**Development of an integrated and interdisciplinary heritage science**

**Challenges**
Patriminalp 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
- Restoration and conservation
- Computing sciences
- Geography

Links with heritage institutions

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

**Scientific and technological challenges**

**Time and space**
The innovative approach developed by Patriminalp 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 contextualisation of raw material strategies and rock art production

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

- **Purposes:**
  - Intrinsic analysis
  - Identification and characterization of constituting materials of artefacts
  - Understanding their manufacturing and alteration
  - Cultural heritage matter as a « recorder » of artistic human past activities
  - Identification of « clues » inside the matter

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

- **Purposes:**
  - Artfact 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

**Scientific bottlenecks**
- Reconstitute the different “states” of the artefact
- Develop an ultimate integrated physico-chemical analysis of artefacts
- Understanding artefact materials through a selective analysis method
- Dealing with, organising and sustaining heterogeneous multidisciplinary data
- Write the history of artefacts
- Production of a common story of the artefact across the time in its environmental and cultural context

**Visualisations**
- Textures, spatial, chronological, upgradable, interactive, 2D, 3D, augmented reality…


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