(Re)Contextualising Contested Heritage:

Building Capacity & Designing Participatory Approaches to Preserve Cultural Heritage by the Youth.

Workshop

9th May 2020
Beirut Arab University
Lebanon

DAY 1 (training): 9th May 2020

Technical training workshop: Online meeting, Beirut Arab University.

Opening Session *11:00 to 11:30* **Keynote Session**	**Dr Gehan Selim,** Associate Professor, University of Leeds, UK Project Principal Investigator **Dr Andrew Holland,** Research Fellow, University of Leeds, UK Project Research Assistant
Session A *11:30 to 12:30* **Capturing Cultural Heritage in 3D**	**Creating 3D Cultural Heritage models:** Photogrammetry (Dr Andrew Holland & Dr Nabil Mohareb) Software (free): Meshroom - Website: https://alicevision.org/ Software (30 days free): Agisoft Metashape https://www.agisoft.com/
Session B *12:30 to 12:55* **Other photographic methods**	Creating 360 degree panoramic images and integrating them into Virtual Tours (Dr Andrew Holland, Dr Nabil Mohareb)
5 min	Break
Session C *13:00 to 13:55* **Augmented Reality**	- Building 3D Virtual Models from site building images Sketchup Software (30 days free): https://www.sketchup.com/try-sketchup - Uploading 3Dmodel to its' virtual location through Google earth application Google Earth Pro (Free) https://www.google.com/intl/ar/earth/download/gep/agree.html - Creating Augmented Reality QR Code for the 3D Virtual Model Augment Software (14 days free): https://www.augment.com - Creating Augmented Reality and virtual reality tour Sketchfab- (Free software_1upload / month): https://sketchfab.com
Session D *14:00 to 14:25* **Presenting 3D Cultural Heritage online**	- Interactive 3D models, (Kareem Galal) Software: Kubity - Website: https://pro.kubity.com/
5 min	Break
Session E *14:30 to 15:00* **Bringing it all together**	Story mapping Cultural Heritage: story maps and online tours using ArcGIS / ESRI (Dr Nabil Mohareb) Website: https://storymaps.arcgis.com/
Session F *15:00 to 15:30* **Other Methods and Discussion**	Discussion.

Using the tools in your projects

Group 1: Photogrammetry

Output: photogrammetric models from a Cultural Heritage case study site with accompanying explanatory information. The models should include a building (or a significant part of a building for large more complex areas) and one or more models of cultural heritage artefacts at the site (if possible). Each model should be fully meshed and textured and be output in .OBJ format with both high and low resolution versions. The models, once uploaded to Sketchfab, should be suitable for sharing via multiple online platforms (webpages, social media etc.) and incorporated into site timelines and story maps. The low quality models should be uploaded to a Sketchfab account (sign in details to be provided by the UK project team).

Group 2: 360 Images for a virtual tour

Output: A sequence of 360 images with associated georeferenced information that form a virtual tour of one of the Cultural Heritage case study sites. These should be accompanied by "point of interest" information about locations and items within the 360 view and provide a virtual tour that engages and informs the audience about the site and opens the Cultural Heritage site to individuals whose mobility or other physical impairments currently prevent them accessing their heritage.

Group 3: Videography

Output: A number of edited video sequences that about one of the Cultural Heritage sites that engage and inform the audience about Beirut's Cultural Heritage and the individual histories associated with it. Each video should be of a length and quality suited to multiple online platforms (webpages, social media etc.) and incorporated into site timelines and story maps. The videos will need to be uploaded to the Beirut channel of the project YouTube account (sign in details to be provided by the UK project team).

Group 4: Mapping people and time

Output: An online storyline map presenting an overview of Cultural Heritage along the green line, Beirut incorporating images, maps, video and 3D material. This output is not about the creation of these individual types of content but about the presentation of multiple sources of information in an easily accessible and engaging format that informs visitors and locals alike.

As all the groups are working on separate format outputs but for the same Cultural Heritage sites, all groups are expected to collaborate and share their work so as to present a cohesive set of outputs that present a cultural heritage site.

