FACOLTÀ DI ARCHITETTURA

DIPARTIMENTO DI STORIA
DISEGNO E RESTAURO
DELL'ARCHITETTURA

SAPIENZA
UNIVERSITÀ DI ROMA

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UNIVERSITÀ DI ROMA

Laboratorio
di Studi Visuali e Digitali
in Architettura

3D MODELING & BIM
Applications and possible future developments

ROME - 21st and 22nd April 2016

Il 2° Workshop 3D Modeling & BIM 2016. Applicazioni e possibili futuri sviluppi si svolgerà a Roma il 21 e 22 aprile 2016. Il Workshop, organizzato dal Laboratorio di Studi Visuali e Digitali in Architettura del Dipartimento di Storia, Disegno e Restauro dell'Architettura con la Facoltà di Architettura – Sapienza Università di Roma, ha lo scopo di raccogliere le riflessioni e gli interessi di ricerca, professionali e formativi intorno alla modellazione 3D ed al BIM in ambito nazionale ed internazionale. Per tale motivo è rivolto agli studiosi, ai professionisti, ai tecnici, ai docenti e agli studenti universitari, con quote di iscrizione differenziate (come dettagliato nella sezione Registration) e riconoscimento di crediti formativi universitari e/o professionalizzanti.

The 2nd Workshop on 3D Modeling & BIM 2016 'Applications and possible future developments' will take place in Rome on 21st and 22nd April 2016. The workshop will be organized by the Laboratory of Visual and Digital Studies in Architecture of the Department of History, Representation and Restoration of Architecture with the Faculty of Architecture - Sapienza University of Rome. It will be a forum to gather national and international opinions and research, professional and training contributions on 3D modeling and BIM. For this reason, it is addressed to academics, professionals, technicians, teachers and students, with different registration fees (as detailed in the Registration Section) and university and/or professional training credits.

Digitization and data Acquisition
Photogrammetry & image-based modeling
3D scanning & digitization (laser, structured light, motion capture, etc.)

Computer Graphics and 3D Modeling
3D modeling (CAD-based and reality-based)
Real + virtual worlds (mixed/augmented reality)
Virtualization of other senses (touch, taste, smell, sound)
Haptic & Multimodal interaction
Local/remote rendering
Innovative interaction systems
Tools for Storytelling and Serious Games
Tools for multimedia or museums installations
Visual simulation of materials
Emerging visualization technologies
Responsive architecture
Visualization and communication
Digital Heritage
3D Printing
Virtual Reconstruction Issues
Use of interactive models

Building Information Modeling
BIM and building
BIM and cutural heritage
BIM and restoration

WORKSHOP 2016