press-Releases/Growing-Knowledge-Exhibition-Enters-a-Second-Phase-4aa.aspx>
 - Tonya Nelson, Petrie Museum of Egyptian Archaeology, University College London and Sally MacDonald, University College London: *A Space for Innovation and Experimentation: University Museums as Test Beds for New Digital Technologies*. In <http://www.museumsetc.com/products/am2>

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