Patrimalp, Science of Heritage: perspectives on cultural artworks

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Development of an integrated and interdisciplinary heritage science

**CHALLENGES**

Patrimalp aims to:
- Develop an interdisciplinary scientific community at the heart of Univ. Grenoble Alpes
- Create innovative heritage research methods
- Initiate an interdisciplinary academic course on heritage
- Support heritage and culture policies

Carrying out these goals will strongly contribute to the attractiveness and international outreach of Univ. Grenoble Alpes.

**A cross-disciplinary project**
- history of art
- archaeology
- material sciences
- geosciences
- restauration and conservation
- computing sciences
- geography

**Case studies**
- Antic Theater of Lyon
- Epigraphical stone of Vaison-la-Romaine
- Saint-Michel de Connexe Priory
- Costumes and Jewelleries in the Alps
- Brocades transposed Neolithic rock art sites (Rocher du Château, Trou de la Féclaz)

**Time and space**

The innovative approach developed by Patrimalp consortium is based on carefully selected case studies carried out in the West Alpine region and Rhône corridor, from the Neolithic period to the pre-industrial period.

**WP1 - Raw matter resources and contextualisation**

- **PURPOSES:**
  - Identification of raw materials used in the processing of artefacts
  - Socio-ecosystemic contextualization of raw material strategies and rock art production

- **SCIENTIFIC APPROACH:**
  - Historicography of artefact
  - History of artefact (primary and secondary sources, workshops, treatises, literature)
  - Form and creation life
  - Artistic cartography

**WP2 - Materials, manufacturing process and alteration**

- **PURPOSES:**
  - Identification of « clues » inside the matter
  - Understanding their manufacturing and alteration

**WP3: History, life and trajectories of artefacts**

- **PURPOSES:**
  - Artefact story in native cultural context
  - Understanding the artefact as artistic and cultural technical clue
  - Spatial and temporal following tracks

**WP4 - Modelling and interconnected visualisation of cultural heritage**

- **PURPOSES:**
  - Modelling knowledge and reasoning about heritage artefacts, their components and context
  - Geovisualisation
  - Restitution and Rendering

**VISUALISATIONS**
- Textures, spatial, chronological, upgradable, interactive, 2D, 3D, augmented reality...

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Contact
patrimalp.pilotage@univ-grenoble-alpes.fr