ADB-LX Corp Joint Workshop 2022

Futureproofing the past:

Spatial data for digital heritage archiving

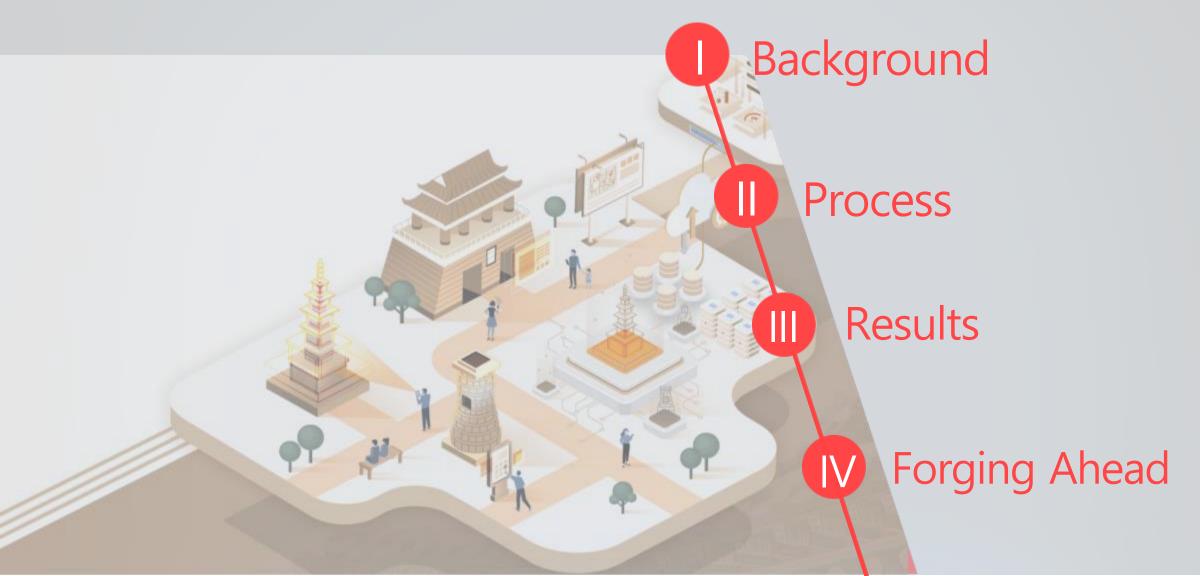
This is not an ADB material. The views expressed in this document are the views of the author/s and/or their organizations and do not necessarily reflect the views or policies of the Asian Development Bank, or its Board of Governors, or the governments they represent. ADB does not guarantee the accuracy and/or completeness of the material's contents, and accepts no responsibility for any direct or indirect consequence of their use or reliance, whether wholly or partially. Please feel free to contact the authors directly should you have queries.



2022. 10. 01. Siro Kim



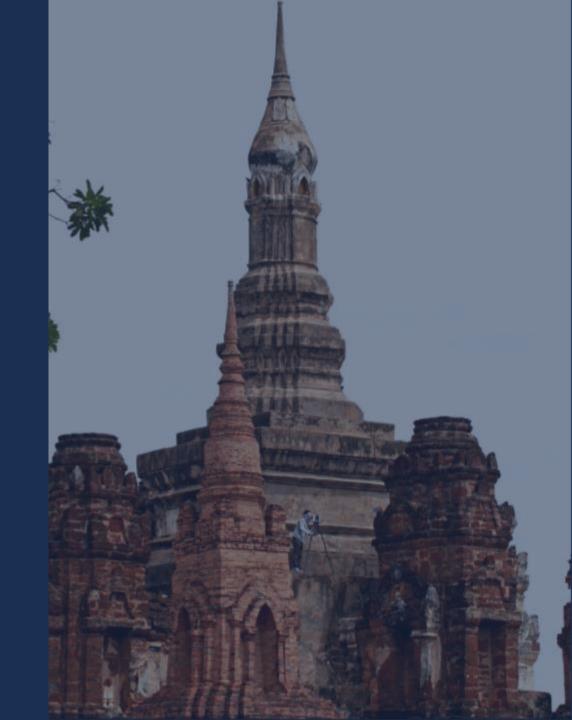
CONTENTS





I. Background

- 01 Heritage Digital Archive Center Profile
- O2 Project Brief
- 03 Project Scope
- 04 Selected World Heritage Sites





01 Heritage Digital Archive Center



Established: 15th March, 2012

Non-profit recognised by Cultural Heritage Administration



Purpose

"to research, optimise and systematise digital methods for the archiving and preservation of cultural heritage"



Recent Projects

Cultural Heritage Digital Content Archiving Service (2016-2018)

ASEAN UNESCO World Heritage Digital Content Development Project (2017-)

