# *STAG 2016*



## 3D Digital Imaging for Knowledge Dissemination of Greek Archaic Statuary

Filippo Stanco, Davide Tanasi, Dario Allegra, Filippo L. M. Milotta

# Data Acquisition - Head

Head from
Castello Ursino
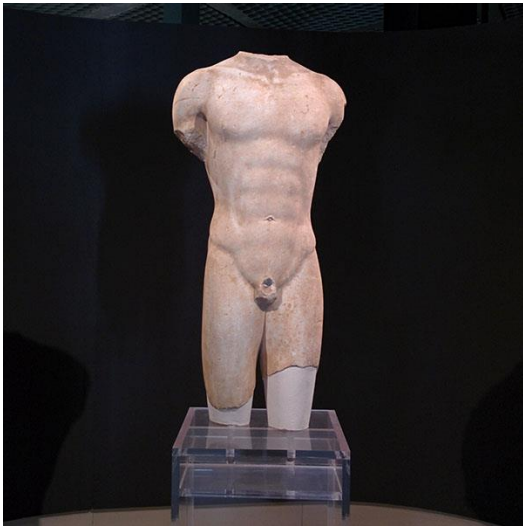
3D Scanner
**Structure Sensor**

3D Model

# Data Acquisition - Torso

**Torso from Museo Paolo Orsi**
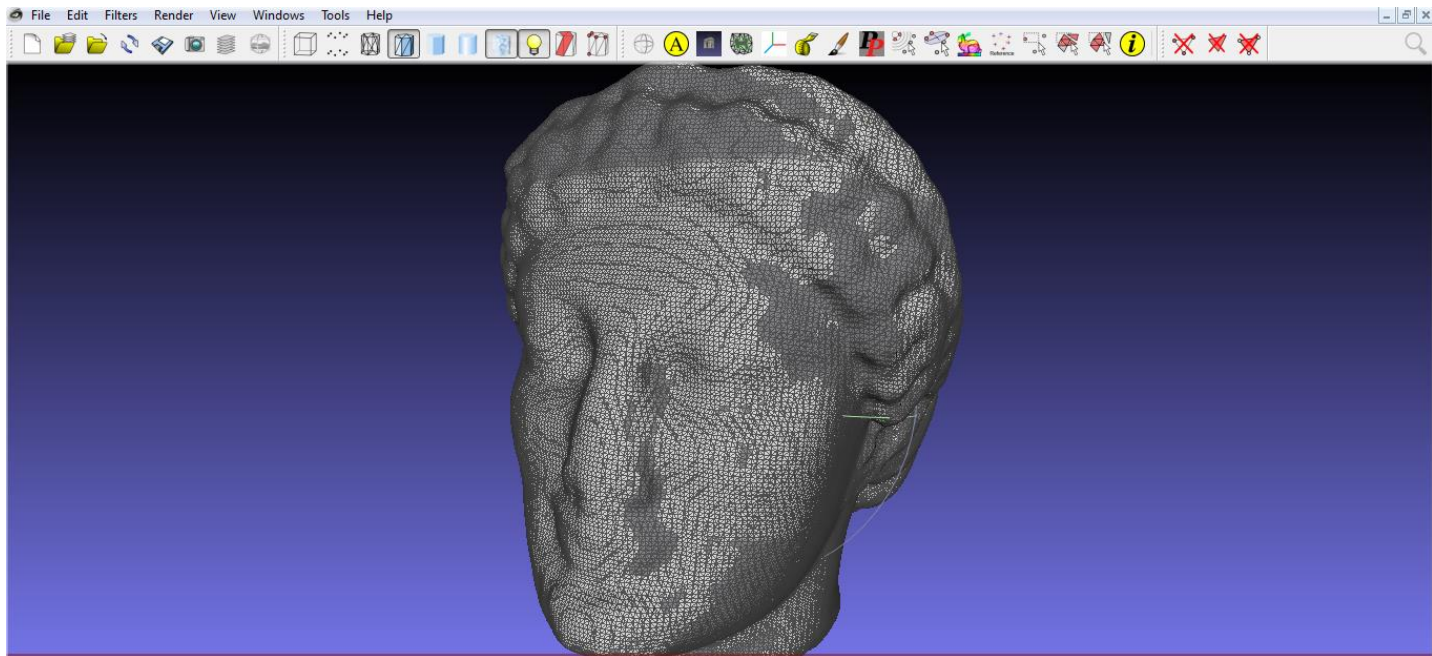
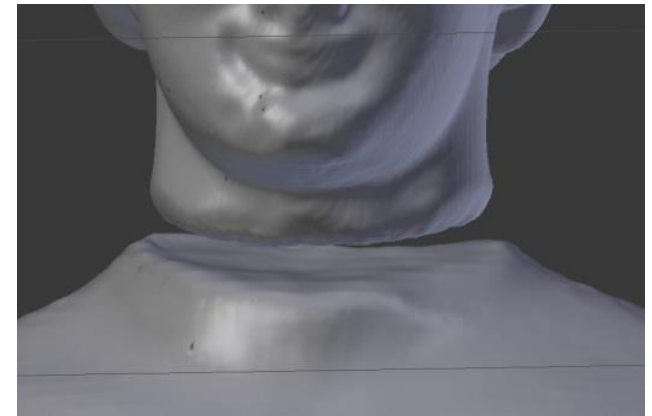**3D Scanner Structure Sensor**

