Patrimalp, Science of Heritage: perspectives on cultural artworks

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

**CHALLENGES**

Patricalp 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
- anthropology
- material sciences
- geosciences
- restoration and conservation
- computing sciences
- geography

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

**Scientific and technological challenges**

- 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

**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**
- Historiography 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:**
- Intrinsic analysis
- Identification and characterization of constituting matters of artefacts
- Understanding their manufacturing and alteration

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

**PURPOSES:**
- Extrinsic analysis
- 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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