

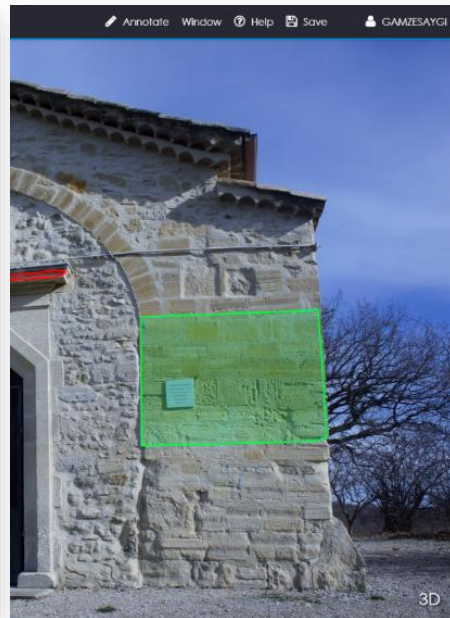
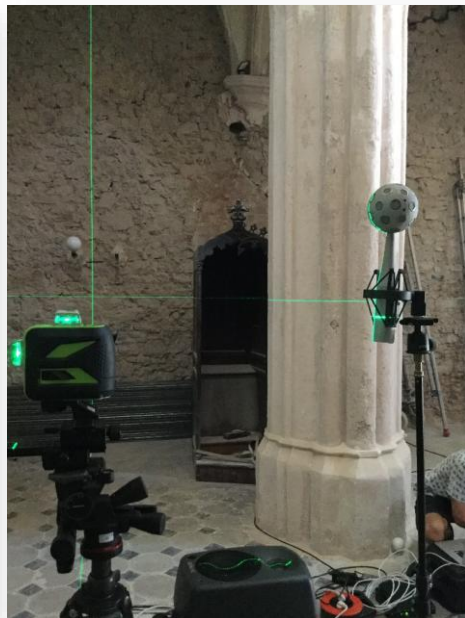


J.Y Blaise, I.Dudek
UPR 2002 CNRS MAP (Models and
Simulations for Architecture and Heritage)

The unit's scientific profile
Our profile as researchers
Contribution(s) to PlaceMUS XR
Key projects – inspiration
Staff involved



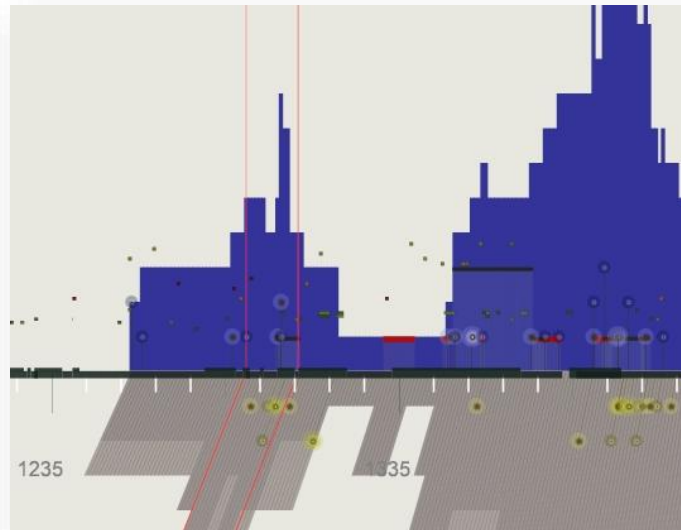
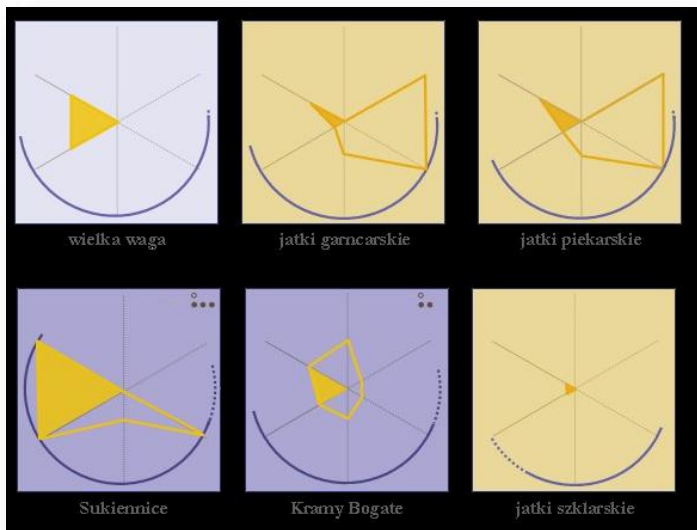
www.map.cnrs.fr



The MAP research unit's **object of study**: heritage, with a focus on the *architectural heritage*

2 main fields of activity

Surveying techs and methods, 3D data post-processing pipelines (the «asset» seen as a physical entity – geometry, colours, etc. – and observed as a synchronic entity)



Information visualisation (the «asset» seen as an anchor for heterogeneous information sets, unevenly distributed in time – and observed as a diachronic entity that may not exist any more)



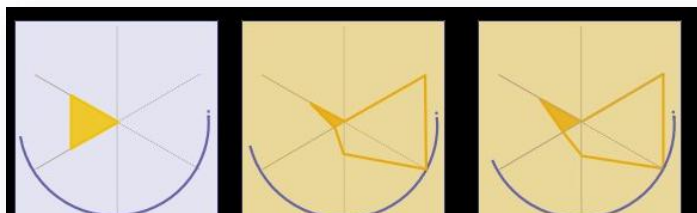
Data acquisition, analysis and interpretation of 'reality'