**3D Model**

# Data Processing

- 3D models have been cleaned by using **Meshlab**

- Extranous vertices are removed (e.g., pedestals)
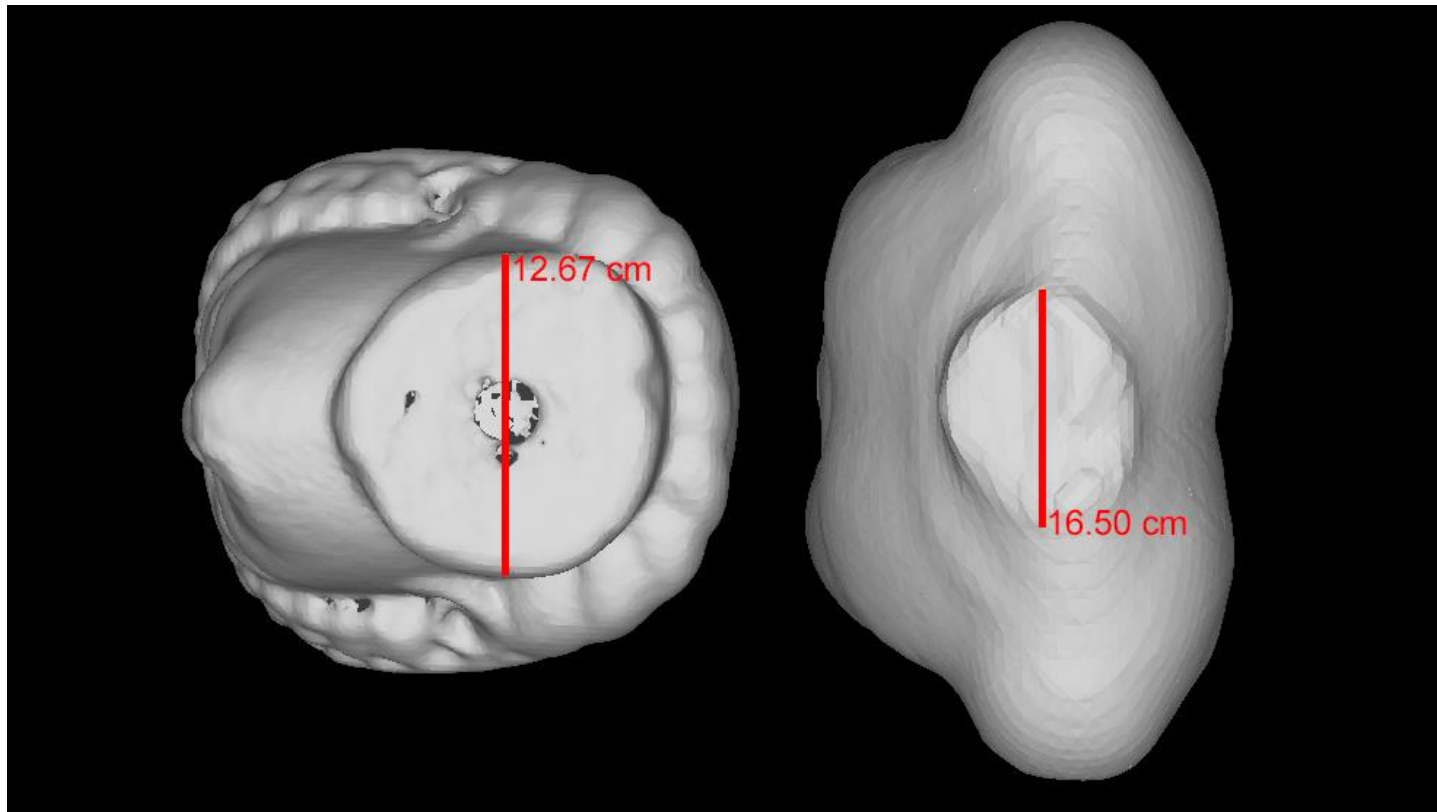
# Models Alignment