There are four case studies distributed to four groups
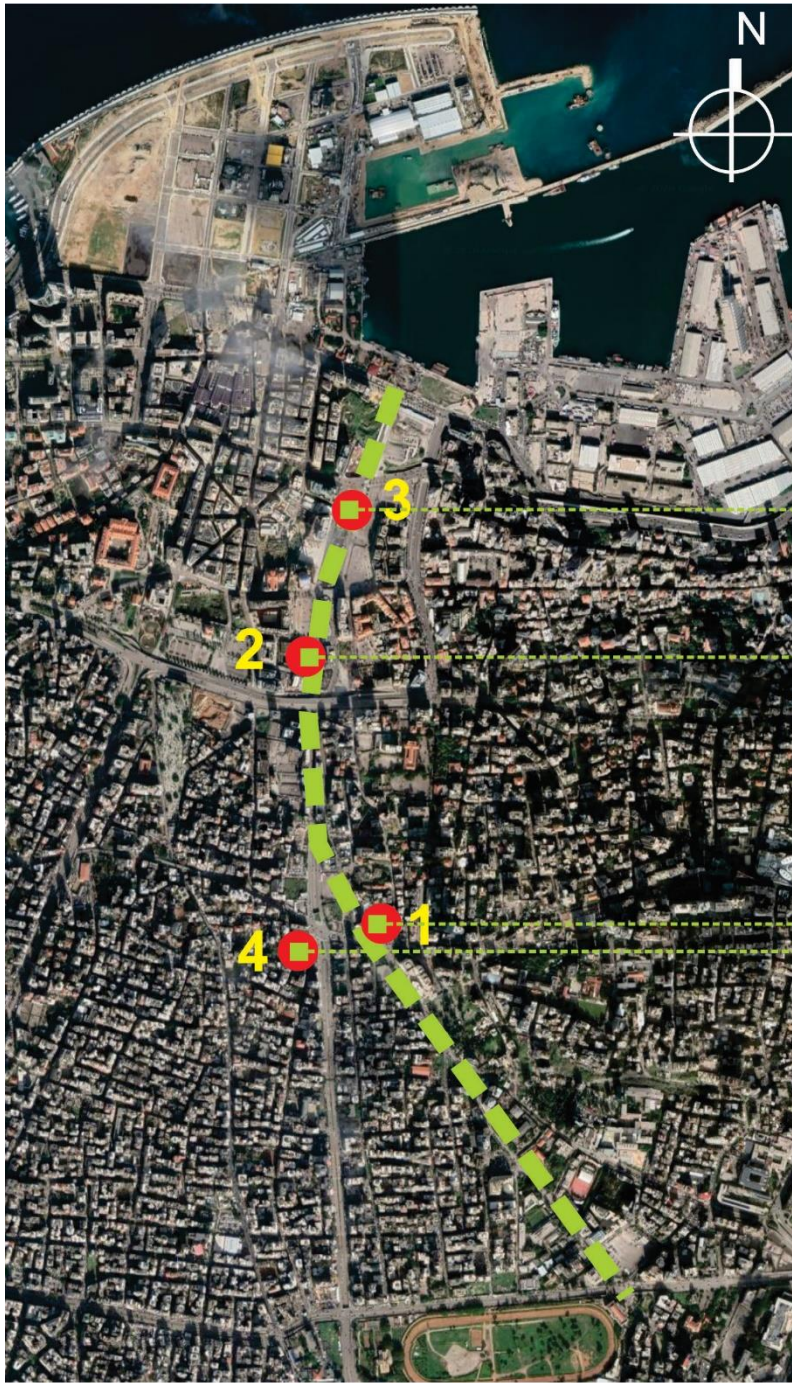
4 Case studies
Beirut

3 Martyr's square

2 Beirut city centre (the egg)

1 Beit Beirut as a living example

4 Local residential houses

4 Local residential houses

Deadline for outputs submission to project team: **Wednesday 20th May 2020**