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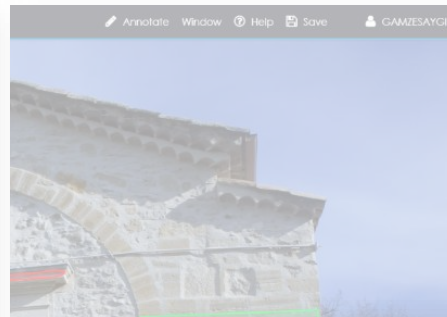
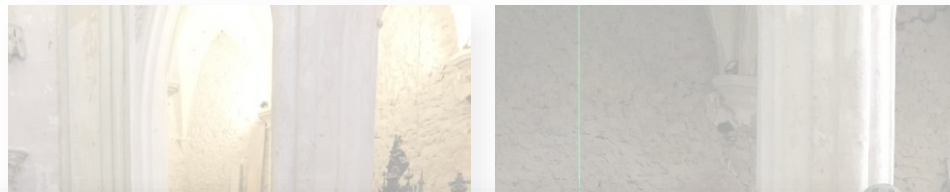
Surveying techs and method, 3D data post-processing pipelines (the «asset» seen as a physical entity – geometry, colours, etc. – and observed as a synchronic entity)



Structuring and interpretation of (indirect) hints about (past) realities



Information visualisation (the «asset» seen as an anchor for heterogeneous information sets, unevenly distributed in time – and observed as a diachronic entity that may not exist any more)



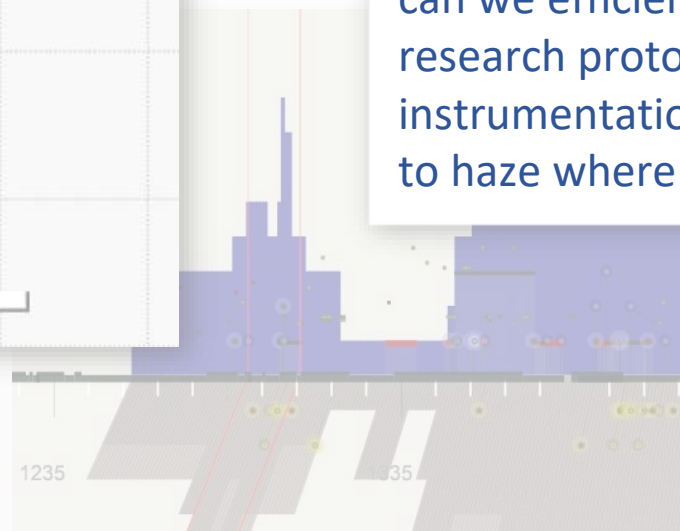
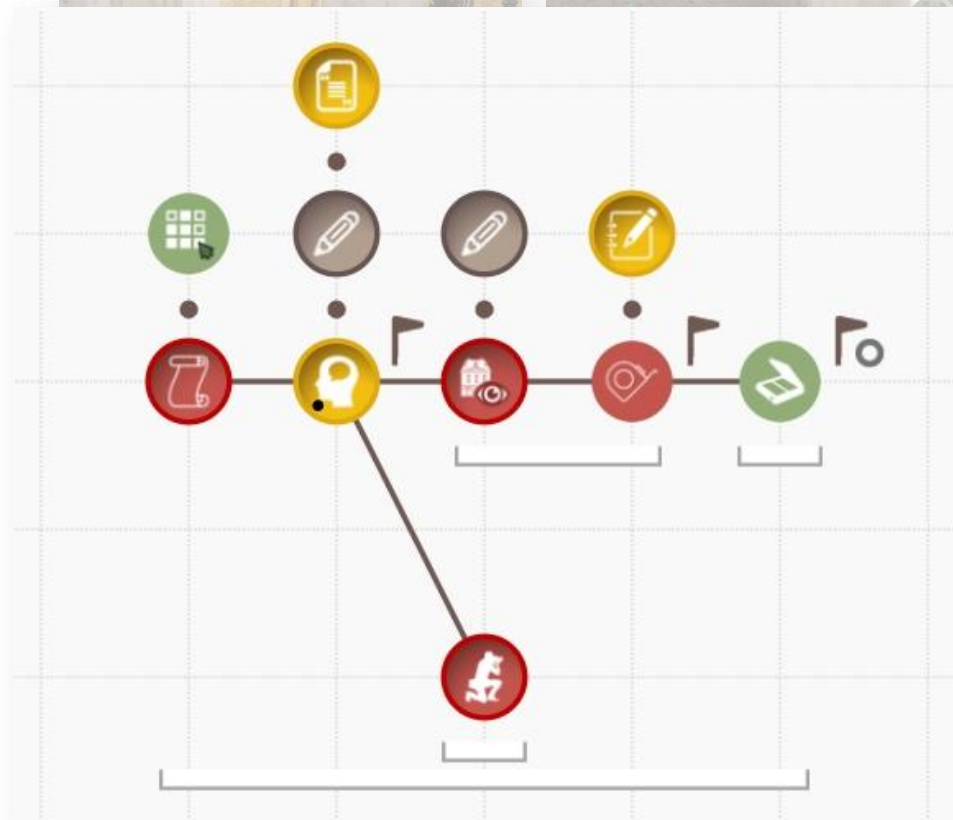
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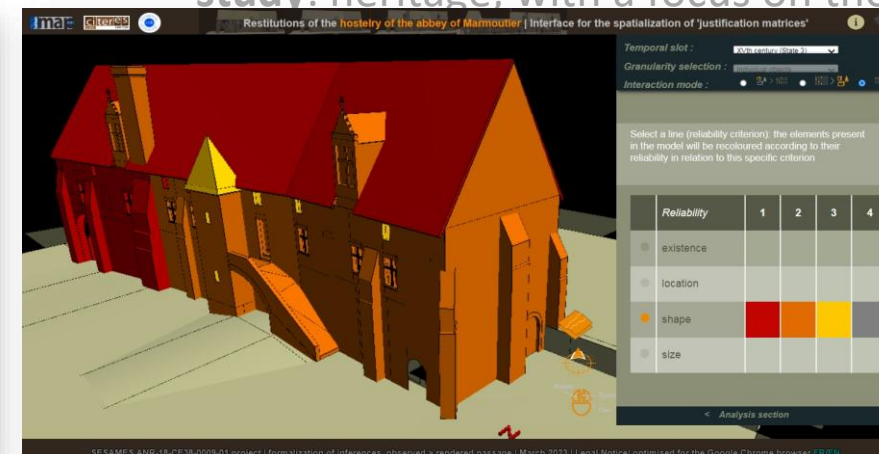
With, bridging those two fields of activities, a growing scientific concern for workflows traceability (reproducibility, verifiability, ..) issues