Head and torso have been manually aligned by using **Blender**

# Dimensional compatibility (1)

3D models are aquired in 1:1 scale. Hence we performed several measures by **Meshlab** to check dimensional compatibility between the two Kouros pieces.
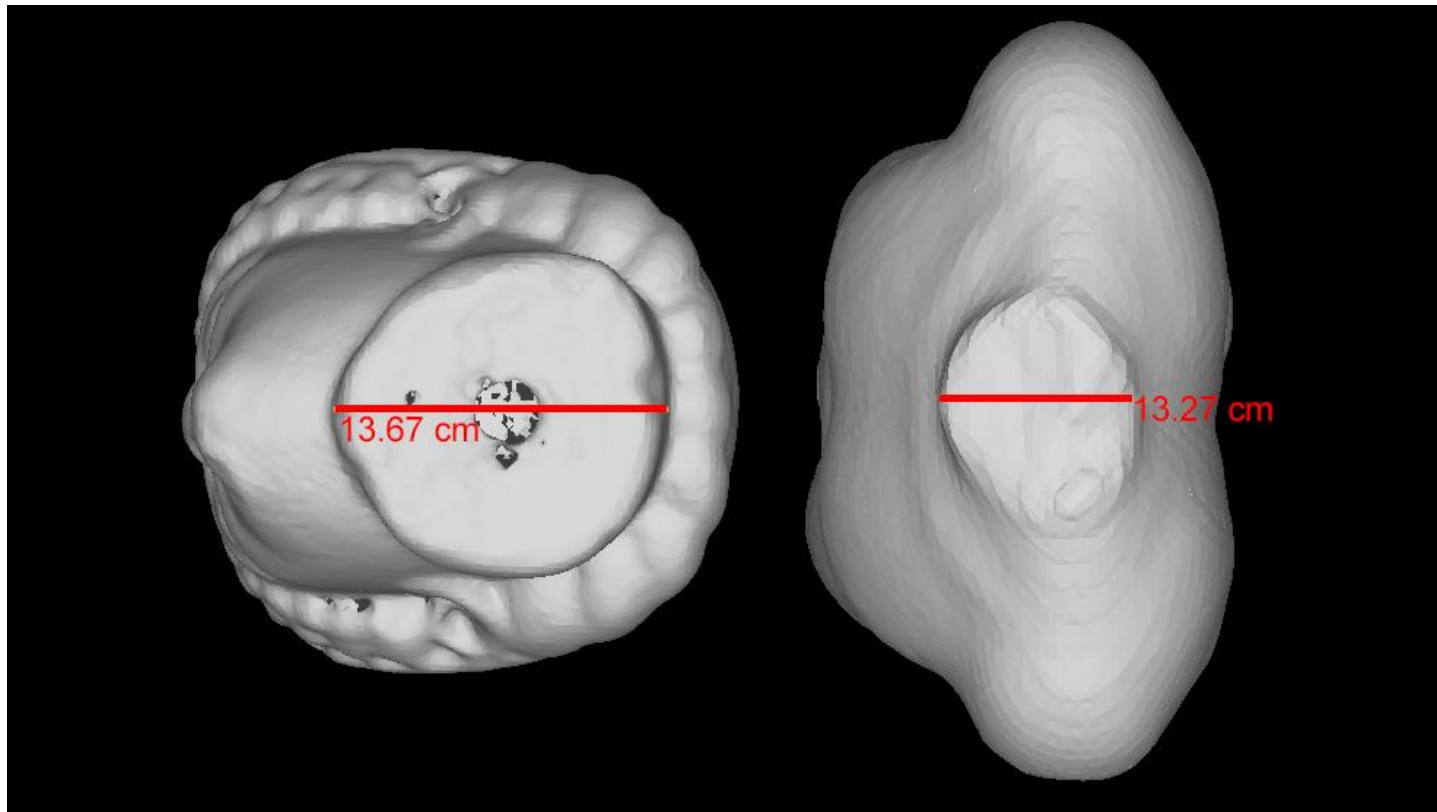
# Dimensional compatibility (2)

3D models are aquired in 1:1 scale. Hence we performed several measures by **Meshlab** to check dimensional compatibility between the two Kouros pieces.

