

Schedule – Digital Creative Award – CHNT29

V. Kemp	Deconstructing Victorian Watercolours: developing a multi-disciplinary and non-invasive analytical approach to the study and conservation of John Ruskin's teaching collection, Oxford	Poster
T. Ruyu (online)	The destruction and rebirth of an old bridge: Contestation of post-disaster reconstruction of a heritage site	Poster
P. Beghin	A quantitative study of violin geometry using contour lines	Poster
J. Brusckke, M. Wacker, M. Grellert, D. Beck, W. Stille	IDOVIR - Infrastructure for Documentation of Virtual Reconstructions	Software-application (APP)
A. Corns, L. Davidson, H. Genders, S. Namberi, R. O`Reilly, R. Shaw	5Dculture: Developing a pipeline to enhance and enrich 3D models of cultural heritage assets	Poster
M. Straus	Postcards re-imagined: using 3D-enabled storytelling for Cultural Tourism	Poster
M. Eugenia Polo, Ángel M., Felicísimo, Guadalupe Durán – Domínguez	Can anyone create a 3D model for cultural heritage? Challenges in digitisation projects	Poster
M. Rendina	Virtual Fitting Room	Software-application (APP)
S. Adekunle (online)	TBA	Poster
S. van Keulen	5Dculture Social VR installation: Fashion Beneath the Skin	Short-film
E. Miho	Crossings on the water: routes of faith and hermitage in Maligrad, Albania. Expressing an isolated place by Photogrammetry and VR work.	Poster
E. Caterina Giovannini	Humanising digital cultural experiences using Social Virtual Environments	Poster
A. Clay	VR CRHOMA PROJECT	Short-film
E. Ribera (online)	An Immersive Non-Fiction Experience Through Chachapoya Archaeology	Poster
R. Göldner	Innovation Life Cycles and the Attempt of Archiving Digital Archaeological Data	Poster
F. Leipold, H. Seidl da Fonseca, C. Dworsky, R. Weßling, T. Wiesinger, D. Weidacher	PfahlbauKompass - A pile-dwelling museum for your pocket	Software-application (APP)

M. Markiewicz	Mind maps, as a tool for documenting the process of creating visualisations of archaeological features.	Poster
E. Ribera Torro	Chacha XR: an immersive experience through chachapoya archaeological heritage	Software-application (APP)
C. Luna Stella Blavier	High-Resolution Hazard Mapping for Slow Onset Degradation of Historical Buildings in Italy: Proposal of Methodology	Poster