In other words a 'quest' for better practices : how can we efficiently and on the long run document research protocols, at a time when the instrumentation (computer-based solutions) tends to haze where the decisions are taken and why?

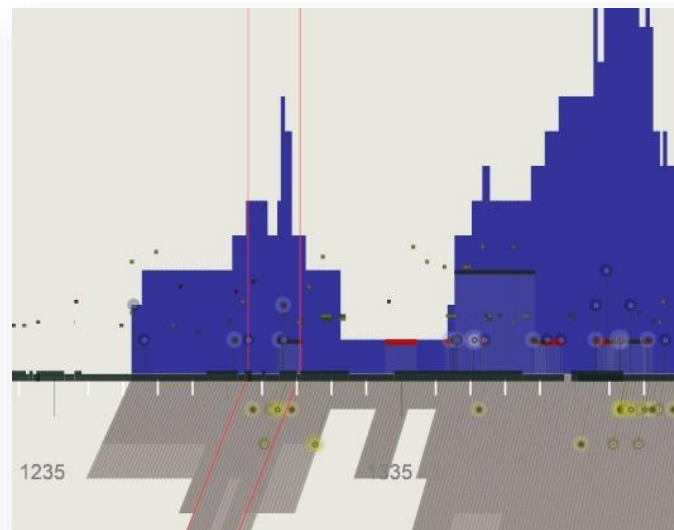
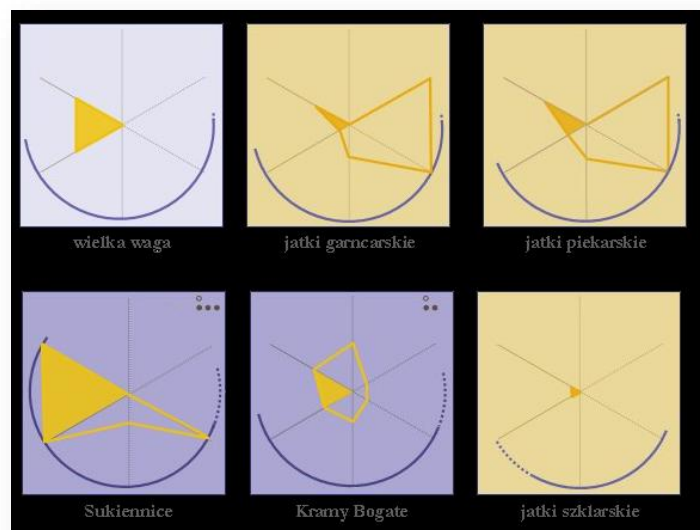
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The MAP research unit's **object of study**: heritage, with a focus on the



observed as a synchronic entity



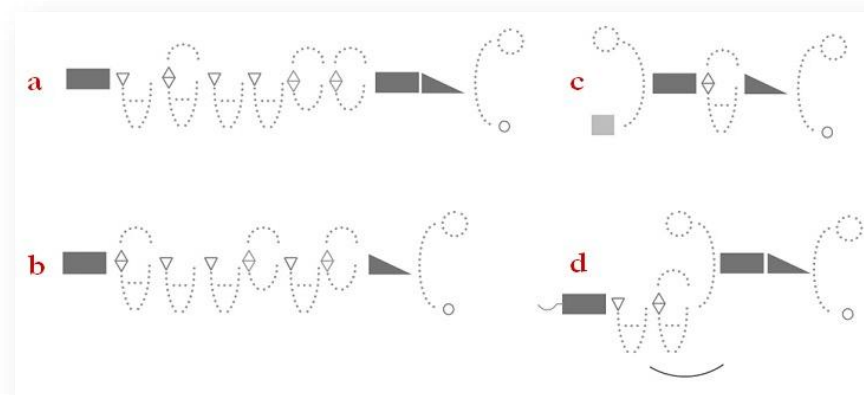
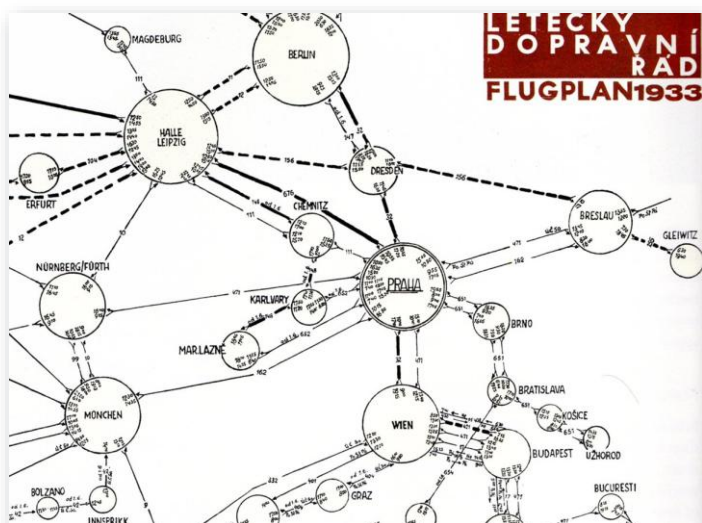
Information visualisation (the «asset» seen as an anchor for heterogeneous information sets, unevenly distributed in time – and observed as a diachronic entity that may not exist any more)

