3D Digital Imaging for Knowledge Dissemination of Greek Archaic Statuary

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Data Acquisition - Head

- Head from Castello Ursino
- 3D Scanner: Structure Sensor
- 3D Model

STAG 2016
Data Acquisition - Torso

Torso from Museo Paolo Orsi

3D Scanner Structure Sensor

3D Model
Data Processing

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

• Extraneous vertices are removed (e.g., pedestals)
Models Alignment

Head and torso have been manually aligned by using Blender
3D models are acquired in 1:1 scale. Hence we performed several measures by Meshlab to check dimensional compatibility between the two Kouros pieces.
Dimensional compatibility (2)

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Dimensional compatibility (3)

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