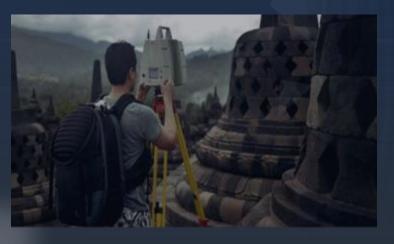
Establishment of Cultural Heritage 3D Database (2018)

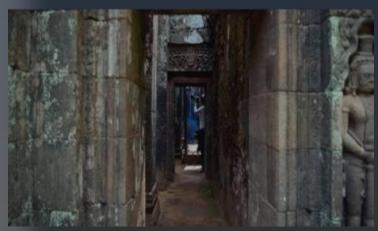
Cultural Heritage Digital Content Production Service (2018)

3D Precision Scanning Service: National Museum of Korea Relics (2018)

3D Precision Scanning Service: Gyeongcheonsa Pagoda (2018)









O2 Project Brief



ASEAN UNESCO World Heritage Digital Content Development Project

Aims

Develop content for VR Room in Busan's ASEAN Culture House
Develop content based upon major UNESCO World Heritage Sites in
all 10 ASEAN countries
Strengthen ROK-ASEAN relations by sharing digital archiving methods
and technologies
Establish cooperation network for exchange and utilisation of cultural
heritage digital archive material

Period

Phase I: July 2017 ~ November 2017

Phase II: June 2019 ~ December 2021

Funding and oversight

ASEAN-ROK Cooperation Fund | ASEAN Secretariat Office



03 Project Scope



10 AMS' Major UNESCO World Heritage Sites



40 month period 2017~2021

- ▶ Digital archiving of AMS' major UNESCO World Heritage Sites
- ▶ Production of digital content based upon archived data

Indonesia

➤ Sharing of digital archive data optimized for content development





04 Selected World Heritage Sites

Brunei Darussalam Omar Ali Saifuddien Mosque



Myanmar

Historic City of Bagan



Viet Nam
Complex of Hue Monuments



Cambodia Angkor Wat



Indonesia
Borodudur Temple Compounds



Consultation with AMS on heritage site selection

Data collection, taking into account specific considerations of each site



Malaysia Historic City of Melaka



DPR Laos Vat Phou



Thailand Sukhothai Historical Park



Philippines
Historic City of Vigan

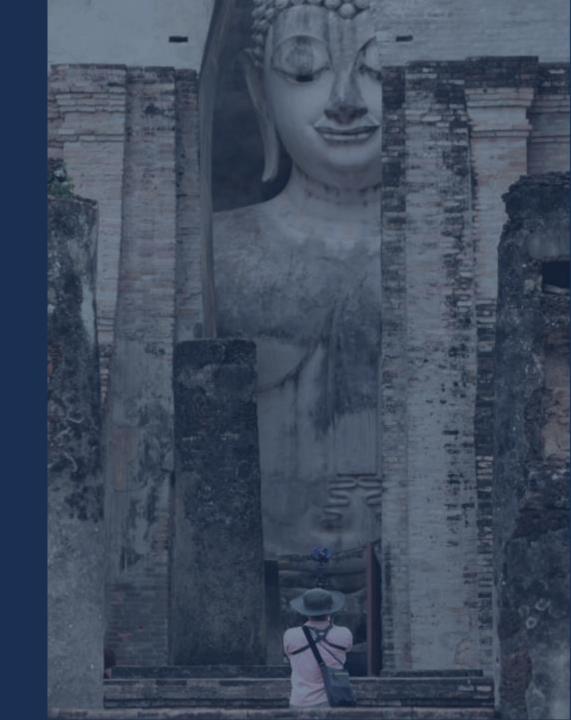


Singapore Botanic Gardens



II. Process

- O1 Project Trajectory
- **02** Content Development Process
- 03 Data Collection
- 04 3D Scan Data: Post-Processing
- 05 Photogrammetry: Post-Processing
- 06 3D Model Development Process
- 07 Content Development Process





01 Project Trajectory

ASEAN UNESCO World Heritage Digital Content Development Project

Year 1

Year 5

Year 3

March 2017 Planning and preliminary preparation
for project year one
July 2017 Project contract signed
July-August 2017 Fieldwork in Cambodia, Indonesia
and Myanmar
September 2017 Opening of ASEAN Culture House in
Busan (attended by Foreign Ministers
10 AMS)

June 2019 Project contract renewed
July–September 2019 Fieldwork in Thailand, Laos,
Viet Nam, Malaysia, Brunei,
Philippines
Novermber 2019 ASEAN-ROK Commemorative
Summit, First Korea-Mekong Summit

of

2018

2020~21

Establishment of Korea's first database of ASEAN cultural heritage

2017

2019~20

June 2018 Fieldwork in Singapore
July 2018 Korea UNESCO Festival in conjunction
with Singapore Botanic Gardens Heritage
Festival 2018 - coincided with President
Moon's official state visit

