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***3D Modeling as Tool for the Reconstruction and Visualization
of Historic Items in Humanities***

3D CAD and VR modeling have gained importance as tools for the reconstruction and visualization of scientific, namely historic items in humanities during the last decade. Until yet there is almost no research about how and for which purpose these technologies are used. Further on from a methodological perspective it would be necessary to understand how 3D CAD and VR modeling is affected by disciplinary boundaries and challenges specific to historic topics. For the investigation of this topic the authors have completed a content analysis of 400 conference papers and articles related to 3D reconstructions in the field of humanities. Specifically actual topics, technologies and institutions involved had been identified. Most of the publications researched dealt with data acquisition and model building for existing structures. Only a small number of projects focused on no longer physically exiting items. Especially that kind of projects seems to be interesting for a study of the linkage between digital technologies and traditional humanities. To examine this linkage the authors did apply a Grounded Theory analysis with a sample of 26 publications. The research showed that reconstructions of no more existing historic structures are most commonly used for presentation or research purposes of large buildings or city models and often realized by interdisciplinary workgroups. Since 3D is becoming a common and easily accessible tool especially in archaeology, issues such as quality standards, compatibility, sustainability and requirements of focus groups are increasingly prominent in academic discourse but were implemented in few practical projects only.



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