



VIU summer SCHOOL visualizing venice

The Biennale and the City
June 1-12, 2015
Venice International University
Isola di San Servolo, Venice

Digital Visualization Workshop 2015 – Visualizing Venice: The Biennale and the City

Venice International
University
June 1-12, 2015

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What is it about?

The field of historical and cultural visualization has grown substantially in recent years. For the past three years, Duke University, Università Iuav di Venezia, and Venice International University have collaborated on the Visualizing Venice Summer Workshops at VIU. This year's theme, "The Biennale and the City" reflects both the maturation of the international Visualizing Venice collaboration and the increasing accessibility of digital tools for representing change over time in urban environments. This collaboration enables us to bring together art and architectural history scholars with digital media specialists and engineers in order to create new opportunities to research and share information about the built past.

VIU is the ideal place to bring together an international set of graduate students studying digital art and art history by doing it onsite. Our unique capacity to offer courses that allow for both on site research and digital media production within a compressed time and intimate setting is unparalleled.

Course description and schedule

This course will teach a range of digital skills in digital mapping, 3D modeling from ground plans and photos, mobile application development, and time based media authorship to enable participants to engage historical questions with emerging digital tools. As in the previous editions of the workshop, the technologies will be taught through the use of a theme. The summer 2015 theme, "The Biennale and the City" allows for exploration of the history of the Venice Biennale from several perspectives and scales of reference: as a case study in architectural history in the Giardini and the Arsenale; as a set of exhibitions undertaken both on those sites and in more ephemeral sites around the city; as an aggregation of artistic forces hailing from around the world; and as a



phenomenon with a profound impact upon the life and culture of the city of Venice itself.

The plan of the course will follow the pattern of previous years.

During the first week of the course students will learn techniques for digital production by drawing upon existing research materials provided by colleagues in the Visualizing Venice team. Each day, students will learn about a different type of digital media production within the context of how that type of reconstruction is typically used in digital art and architectural history.

During the second week, the students will work collaboratively to create projects using the tools they have learned, with the goal of creating high-quality, public-facing research products suitable for a general audience, as well as identifying potential areas to explore in their own future research.

Students will see examples and will participate in tutorial sessions around the following topics:

Day 1

- _ Introductions and Course Overview
- _ Historical Overview of the Biennale
- _ Computer Orientation

Day 2

- _ Topics in Digital Mapping – Lecture and Examples
- _ Digital Mapping with Google Earth and Web-Based Systems
- _ Historical GIS: Techniques for Vector Data Analysis and Geo-rectification
- _ Data Analysis and Visualization with Tableau

Day 3

- _ Overview of Digital Project Archive Development
- _ Archive-Development with Omeka; Representing Change Over Time with Neatline

- _ Biennale Library visit

Day 4

- _ 3D Modeling with Google Sketchup
- _ Photogrammetry Techniques for Object Capture

Day 5

- _ Augmented Reality Application Design with Metaio Creator and Map2App
- _ VirtualWorld Construction with OpenSim

