

Visual encoding of a 3D virtual reconstruction's scientific justification: feedback from a proof-ofconcept research

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# 3D virtual reconstructions / graphic encoding / plausibility

Yet another attempt to increase the interpretability of 3D models



(a move towards *realism*, i.e. the expression of doubts, of *reasons to think this or that* ...)

This research's origin : years of experimentation on the graphical and tangible encoding of 'doubts' inside 3D outputs





















analogique (fondée sur période suivante)



niveau de crédibilité Emissive non établi colouring

 $\square$ 



Various spatial granularities, various technologies





#### 14 rules (plus one)

- Each piece of information about the object will be interpreted in order to distribute information among semantic layers called informative scales. . 2
- The representation of an object will allow the user to retrieve data and information that justify the presence of the object at the time and date the representation shows. 8
- For each object, the representation will show what we know that we ignore, and will not contain unfounded affirmations that would not be justified by relevant data. 20

- The theoretical model's implementation will allow the reuse, the comparison and the sustainability of the information on the instances. 38
- 2D/3D model will be the visual answer, displayed thanks to the representation of architectural objects, to a query about our state of knowledge. 50
- 2D/3D models will be calculated in real time so as to reflect our current state of knowledge at query time. 56
- The appearance given to an object will use a set of graphic codes that should be developed in order to visualise the object's underlying information. 62
- The object will be displayed inside 2D/3D models with alternative levels of abstraction depending on both/either the scale and the level of knowledge reached in the investigation process.

- If a 2D/3D model does not produce a gain of insight into the underlying information - it should be considered worthless.

# Ended up with a *best practices* booklet: '14 rules+1'



ideas, principles one can keep in mind if wanting to enhance the readability and reusability of 3Dmodels



http://www.map.cnrs.fr/BlackWhite/PubSc/book\_EN\_FR.pdf



Notre-Dame d'Amiens Move towards *information visualisation* practices, as applied to spatio-historical datasets – abstraction, large information spaces, focus on the time parameter



# 12<sup>th</sup> c.



14<sup>th –</sup> 15<sup>th</sup> c.



# 18<sup>th</sup> с.

An issue reinvestigated in the context of a wider research programme focusing on methodological aspects such as reproducibility, traceability of research workflows

Three main reasons for this new attempt:

- new technological setups (3D js libraries, collada, etc.)
- A pre-existing set of 3D models (four synchronic states) produced by the LAT team, sort-of dead branch, needing repurposing, and acting as a test bench
- Finally, the idea that repurposability and interpretability are coming forward as part of the research agenda in heritage studies





# 12<sup>th</sup> c.



An issue reinvestigated in the context of a wider research programme focusing on methodological aspects such as reproducibility, traceability of research workflows

This to say that the result I am presenting here should be understood basically as a prof-of-concept experiment, a way to question ourselves on "why not (re)dig a bit further into the question of what a 3D model can say, and be used for?







#### Outline

1. The case study: Marmoutier's monastic hostelry (built 1179-89)

## 2. This research's core contributions

justification matrices : a model for assessing 'plausibility'
Graphic encoding: mapping visually (in 3D) a plausibility analysis
3D models reusability : segmentation and repurposing of 3D components

3. The prototype : interaction modalities

4. One step beyond: (visual) patterns of information

• The cumulative matrices concept

• Application: chronological patterns, typological patterns

## 5. Limitations and conclusion

• A proof of concept experiment - more data is needed

 Rethinking the *information spaces* connectable to 3D datasets seen as pivot linkage between analytical layers – a way to enhance the interpretability of 3D scenes, as well as the repurposability of 3D components.





**Case study:** The Marmoutier abbey, place chosen by Martin, bishop of Tours from 371 to 397 for his retreat and attracted to him disciples who gave rise to the first or second monastic community of the West.

