



## 3D Virtual Reconstruction for Cultural Heritage

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### Message from the Guest Editor

Reverse engineering and computer graphics are well-known techniques for analysing, studying, preserving, and visualizing cultural heritage assets. Although 3D models are useful to preserve the information about cultural heritage, the potential of these digital contents will not be fully accomplished until they are not used to interactively communicate their significance to nonspecialists. Immersive technologies like virtual or augmented reality (VR/AR) have become more and more popular in a wide range of scientific applications. With these technologies, it is possible to provide an immersive way to present spatial data such as 3D point clouds or 3D models, and they have significant potential for the virtual presentation, visualization, and fruition of cultural heritage. Thanks to their flexibility, they can help museum curators to adapt cultural proposals and information about artefacts based on different types of visitor's categories. VR/AR technologies are also extremely useful to recreate a lost or hidden environment to lead to better comprehension of the site or to allow people to discover important sites that are not visible, both for security and conservation reasons.





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