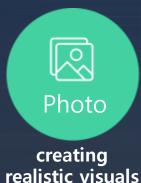
2021. 12

June 2021 Interrim Project Report
July 2021 Installation of VR equipment in Bangkok's
ASEAN Culture Cenre
December 2021 Project Completion Report and
presentation of content to respective AMS

Year 2 Year 4



02 Content Development Process



Scan







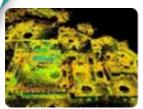




Polygon generation

Image matching







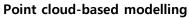
Polygon generation

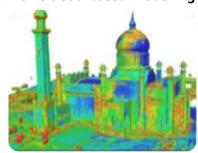
Point cloud generation

Photo-based modelling



Data modelling





Finished models



Brunei

3D detail modelling



Viet Nam



03 Data Collection

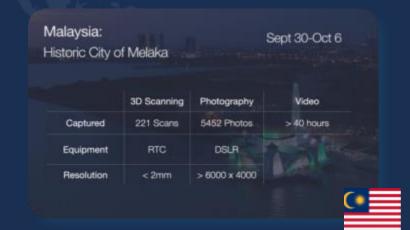
From July-October 2019, we captured tens of thousands of photos, thousands of laser scans, and hundreds of hours of video at UNESCO World Heritage Sites in six countries.















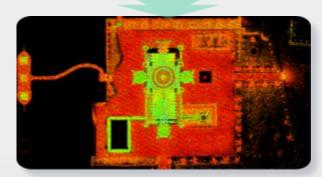
04 3D Scan Data: Post-Processing

Our 3D scan data processing aims to generate the most accurate images possible. This is a three-step process of stitching together point clouds, removing noise from and adding colour and texture to each scene.

Registration

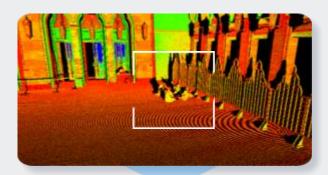
Two different point clouds are stitched together by identifying three or more matching points in each

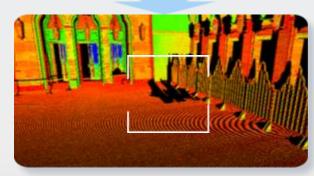




Noise reduction

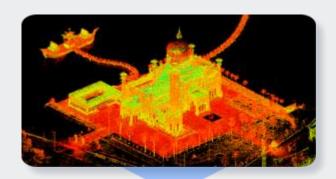
Removal of extraneous scan data in the frame e.g. people or undesirable objects





Texture mapping

Point cloud data colourised by using photos captured simultaneously with 3D laser scan







05 Photogrammetry: Post-Processing

Painstaking care was taken to ensure that the true dimensions and colours of each Heritage Site were faithfully represented in the digital data.

Matching

We use photogrammetry software to stitch together photo data captured on site and establish point groups.

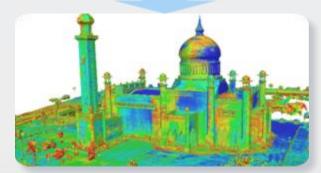




Polygon Data

We use the point groups to generate polygons and then perform noise removal

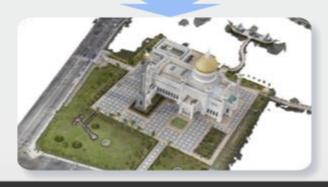




Texture mapping

The 3D image is completed by applying textures obtained from photos to the polygon data





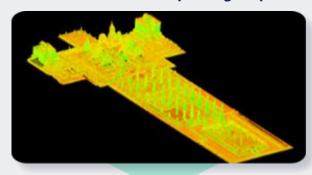


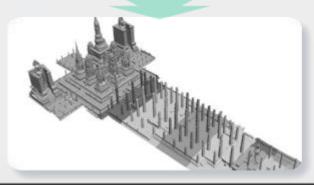
06 3D Model Development Process

Using real-world 3D data from laser scans and photogrammetry, we were able to preciely reconstruct sites with accurate textures, colours, and dimensions

Pre-processing

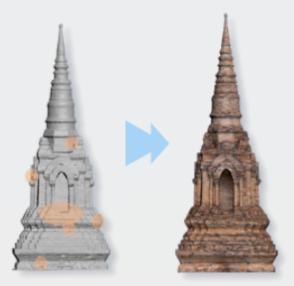
We use photogrammetry software to stitch together photo data captured on site and establish point groups.