The Information visualisation (InfoVis) research line

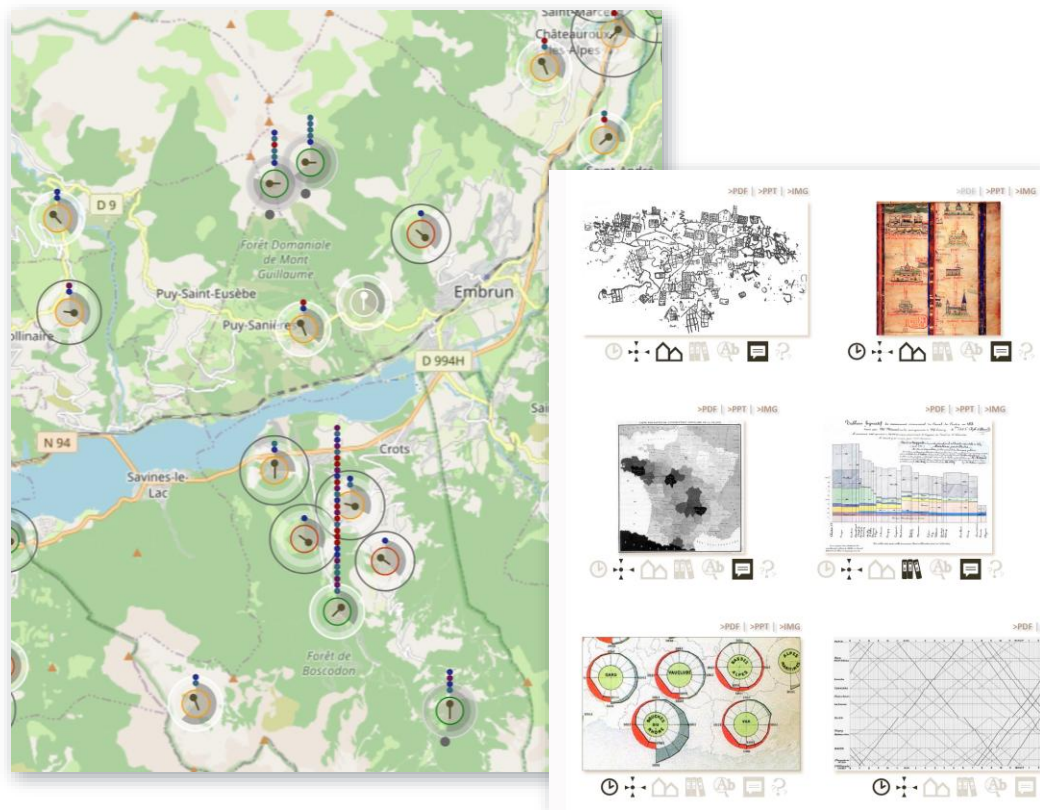
In the context of PlaceMUS we will build on two legacies/practices

Thematic cartography / geovisualisation – distributing information in space so as to analyse trends, exceptions, etc.

Handling of time-oriented data – in our case diachronic analyses – distributing information in time, with for us a challenge to deal with «imperfections» - contradictions, lacks, interpretations, etc. – a marker of historical sciences



