

October, 10th, 2023 / Oral Session

8:30	Registration attendees (opening REACH 23 connection)	
9:00	Greetings by Francesca Fatta (UID president) & Alessandro Luigini (IMG-network Association president) Welcome Greetings by REACH-ID organizers (R. Spallone, A. Giordano, M. Russo)	
Session 1 (chair: R. Spallone – M.G. Bevilacqua)		
9:30	(Keynote 1) Beyond the visuals: future collaboration scenarios between architects and artificial intelligence	A. Pugnale / G. Mirra
10:00	(Keynote 2) Artificial Intelligence in interdisciplinary research domains: case studies and future perspectives	M. Paolanti
10:30	Multidomain Digital Twins for exploring alternative urban and architectural virtual realities	C. Pezzica, N. M. L. Mols, C. Chioni
10:45	Via Porro: reading and inspirations from an urban space	M. L. Falcidieno, M. E. Elisabetta Ruggiero, R. Torti
11:00	Dissemination of geometric and graphic results through the creation of a mobile APP about the lighting effects in the Cathedral of Mallorca	D. Moreno, A. Samper, B. Herrera
11:15	Virtual Coffee Break	
Session 2 (chair: M. G. Bevilacqua & B. E. A. Piga)		
11:45	From digital survey to Extended Reality. Possible uses for the Cathedral of Udine	G. Bertacchi, F. Giacomini, A. Iannucci, L. Cipriani
12:00	The e-Archeo 3D project, an innovative and sustainable cultural proposal based on XR technologies	B. Fanini, S. Menconero, E. Pietroni
12:15	Integrated level design generation methodology for virtual exploration in XR mode	A. Basso
12:30	A point cloud-based multi-platform application to support the conservation project of medieval stone architecture	F. Fiorillo, Y. Lei, F. Fassi
12:45	Immersive technologies for the remote enjoyment of an archaeological complex that cannot be visited: experiments on the Cento Camerelle site in the Campi Flegrei Archaeological Park	R. Florio, R. Catuogno, T. Della Corte, C. Borrelli
13:00	Immersive experience for the contextualisation of Sekhmet statues	R. Spallone, F. Lamberti, J. Auenmüller, D. Calandra, F. Fasano, M. Rinascimento
13:15	Lunch Time	
Session 3 (chair: V. Cera & M. Russo)		
14:30	(Keynote 3) Artificial Intelligence for space weather prediction	M. Piana
15:00	A Simultaneous Multiuser Collaborative Immersive Design Environment: Extended Reality and Digital Photogrammetry for the Valorisation of Heritage Sites	A. Camiz, Ö. Özkuvanci, K. Turhan, B. Sezer
15:15	Evaluation of annotation ambiguity in common supervised Machine Learning classification approaches for Cultural Heritage	V. Croce, V. Cera
15:30	Hybrid construction of Knowledge Graph and Deep Learning experiments for Notre-Dame de Paris' data	K. Réby, A. Guillem, L. De Luca

15:45	Close Range Photogrammetry VS/AND Neural Radiance Fields: analysis and comparisons	A. Cardaci, P. Azzola, J. F. Sinani Arcienega
16:00	Assessing In-Motion Urban Perception Through Place Pulse 2.0	S. Lou, B. E. P. Piga, G. Stancato
16:15	Virtual reconstruction, museography, and VR/AR communication in Design for Heritage	F. Caliarì, R. Spallone, F. Lamberti, E. Giovannini, F. Natta, A. Luca Diatta, G. Allegretti, J. Fiorenza, F. De Lorenzis
16:30	Virtual Coffee Break	
Session 4 (chair: A. Luigini & R. Spallone)		
17:00	Virtual and mixed reality for the enhancement of an absence. The case of Artemis statue	M. Ciammaichella, G. Liva, M. Rinelli
17:15	Interactive Museum Mobile Application on Artworks	D. Bazazian, M. Varga
17:30	2 World War landing on Elba Island: a serious game reconstruction	T. Emler, A. Caldarone, A. Fusinetti
17:45	Practical theory: an XR application for scientific technological heritage	G. Tarei
18:00	Digital Imperfection	C. Schmitt, F. Garrido
18:15	Immersive Investigation of the Hypothetical Reconstruction of 1816 Canova's Exhibition in Spirito Santo Church in Bologna	F. I. Apollonio, F. Fallavollita, R. Foschi
18:30	Digital Twin and Artificial Intelligence: matrix automation for design, monitoring, and management of spaces	M. F. Ugliotti, C. D'Addetta, M. Fabbricatore
18:45	Closing first day	

October, 11th, 2023 / Oral Session

8:30	Opening Member connection	
9:00	Meeting REAACH Association (only for REAACH 23 Members)	
10:30	Virtual Coffee Break	
11:00	Registration attendees (opening REAACH 23 connection)	
Session 5 (chair: A. Giordano & C. Santagati)		
11:30	Artificial Intelligence for Archaeological Heritage	A. Cicala, M. Capone, E. Nigro
11:45	AR applied to the tactile models. Museo d'Arte Orientale in Turin: communicating the vaulted system of Palazzo Mazzonis	F. Ronco

