



Project background – UrbanHistory4D

Junior Research Group UrbanHistory4D (Sponsor: BMBF, 2016-2021 - completed)

Object: Multimodal access to historical image repositories to support research and communication in urban and architectural history

Sources: Digitized historical photographs, contemporary 3D city model

Multiple research questions:

- historical-architectural perspective (e.g., architectural development of a city)
- methodological perspective (e.g., identification of use cases)
- informational-technical perspective (e.g,





Application - UrbanHistory4D

https://4dbrowser.urbanhistory4d.org/





Project background – Kulturerbe4D

Kulturerbe4D (Sponsor: DBU, 2020-2022)

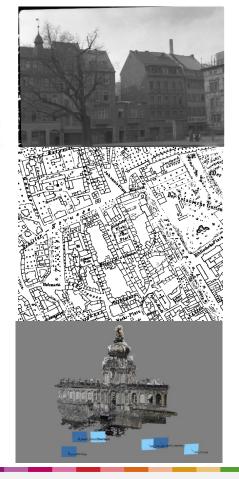


Objective: 4D visualize no more extant historical cityscapes & inform about preservation

Sources: Digitized historical photographs and groundplots as raster data, textual and oral information

Challenges:

- 3D Modelling via extant photogrammetrical algorithms is not working
- 4D modelling of time varying content
- Multimodal content fusion / representation
- Inclusion of user generated content / co-design





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Application – Kulturerbe4D

Work-in-progress

Mobile/Desktop version available via https://4dcity.org/





Next steps

Ecosystem of applications and research approaches (carried out in 5 projects so far):

- City models: Venice, Jena, Dresden
- Adaptive city tours based on the preferences of the user, Information system for museums as 4D interfaces
- School cooperation to enable pupils to develop tours for children
- Multimodal enrichment (detection & aligning of entitites in models, text, images)







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https://4dcity.org/

Thank you for your attention!