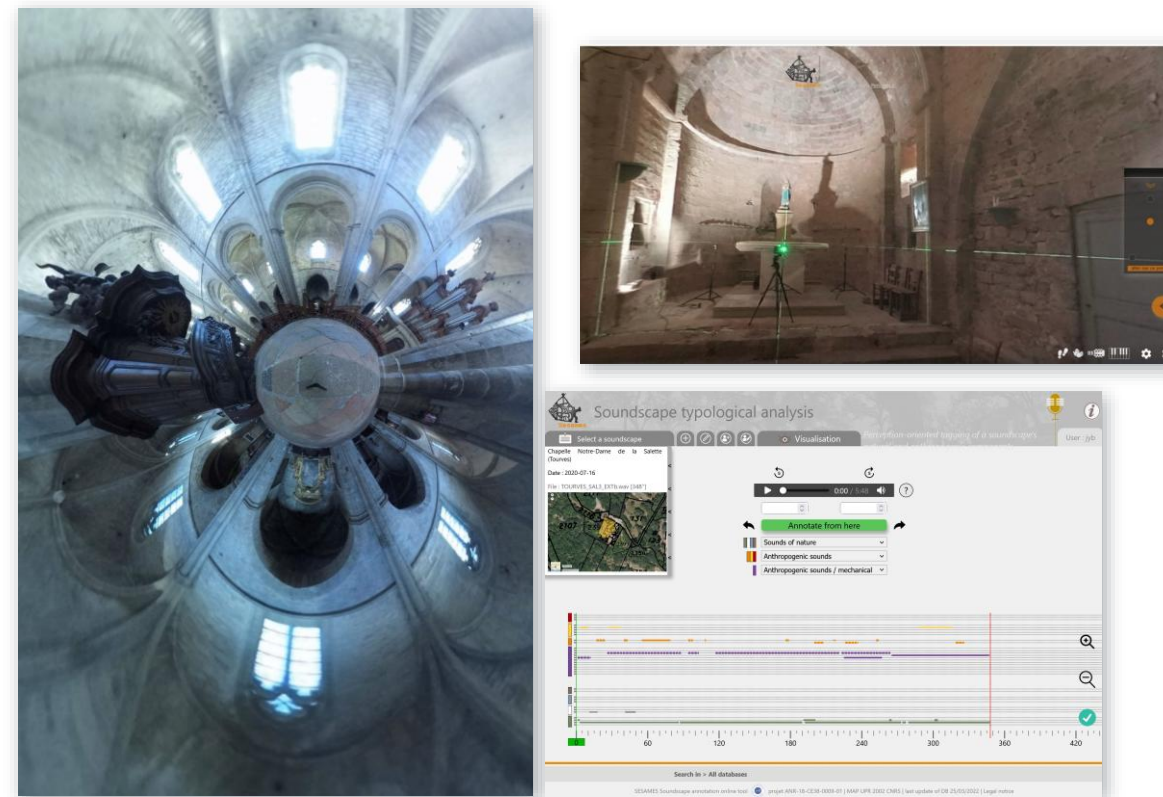
A generic geovisualisation solution



A web based cartographic component with
« narrative layers »

*Key challenges : data selection / model, options to
investigate such as soundwalks techs*

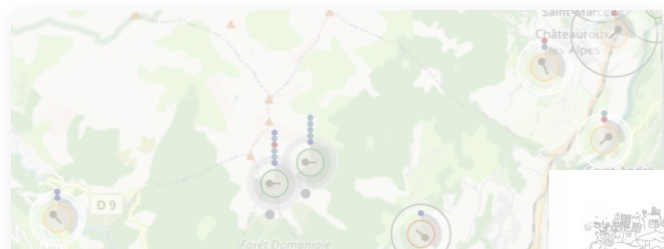
The Krakow case study



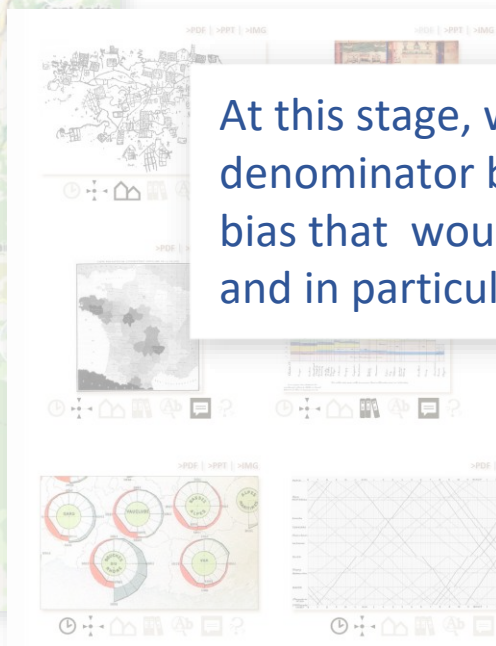
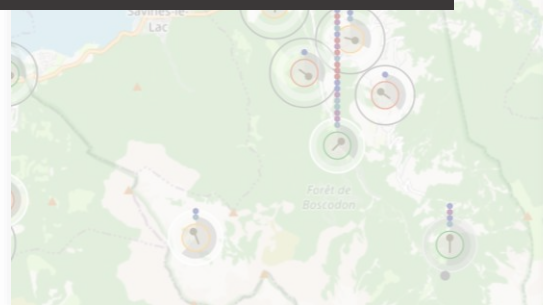
Visual mapping of acoustic data (soundscapes, simulations)
Sonification of quantitative information in relation to
architecture and history

*Underlying challenges: Data acquisition protocols, mapping
strategies*

A generic geovisualisation solution



Provide experiences of *places of music* in spots usually inaccessible

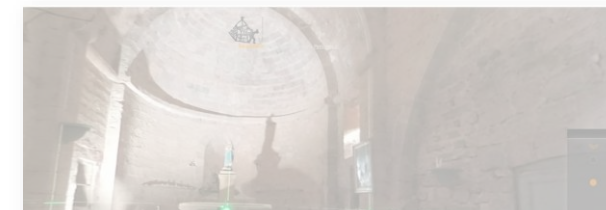
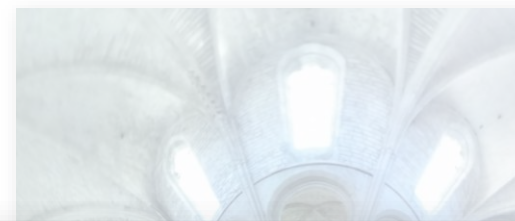


At this stage, what we imagine to be a common denominator between these lines is a narration bias that would rely on the concept of “ubiquity” and in particular on “temporal ubiquity”

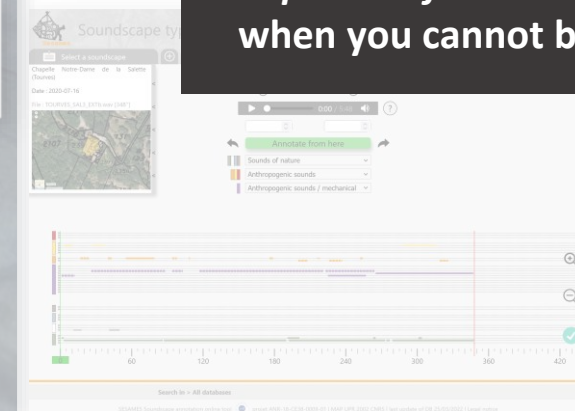
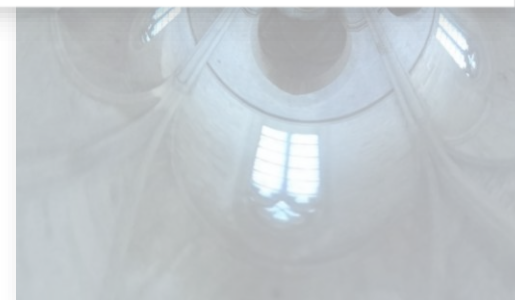
A web based cartographic component with
« narrative layers »

