CONTRIBUTIONS OF PHOTOMETRY TO THE 3D-DIGITIZATION OF HERITAGE

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NEED FOR 3D-DIGITIZATION

Three main objectives in 3D-digitization of cultural heritage:

• Conservation of the remains

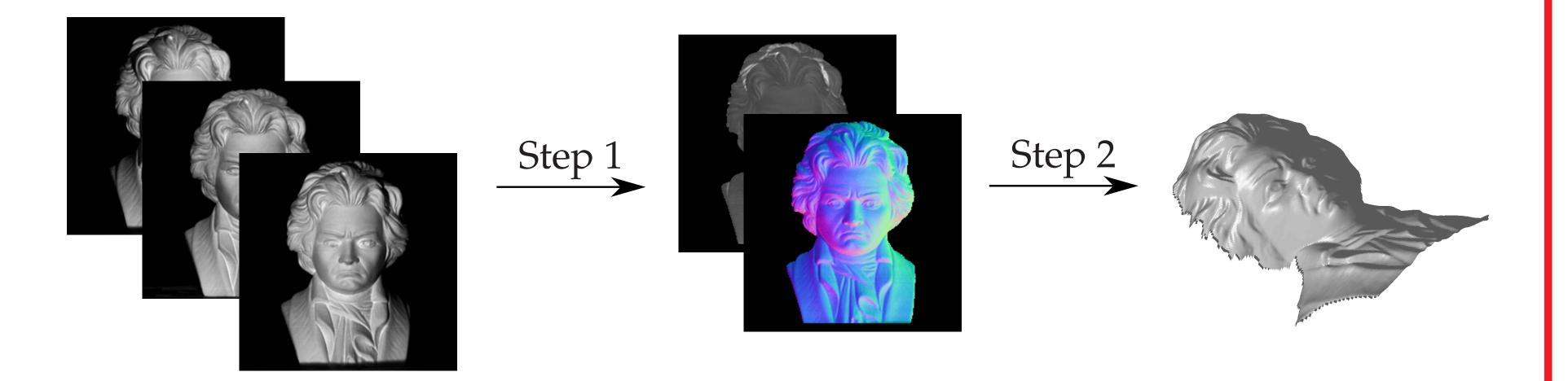
3D-SCANNING TECHNIQUES USED IN ARCHAEOLOGY

- Lasergrammetry and photogrammetry: reconstruct the scene in 3D, but not precise enough for micro-reliefs.
- Reflectance Transformation Imaging (RTI): highlights the micro-reliefs by simulating a grazing light, but without reconstructing them.

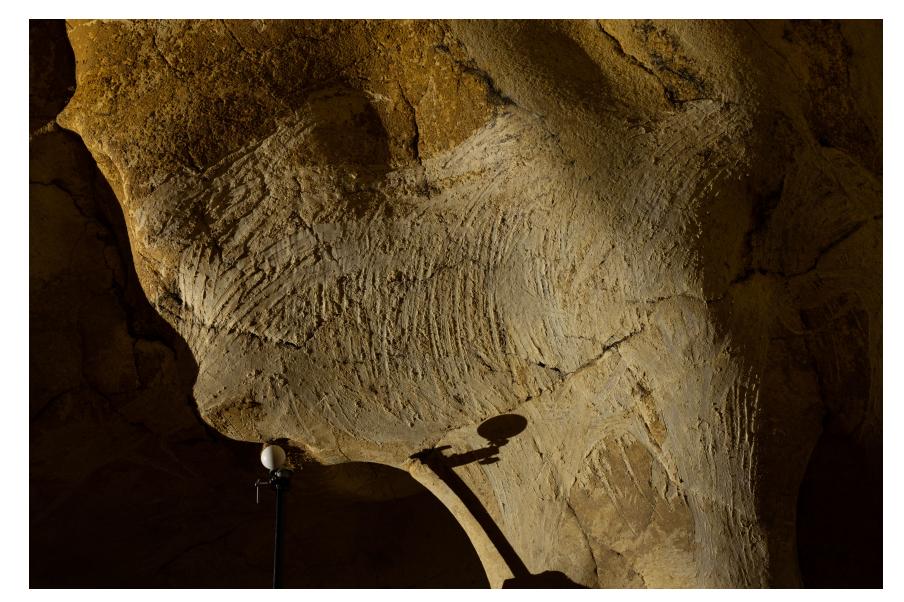
- Analysis of the artifacts
- Transmission of heritage
- Contribution: adapting photometric stereo to archaeology reconstruct micro-reliefs.