Week-end

- _ Visit Biennale at Giardini and Arsenale

Day 6

- _ Digital Video Production
- _ Project Team Planning

Day 7

- _ Collaborative project work

Day 8

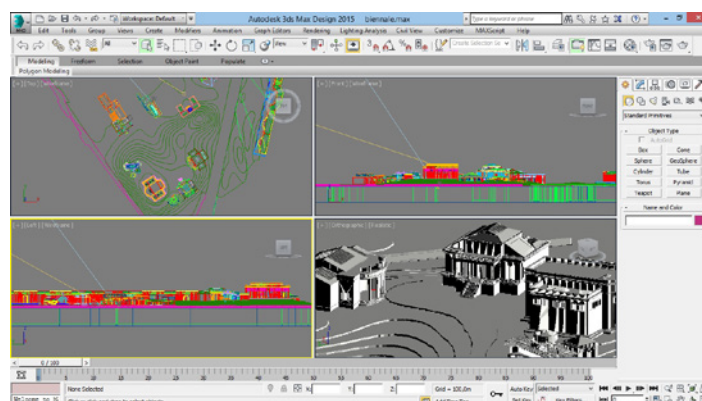
- _ Collaborative project work

Day 9

- _ Collaborative project work

Day 10

- _ Final project work
- Presentations to the public



Learning outcomes

Learning outcomes include: familiarity and facility with digital media production tools for digital art and architectural history; awareness of the critical and practical challenges to the fields that digital production techniques pose; understanding of the philosophical and theoretical underpinnings of digital media authorship as an intervention into digital heritage and lived experience of the city.

Who can apply?

The workshop is designed for participants at the Ph.D - or Post doctoral - level in Interpretive Humanities (including Cultural Patrimony, History of Art, Architecture and Urbanism, History, Geography, Architecture, Archaeology, and other relevant disciplines).

Program structure

The course duration is 10 days. Students will attend classes in the Digital Lab 5 days per week and will participate in one field trip (during the week-end) at the Venice Biennale premises.

Participants should expect to be engaged full time in these ten days.

Credits

An official Duke University/Università Iuav/Venice International University **joint Certificate** will be issued at the end of the course.

Number of **ECTS credits** allocated: **3**

Tuition fees

Tuition fees are 1,000 euro+VAT
Successful candidates will receive information about modes of payment once admitted to the program.
Scholarships may become available in the late Spring in order to support tuition, travel, board and accommodation expenses.

Duration and Period

10 days, June 1 – 12, 2015

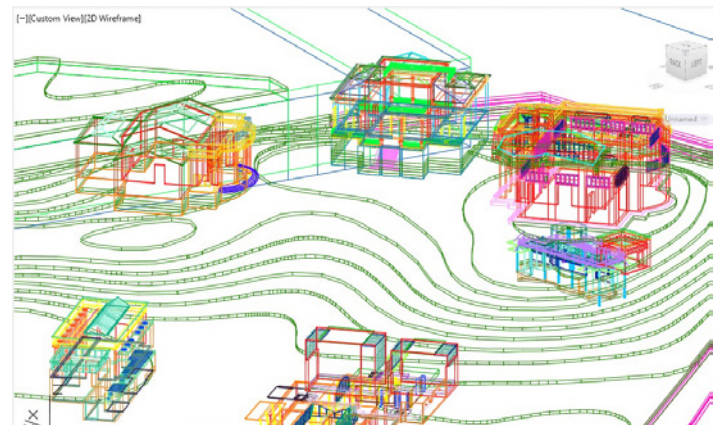
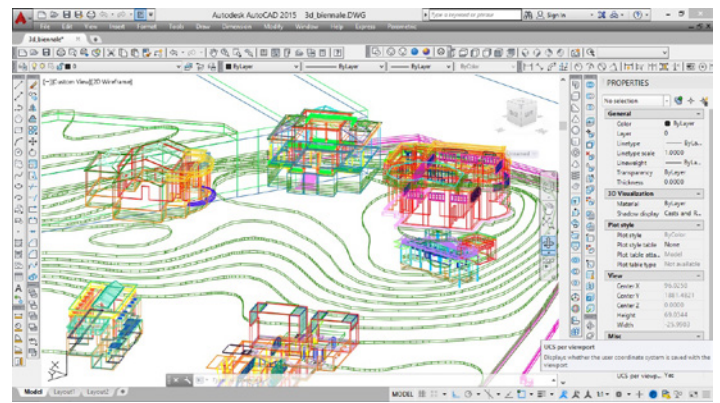
Location

Venice International University,
San Servolo island, Venice, Italy

Contacts and info:

Complete information about the program is available at:

<http://www.univiu.org/shss/seminars-summer-schools/visualizing-venice-summer-workshop>



Visualizing Venice summer workshop is jointly promoted by:

Duke University
Università Iuav di Venezia
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