Modelling

We use the point data to generate polygons, and then perform noise removal



Data are combined and optimised

Texture Mapping

The 3D image is completed by applying textures obtained from photos to the polygon







III. Results

- 01 3D Scan Data
- 02 Aerial Drone Photography
- 03 Photogrammetry Data
- 04 3D Models
- **05** 360 VR Video
- 06 Interactive VR Content
- 07 UHD 4K Video
- 08 'Making of' Video
- **09** Presentation and Promotion

















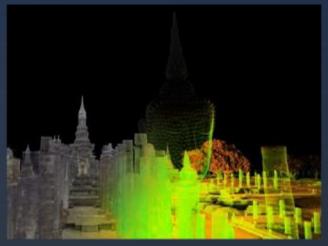




01 3D Scan Data

Under the ASEAN Tourism Strategic Plan (ATSP) 2016-2025. ASEAN is prioritizing he protection and management of heritage sites

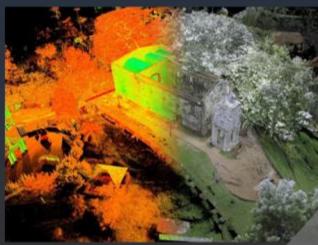






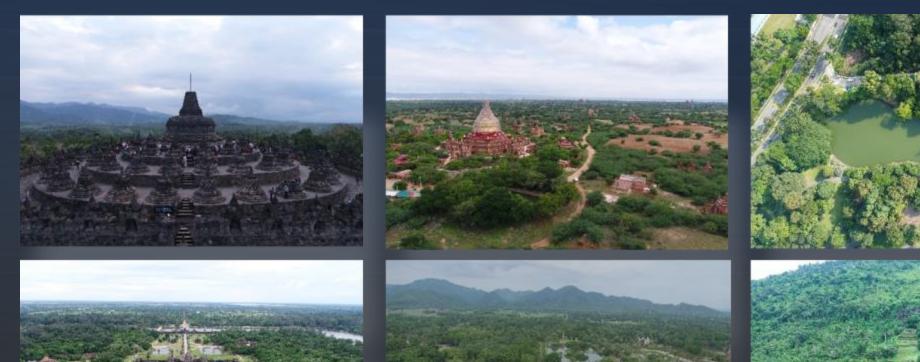






02 Aerial Drone Photography

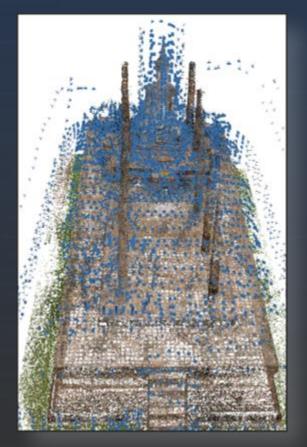
Utilising aerial drones, we were able to quickly capture high resolution footage of vast areas of UNESCO sites, both for our 360° virtual reality content and 2D mapping purposes. Aerial photography was also crucial for filling in 'blind spots' in our scan data.





03 Photogrammetry Data

Surveying techniques enabled us to pinpoint locations in our terrestrial and aerial photography in three dimensions. From there, we were able to combine the data and create point clouds and mesh models of the exterior and interior of each heritage site.









04 3D Models

Incorporating our scan, photographic and floor-plan data of each World Heritage Site, we developed high-quality models that are not mere visual representations, but contain real-world topographical and spatial data.







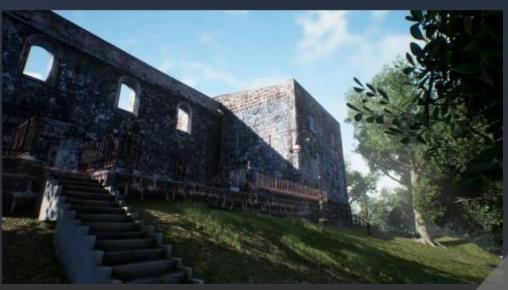


06 Interactive VR Content

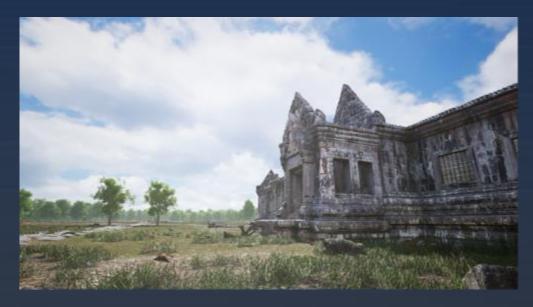






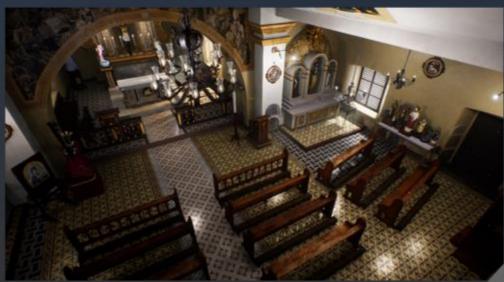


06 Interactive VR Content















09 Presentation and Promotion













09 Presentation and Promotion











IV. Forging
Ahead





Where Next?