# Dimensional compatibility (3)

3D models are aquired in 1:1 scale. Hence we performed several measures by **Meshlab** to check dimensional compatibility between the two Kouros pieces.
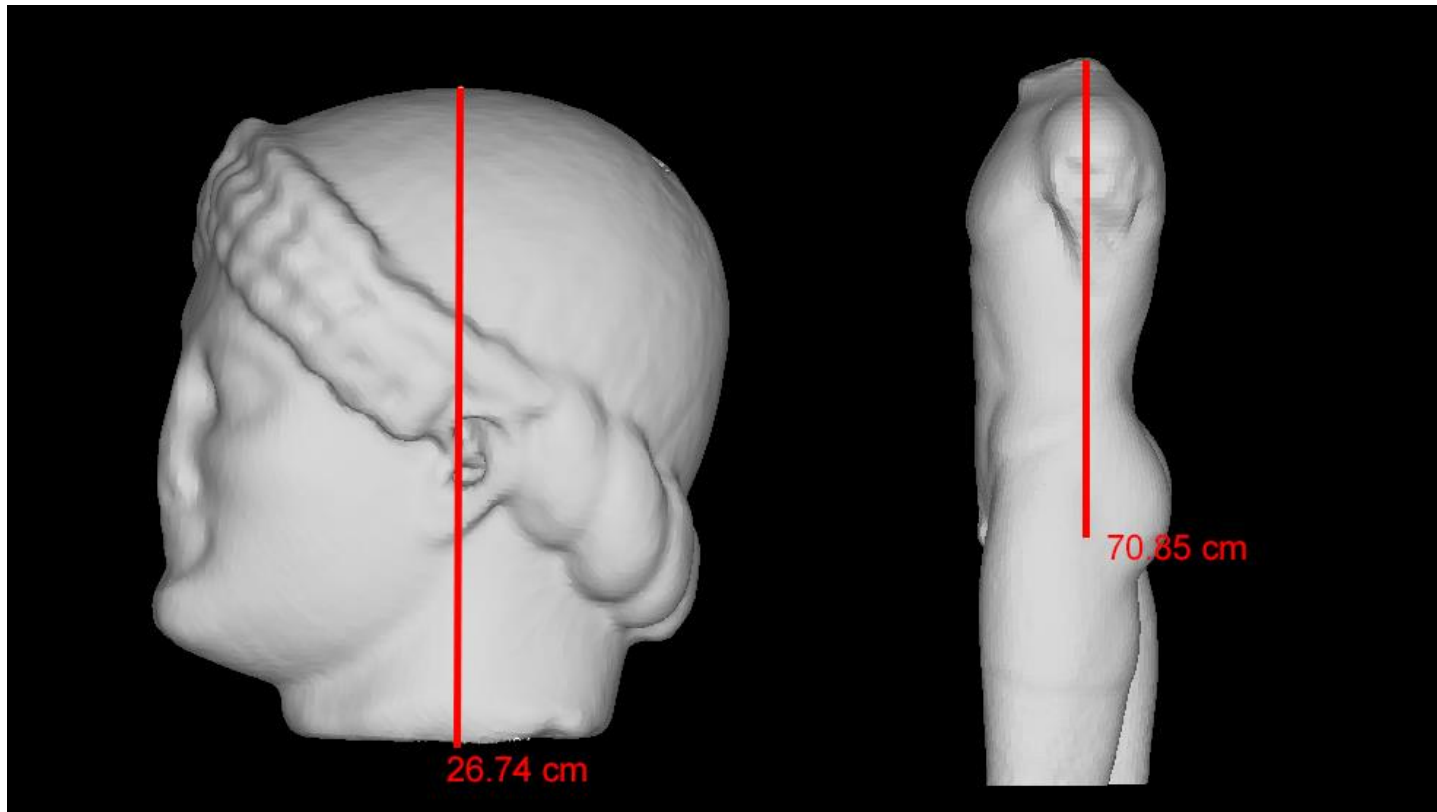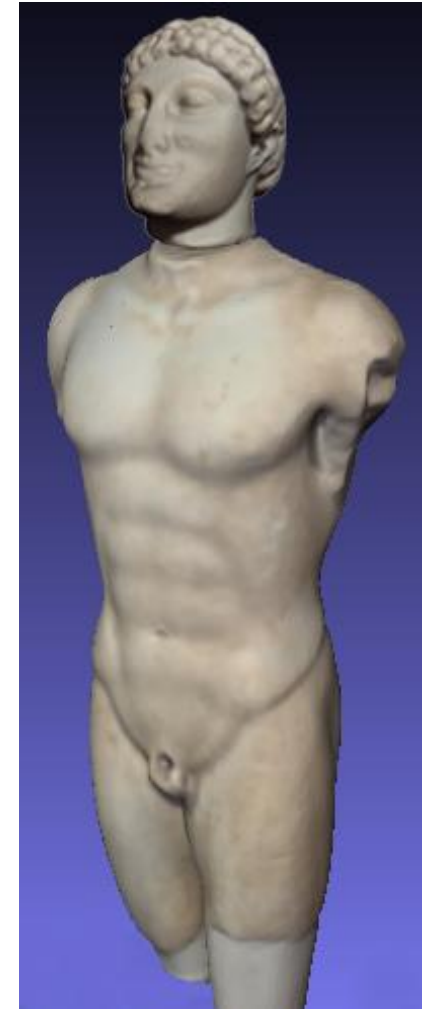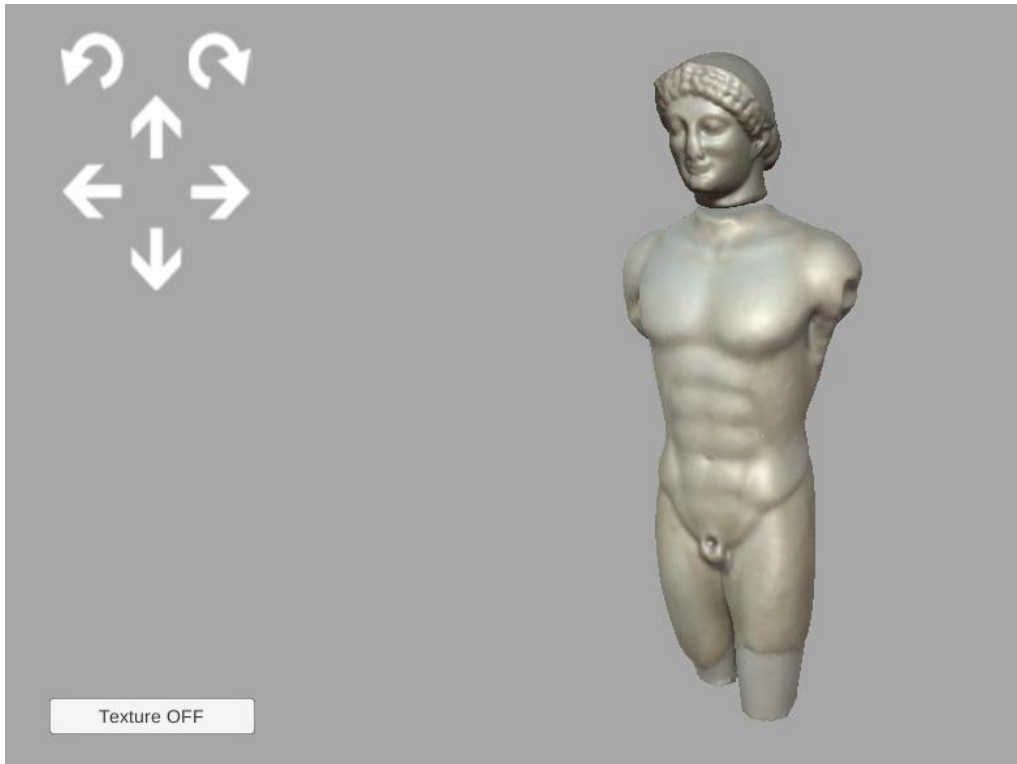


26.74 cm

70.85 cm

# Comparison

Comparison between the photfit produce by Gentili and the virtual restoration of the Kouros of Leontinoi.

The statue seems very proportionate and the head, even in absence of a perfect match due to the lack of a segment of the neck, perfectly fits to the body.



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# Web Platform



A Web platform has been properly arranged in order to share the results.

The prototype of Web platform has been developed in Unity 5.

It is available here:

*http://iplab.dmi.unict.it/kourosSTAG*

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