Key challenges : data selection / model, options to investigate such as soundwalks techs

The Krakow case study

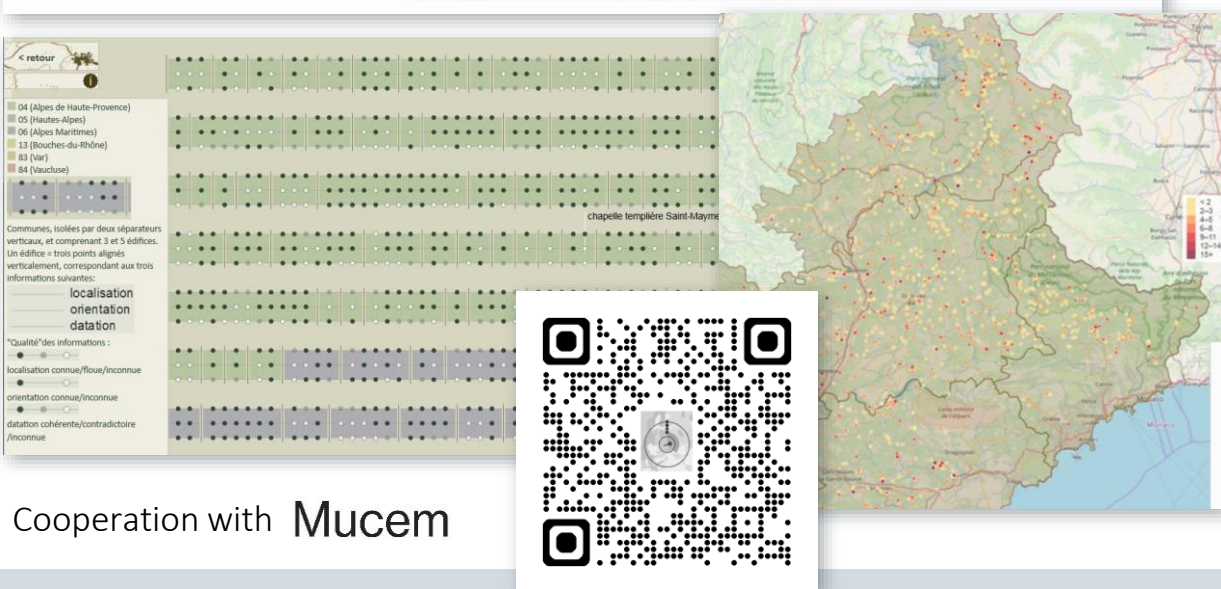
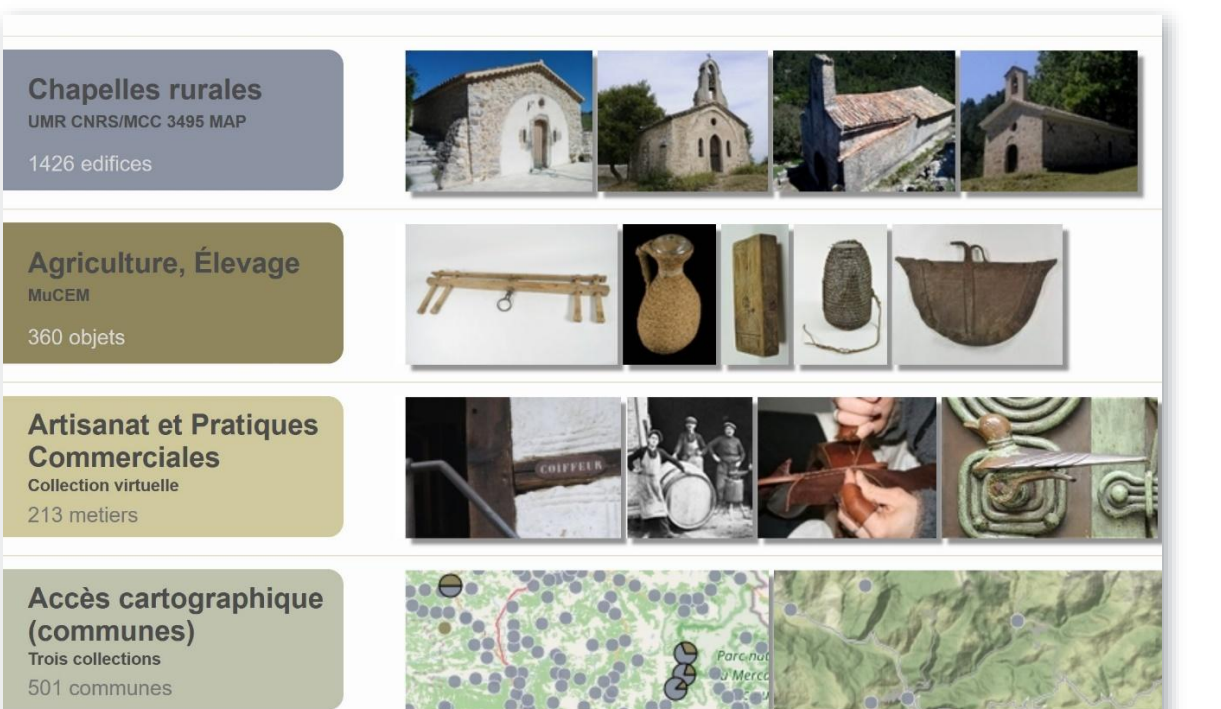


