

# Visualizing Heritage



## Community Heritage

# Digital Preservation

Heritage is at the heart of every community. It is what binds a group of people together through a shared history. In a time when the management and preservation of heritage is at risk due to lack of funds, local communities can help to protect and develop the tourism potential of Ireland's unique built heritage.

Using new affordable digital recording methods communities can take control of their local heritage, and develop interest in local sites.

Working with local communities we will help to train groups in the best practices for managing local heritage, and developing sustainable heritage through the use of simple and cost effective digital recording techniques.



O'Connor Tomb and Gallowglass Panel, Roscommon Abbey



# Graveyard Survey - Recording Worn Stones

## Using Photographs to See beneath the Surface

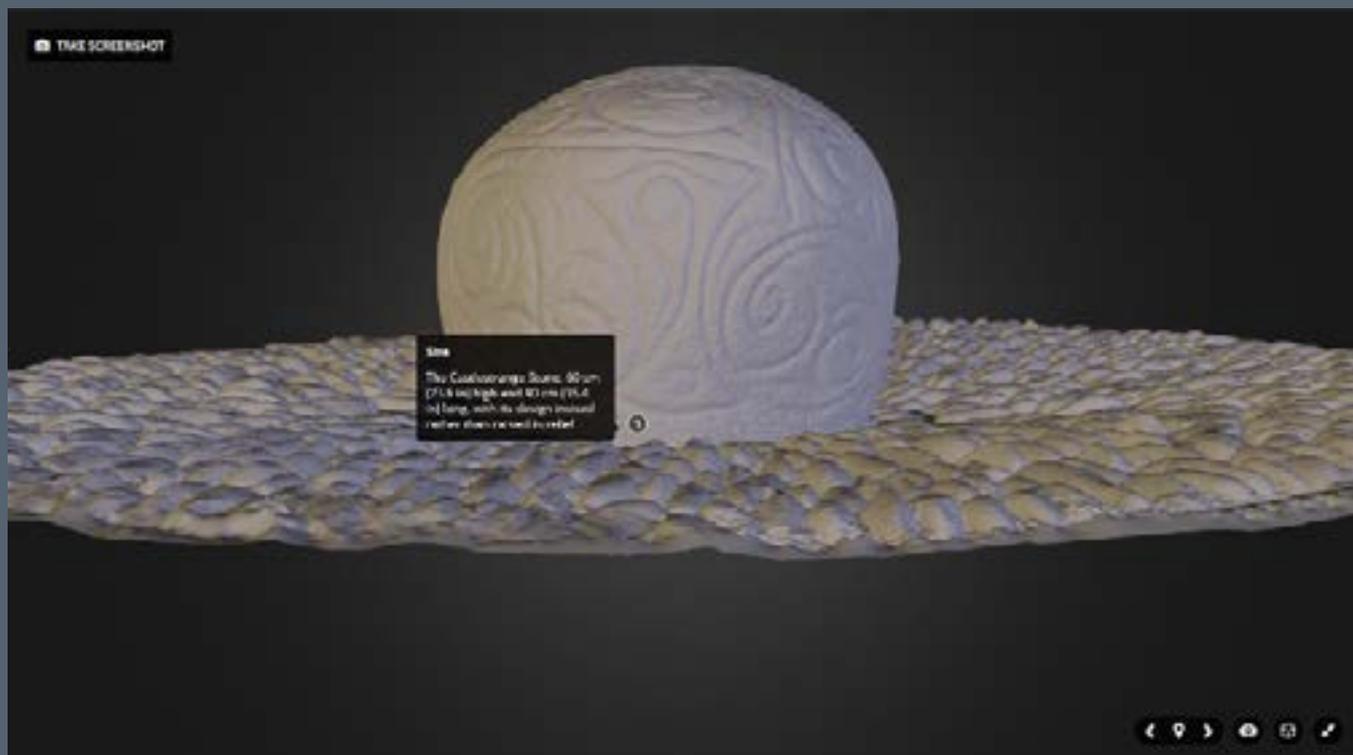
Photogrammetry is the term used to describe 3D modeling from a series of photographs. There is very little skill involved as most of the work is done by a computer. All that is needed to record worn or weather damaged carvings is a digital camera, a computer and a piece of software which will turn the images into an interactive 3D Model.

Selected Stones from Tisara Old Graveyard at Four Roads, Co. Roscommon



## Displaying Models

The 3D Model created can be viewed online using a free web viewer, where notes can be added to inform viewers of details. The sample below is of a 3D model of the Castlestrange stone, Co. Roscommon. It can be viewed online using this link <https://skfb.ly/CqUA>





# Costs

## Prices Per Day

Consultation	Free
Fieldwork / Training	€200
Processing	€50 - 80

## Background

Gary has BA Hons and Masters in Heritage and Irish Studies, Working as the Education Development Officer for the Rathcroghan Visitor Centre, Co. Roscommon he worked with a number of state bodies and community groups developing heritage projects.

After receiving a Masters of Science, from the Digital Design Studio at the Glasgow School of Art, Scotland he returned to Ireland to work as a 3D developer with RealSim, a 3D Simulation Company.

Gary is the Coordinator for the Roscommon3D and Galway3D citizen science projects, and a member of Virtual Heritage Network - Ireland.

# Contact

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