PHOTOMETRIC STEREO (PS) [1]

- Goal: from *m* images I^i and *m* light vectors s^i , estimate a depth map *z*.
- Lambertian model: $I^i = \rho \times \mathbf{s}^i \cdot \mathbf{n}(z)$
 - Greylevel Albedo Shading
- Two-step pipeline: normal and albedo maps estimation, then normal integration.



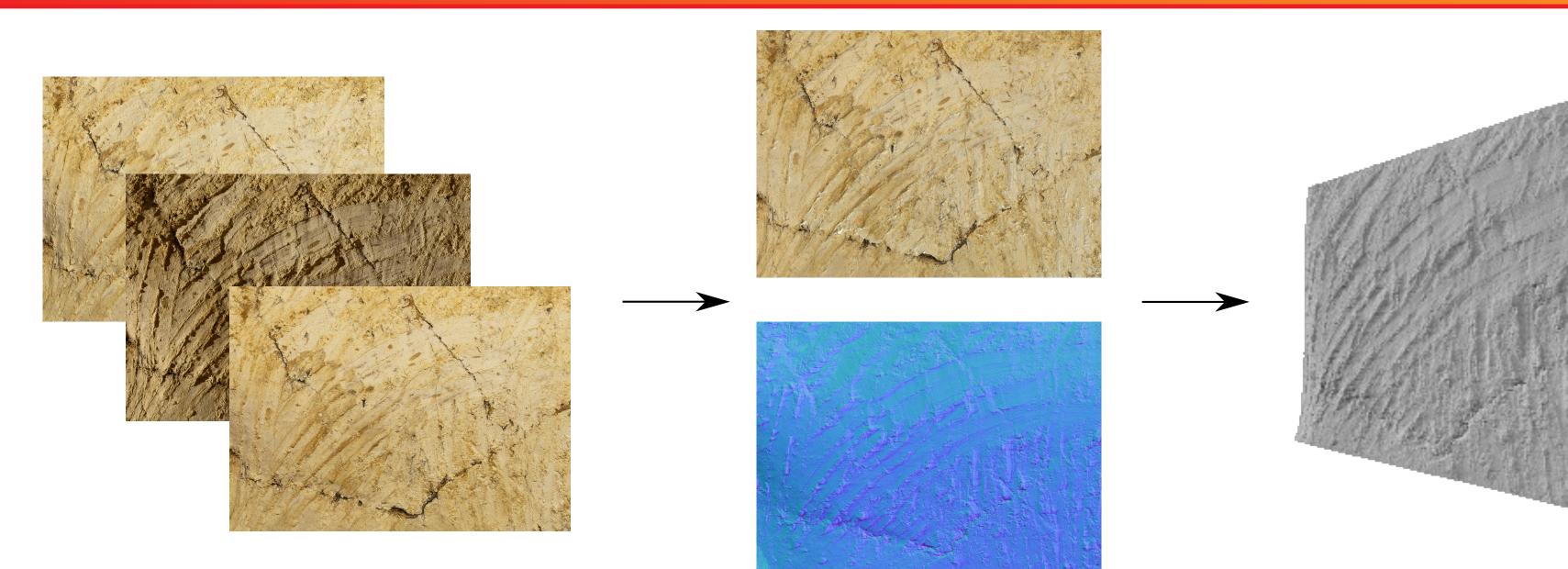
LIGHT CALIBRATION



"Panneau des Mammouths raclés": A white sphere is used for light calibration.