Provide experiences of *places of music* at times when you cannot be there



Visual mapping of acoustic data (soundscapes, simulations)
Sonification of quantitative information in relation to
architecture and history

Underlying challenges: Data acquisition protocols, mapping strategies



Cooperation with **Mucem**

Territography

A research on how citizen contributions can impact the documentation of minor heritage assets and help raising public awareness

Connections with PlaceMUS

- *Heterogeneous data and information sets associated with locations, places (online sources, geoinformation, dates and durations, etc.)*
- *Harvesting of online content (citizens as data producers – in practical terms referencing of autonomous content)*
- *Cartographic components (and other visual products) based on simple web-compliant formats*

Differences

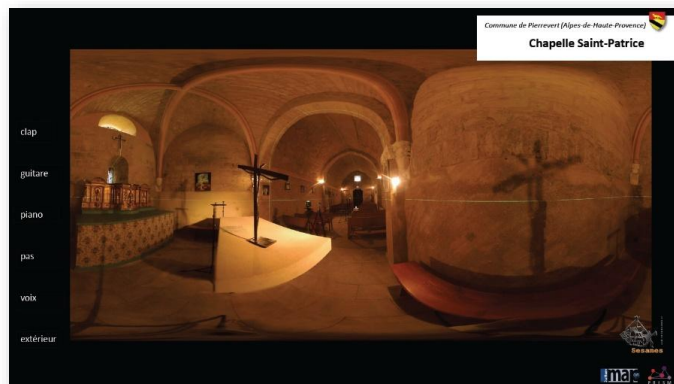
- *A “large data” approach (1426 small-scale rural chapels for instance)*
- *An ambition to analyse collections as such, more than individual items inside collections*
- *Desk-based research (almost no on-site survey campaigns)*

SESAMES

Architectural, acoustic and historical characterisation of comparable edifices (15 rural chapels) with an aim to foster comparative analyses but also to help foreseeing potential reuses (acoustic simulation)

Connections with PlaceMUS

- *An original interdisciplinary survey protocol (and processing chain) combining acoustic and spatial data,*
- *In situ recordings (> impulse responses + soundscapes)*
- *Perception-oriented human tagging of soundscapes*
- *Repurposing of data sets in web applications and other end products dedicated to the wide public – either in the context of dissemination events or as online content*
- *Simulation of how pieces of music would sound in the various interiors (“immersion”)*