An architectural ensemble widely destroyed / dismantled during the revolution and in the early 19 th century

> Archaeological research conducted since 2004 by the LAT team





The monastery before the destruction of the 19th century. Elevated view from Marmoutier Abbey from the east, 1699, Gaignières Collection (BNF VA 407 (1) FT 4-H-183734)



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A focus on the hostelry, still partly in elevation - Today preserved on 20m of length, it originally measured 55m (widely transformed / damaged)

> Excavation campaigns / archaeological research since 2006 but also 'wide public' 3D simulations corresponding to four temporal slots

As a result, 3D models that face us with a twofold challenge : reusability (technical challenge) and interpretability (justification behind the shapes proposed)









**E.Lorans** X.Rodier O.Marlet G.Simon





# **Core contributions (1)**

Sesame

2

justification matrices : a model for assessing 'plausibility'

Levels of uncertainty	1	2	3
Existence	Presence on the model because elements still fully or partially elevated in reality	Presence on the model on the basis of symmetry, composition arguments, etc.	Possible presence on the model
Position	Position on the model, attested because elements still fully or partially elevated in reality	Position on the model on the basis of symmetry, composition arguments, etc.	Possible position on the model
Shape	All the information to restore a form is available. (Complete archaeological)	Only part of the information used to restore a shape is available.	Possible shape on the model
Dimensions	All dimensions of the element or a large part are known	Some of the dimensions of the element are known	No dimensions are known



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2

ANR

Levels of uncertainty	1	2	З З (I S	hree columns for doubt' valuation numerical; in this lide we show what
Existence	Presence on the model because elements still fully or partially elevated in reality	Presence on the model on the basis of symmetry, composition arguments, etc.	Possible presence on the Commodel	each cell corresponds to)
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ANR

Levels of uncertainty	1	2	3	
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Position	Position on the model, attested because elements still fully or partially elevated in reality	Position on the model on the basis of symmetry, composition arguments, etc.	A fourth column added at implementation time : « not yet assessed »	
Shape	All the information to restore a form is available. (Complete archaeological)	Only part of the information used to restore a shape is available.	Possible shape on the model	
Dimensions	All dimensions of the element or a large part are known	Some of the dimensions of the element are known	No dimensions are known	



ANR







A matrix is attached to each element in the 3D model, so that its values can be used to control the element's apperance







ANR

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### Core contributions (2)

Graphic encoding: mapping visually (in 3D) a plausibility analysis







#### The prototype : interaction modalities

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#### The prototype : interaction modalities









## One step beyond: (visual) patterns of information

The cumulative matrices concept

The idea: going beyond the reading of one architectural element, or one synchonic state.

Buttresses vs. openings ?

State 1 vs. State 3?

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### One step beyond: (visual) patterns of information

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SESAMES ANR-18-CE38-0009-01 project | formalization of inferences, observed > rendered passage | March 2023 | Legal Notice| optimised for the Google Chrome browser FR/EN



## One step beyond: (visual) patterns of information

ANR





Typological analysis Two architectural types, two divergent patterns ANR

# 3 Cumulati

### Cumulative matrices by architectural type: comparison





Buttresses

Lancet windows







Archaeological phasing of the south façade

 The plausibility analysis was carried out a posteriori (several years after the creation of the 3D models), and not by the 3D models' creators : what we present is a method, not conclusive results on this specific case.

 An evaluation of the applicability/efficiency of the matrix itself would be needed

 The model's discretization is architecture-based – potentially a bias (although a grouping mechanism has been tested)

 The graphic encoding is not really far-fetched – colours, mainly, some research on that aspect could be welcome too

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#### Limitations and conclusion

• The technology, and the research agenda, may open an opportunity to rethink the *information spaces* connectable to 3D datasets, to

enhance the interpretability of 3D reconstructions, as well as the repurposability of 3D

components.



http://anr-sesames.map.cnrs.fr/viewer\_ply\_dxf/SESAMES\_Justifieur/application/SESAMES\_Justifieur\_Bilingue.html

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