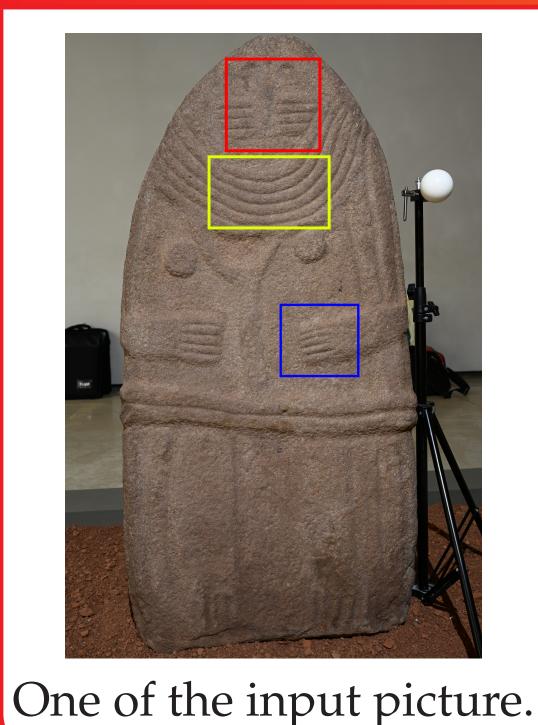
ZODIACAL TABLET

CHAUVET-PONT-D'ARC CAVE



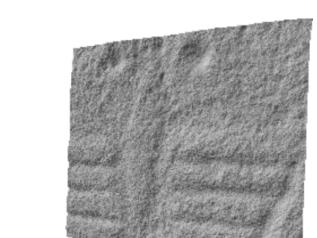
From left to right: Zoom on three pictures of the "Panneau des Mammouths raclés"; estimated albedo and normal map; reconstructed depth in perspective view.

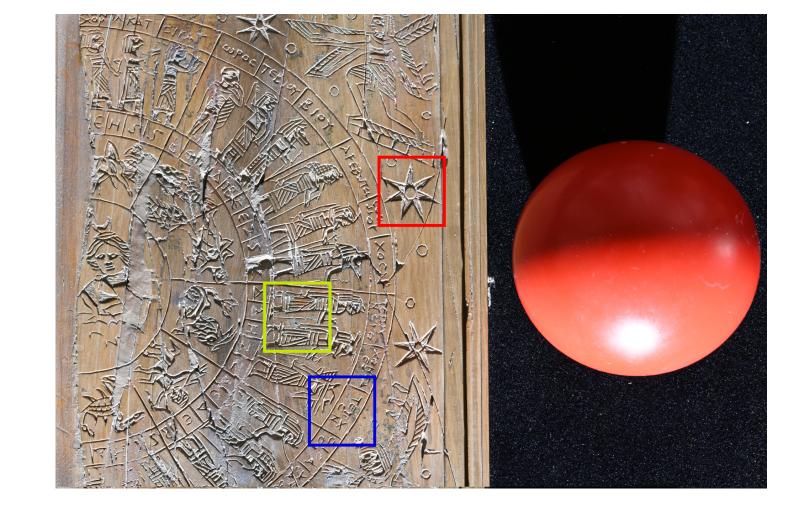
"DAME DE SAINT-SERNIN" STATUE-MENHIR





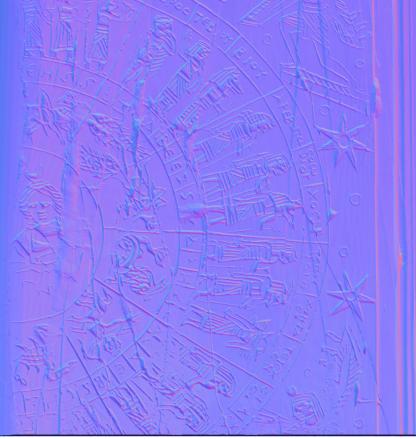






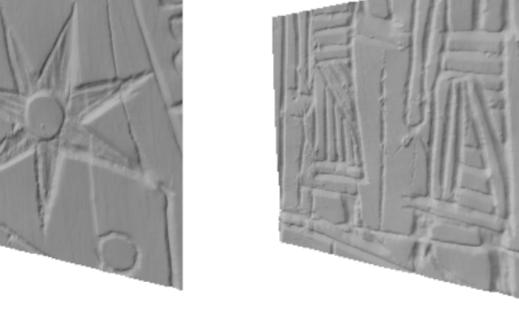
One of the input pictures.

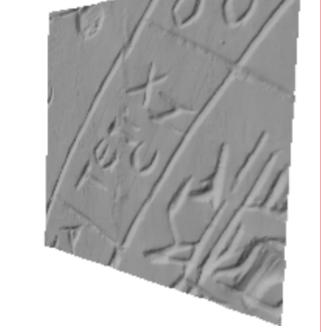




Estimated albedo and normal map.

Estimated normal map. Depth map details.





Zooms on the reconstructed depth in perspective view.

CONCLUSION

- Adapting PS to archeology.
- PS: 3D-models + Intrinsic color.
- Accuracy limited by the pixel size.

PERSPECTIVES

- Light calibration without sphere.
- Transforming RTI data into PS data.
- Multi-view photometric stereo.

REFERENCE

1] Durou, J.-D., Falcone, M., Quéau, Y., Tozza, S. A Comprehensive Introduction to Photometric 3Dreconstruction, in Advances in Photometric 3D-Reconstruction, Springer, 2020.