1. Sélectionnez une source :

ou

Choisissez votre fichier

Play Stop

2. Choisissez :

la position de la source

votre position d'écoute

3. Mixeur :

Source

0.5 Unmute

Ambiance

0.5 Mute

Micro

0.5 Unmute



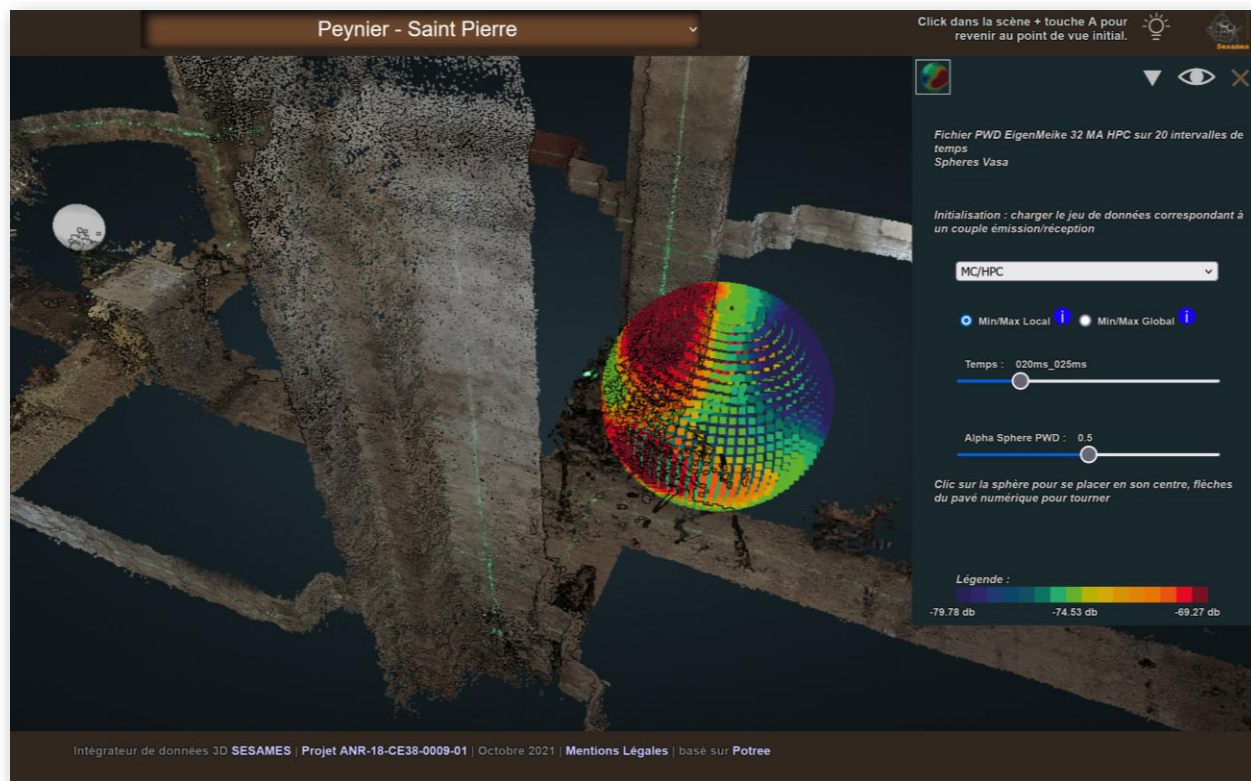
Tourves - Notre Dame de la Salette

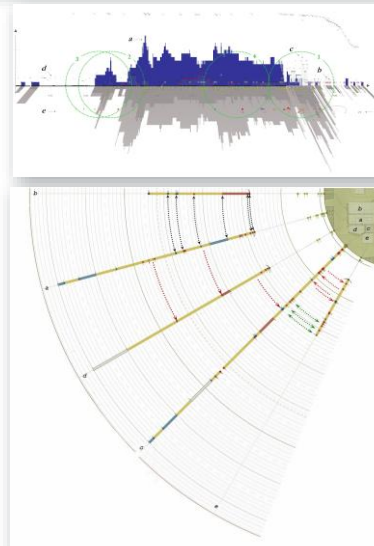
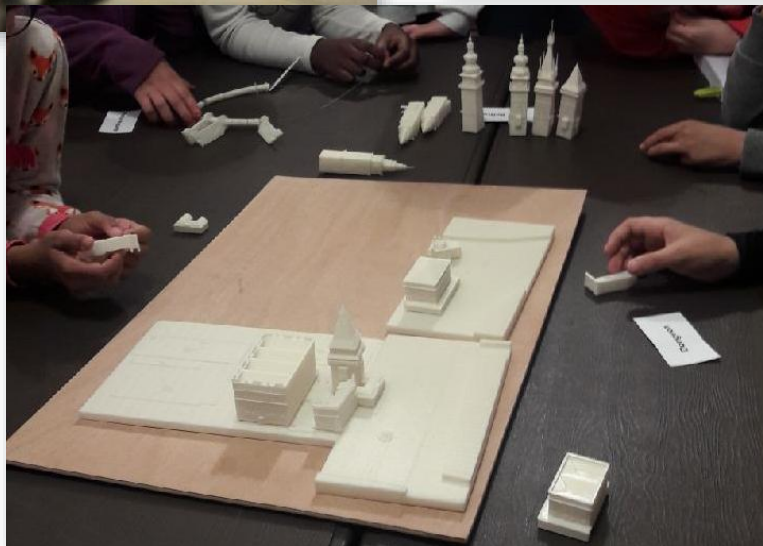
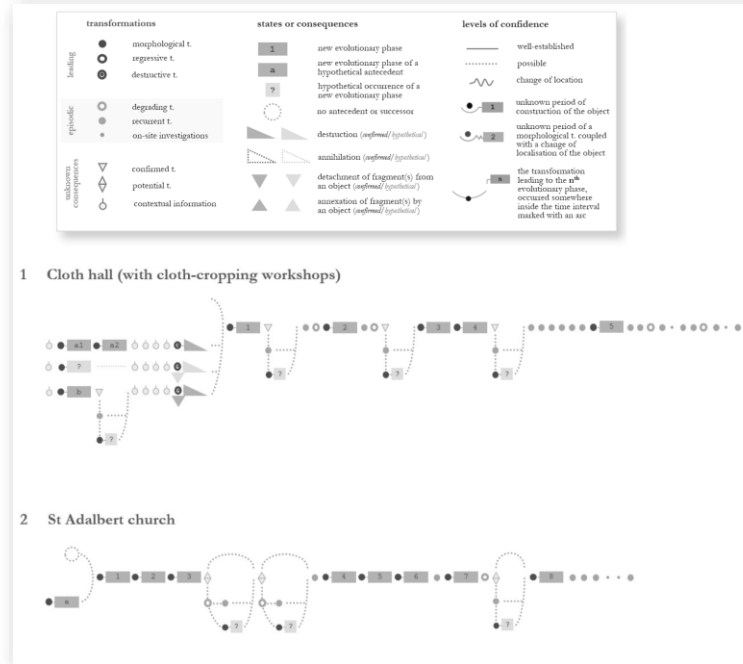
SESAMES

Architectural, acoustic and historical characterisation of comparable edifices (15 rural chapels) with an aim to foster comparative analyses but also to help foreseeing potential reuses (acoustic simulation)

Differences with PlaceMUS

- *A methodological challenge more than a programme targeting the production of cultural assets – a significant part of the project was a technological and/or scientific exploration*
- *3D Point clouds (photogrammetric models produced on the basis of 360° panoramas) used as spatial background for abstract visual metaphors*
- *A vision that the edifice is an instrument in itself, no on-site recordings of musical performances*
- *Low-cost, low-tech protocol tailored to the particularities of the corpus studied (interiors of small scale edifices)*





10 years of research on the city of Krakow's evolution, on changes over time in terms of architecture or urban structures – with a focus on the city's main market area. Over the year we gathered quite a number of information sets, and produced a variety of infovis solutions mostly targeting scientific actors. An exception though – the tangible chronology experiment targeting a wide public including the visually impaired.

Connections with PlaceMUS

- *The city as such, field of experimentation, but also its history, elements of context, etc.*
- *The notion of « urban path » or itinerary quite well suited to the city's layout*



Differences

- *No previous experiences in analysing the musical life of the city, or in acoustic data acquisition there*
- *A shift in scale (size of edifices) as far as survey aspects are concerned*
- *A challenge in terms of « exploitability » (rights issue)*



Staff involved

Iwona Dudek
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Research engineer, acoustic environments
Ariane Néroulidis
Mediation and communication specialist

