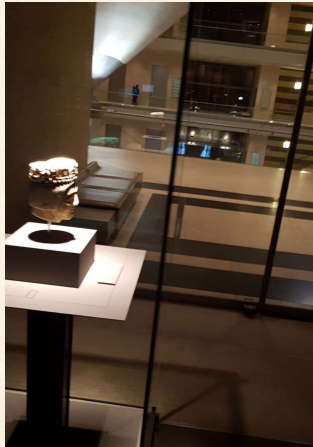


AI-powered Motion Interaction for 3D Cultural Heritage

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Project Supervisor: Prof. Abdelaziz Bouras

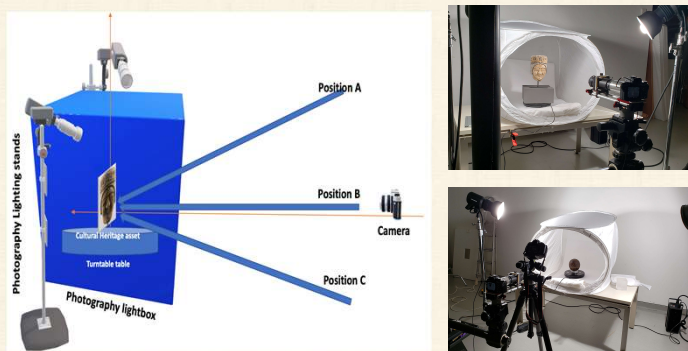


A museum object in a glass box

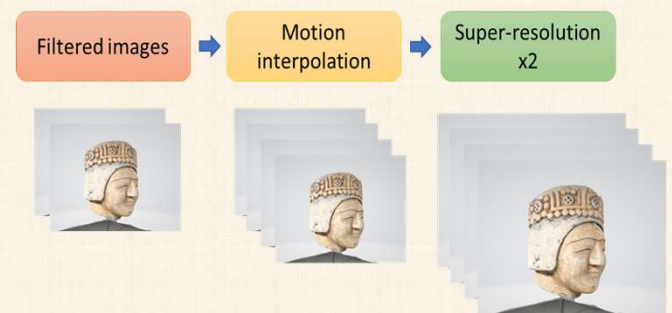
- ➔ Lack of interaction
- ➔ Lack of attractiveness
- ➔ Lack of added value



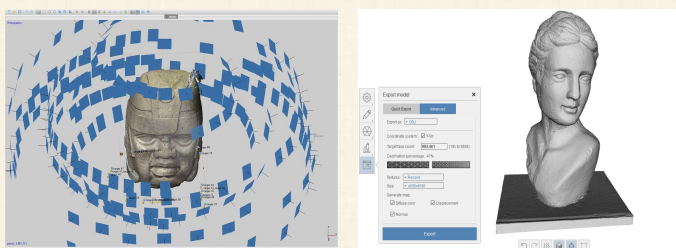
How to cost effectively achieve end user immersion with consumer level hardware in a reasonable amount of time ?



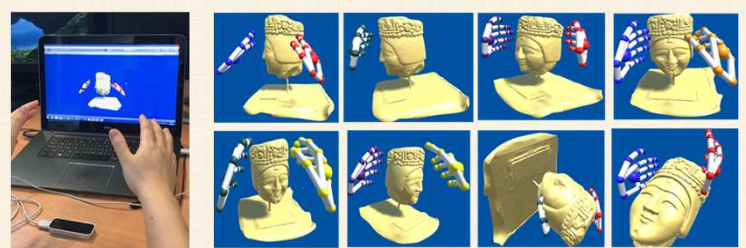
Step 1: 3D acquisition setup with consumer level hardware



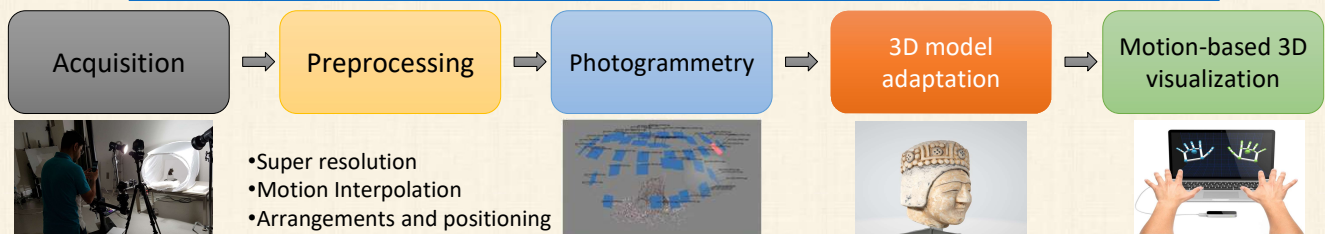
Step 2: In-between frame interpolation and super resolution



Step 3: 3D modelling using advanced photogrammetry



Step 4: Interaction using hands with the leap motion controller



Framework architecture

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