

Time Machine Organisation (TMO)
Spaces Central Station
Gertrude-Fröhlich-Sandner Str. 2-4
Tower C, Floor 8
A – 1100 Vienna

Time Machine Organisation Community Showcase 3D Acquisition, Reconstruction and Applications

Date: 29 May 2026, 10.00 – 16.40 CET

Venue: Online (Link to connect will be shared in due time)

PROGRAMME

10:00 – 10:30 | Opening Session – Welcome and TMO Updates

10:30 – 11:30 | Session 1 | 3D Applications: Accessibility and Public Engagement

Time	Presenter	Title
10:30 – 10:40	Rajmonda Jetullahu <i>Cultural Heritage without Borders (CHwB Kosova).</i>	From Field Mapping to Photogrammetric Modeling: The Case of Ulpiana Archaeological Park
10:40 – 10:50	Cordula Hansen <i>XYZ Technical Art Services GmbH</i>	Building Together: Empathetic User-Centred Design Research as a Catalyst for XR Technology Adoption in Small Museums
10:50 – 11:00	Sander Münster <i>Friedrich Schiller University in Jena</i>	An Immersive 4D Information System to Support Citizen Science and Tourism
11:00 – 11:10	Alessia Pignataro <i>Alma Mater Studiorum - Università di Bologna</i>	ARCA: From Open-Source Archaeological Research to Public Engagement with 3D Heritage Content
11:10 – 11:30	Q&A (max 20 mins)	

11:30 – 12:30 | Session 2 | 3D Applications: Storytelling and Interaction

Time	Presenter	Title
11:30 – 11:40	Ilias Halbgewachs <i>TimeLens</i>	Bringing Invisible History Back to Life with TimeLens

11:40 – 11:50	Paweł Marciniak <i>Poznań Supercomputing and Networking Center</i>	PCSS Viewer – 3D Cultural Heritage Data in a Browser
11:50 – 12:00	Isidora Djurić & Stanislava Jovanović Mindić <i>Faculty of Technical Sciences, University of Novi Sad</i>	2x3D Cultural Heritage Visualization (2x3DCHV) – A Case Study of the Gallery of Matica Srpska, Serbian National Gallery
12:00 – 12:10	Jordi Sabater-Mir <i>Artificial Intelligence Research Institute (III A) of the Spanish National Research Council (CSIC)</i>	A Framework for Historical and Archaeological Recreations
12:10 – 12:40	Q&A (max 20 mins)	

12:40 – 14:00 | Lunch Break

14:00 – 14:10 | Welcome Back

14:10 – 15:10 | Session 3 | 3D Documentation: Sources, Loss and Memory

Time	Presenter	Title
14:10 – 14:20	Nadya Stamatova <i>Architectural Spies EOOD</i>	Augmented Reality as a Mediator of Collective Memory and a Framework for Source-Based 3D Reconstruction of Lost Urban Heritage
14:20 – 14:30	Francesca Condorelli <i>Free University of Bozen</i>	Reconstructing the Unseen: AI-Driven 3D Modelling of Cultural Heritage from a Single Image
14:30 – 14:40	Manik Tadevosian <i>TUMO Center for Creative Technologies</i>	The Armenian Heritage Scanning Project
14:40 – 14:50	Sagal-Louise Haidere <i>Somali Architecture</i>	Architecture and Migration: 3D Documentation of Mogadishu's Built Heritage as a Tool for Diaspora Reconnection
14:50 – 15:10	Q&A (max 20 mins)	

15:10 – 16:10 | Session 4 | 3D Acquisition, Reconstruction and Methodology

Time	Presenter	Title
15:10 – 15:20	Santiago Alejandro Ortiz Hernández <i>Universitat Politècnica de València (UPV)</i>	Comparative Digital Reconstruction Using Photogrammetry and Low-cost Methodologies: The Siecha Chapel (Colombia)
15:20 – 15:30	Masumeh Eskandari Sani <i>University of Padova</i>	From Data to Reconstruction: Applying the Extended Matrix Methodology to the Roman Forum of Sarmizegetusa
15:30 – 15:40	Marcus Popplow, Erika Érsek, Michael Hascher <i>Karlsruhe Institute of Technology</i>	Mechanical Devices as Cultural Monuments – an E-Heritage Project
15:40 – 15:50	Fernando Vilariño <i>Computer Vision Center, Universitat Autònoma de Barcelona (Spain)</i>	Citizens Co-Creating the City's Digital Cultural Heritage: Scanning in 3D the Sant Cugat's Monastery Romanesque Capitals
15:50 – 16:10	Q&A (max 20 mins)	

16:20 – 16:40 | Closing Remarks