12:00	Virtual spaces for knowledge preservation. The digitalisation of the archaeological excavation of Arsinoe	S. Parrinello, A. Dell'Amico, F. Galasso, G. Porcheddu
12:15	Markerless AR applications and 3D printing for the augmented prototyping of the Franciscan heritage of the XVIII century	A. Luigini, G. Nicastro, D. Frusone
12:30	The role of AI for the knowledge and promotion of cultural heritage places: the "Heritour" project	D. Mezzino, P. Arena
12:45	Digital reconstruction of the paradox - Escher's Relativity	A. Martinelli, F. Camagni, S. Mollica, V. Fazzina
13:00	VR Feedback System for Product Design Service	N. Avdonina, M. Russo
13:15	Lunch Time	
Session 6 (chair: A. Luigini & V. Cera)		
14:30	Architectural recognition through artificial intelligence. A process between the equivocal and the probable	L. Carlevaris, E. Delgado-Martos, G. Intra Sidola, A. M. Maitín, A. Nogales, C. Pesqueira-Calvo, M. Bravo Peña, Á. J. García-Tejedor
14:45	From text to image. Comparative evaluation of AI for design and representation	G. Buratti, M. Rossi
15:00	AI Text-To-Image procedure for the visualisation of figurative and literary tópoi	A. Pelliccio; M. Saccucci; V. Miele
15:15	Floating Acrobats: exploring exaptation in architecture through artificial intelligence	A. Melis, F. Fadhil, M. Battistoni
15:30	Hypotheses of images and architectural spaces in the age of artificial intelligence	M. Unali, G. Caffio, F. Zollo
15:45	AR and VR experiences for the fruition of Piffetti's library	R. Spallone, M. Russo, C. Teolato, M. Vitali, V. Palma, E. Pupi
16:00	Virtual Coffee Break	
Session 7 (chair: F. Maietti & S. Brusaporci)		
16:30	Immersion through Extended Reality as a tool applied to wayfinding inside hospitals	T. Sánchez-Jáuregui Descalzo, N. Gutiérrez Pérez, T. Abad Balboa, P. Chías Navarro
16:45	Multisensory VR experiences based on auralization and HBIM. The Teatro del Maggio in Florence	A. Lumini
17:00	A Method for Conscious Retrofitting Based on Handheld Laser Scanner and Environmental Data	C. Bolognesi, D. D'Uva
17:15	Predicting architectural decay by AI applied to 3D survey	M. Campi, S. Di Martino, M. Falcone
17:30	Comparative analyses between sensors and digital data for the characterization of historical surfaces	F. Maietti, G. Giau
17:45	A proposal of Integration of Point Cloud Semantization and VPL for Architectural Heritage Parametric Modeling	A. Tata, P. Maiezza, S. Brusaporci, L. Di Angelo
18:00	Rapid and low cost 3D model creation using NeRF for heritage videogames environments	F. Condorelli, A. Luigini
18:15	Closing remarks	

Youtube Session

Maker Architecture: learning by fabricating in the Fourth Industrial Revolution	F. Santos Arias
Digital Twin for BIM-FM data comparison: a decision support system based on graphical interfaces	M. Del Giudice, M. Zucco, A. Osello
Augmented Reality application for BIM maintenance feedback via streaming platforms	P. G. Vindrola, E. Elefante, G. Antuono, P. D'Agostino
Laserscanning data in revitalization projects for historical building	G. Lin, A. Giordano, L. Stendardo, X. Yang
Exploring Cistercian Abbeys: A Synergistic Approach of Architectural Analysis and Machine Learning	R. Barni, C. Inglese
Enhancing parametric design education through rhino/grasshopper: visual perception principles, student outcomes, and future integration with AI	G. Stancato
Sicilian Heritage Identity: between stereotype and AI-based knowledge	M. Arena, G. Lax
Augmented Reality ante litteram in the ephemeral apparatus of Andrea Pozzo	M. Ceracchi, G. Spadafora
AR for the knowledge and fruition of Cultural Heritage	F. Itri, A. Lo Pilato
The "Grimaldina", knowledge and dissemination	R. Torti, G. Leandri
Palazzo Ducale in Genoa: paths and integrated knowledge	M. E. Ruggiero, G. Leandri
Towards virtual cultural heritage routes. Development of digital models for extended accessibility of the H2020 Prometheus project	F. Picchio, H. Fu, S. La Placa, E. Doria
The former monastery of Saints Severino and Sossio: an example of an immersive reality for the dissemination of cultural heritage	M. Perticarini, A. Giordano
Graphic resources in the manuscript Secrets of Architecture from the municipal archive of Játiva (Valencia, Spain).	J. Rojo Ferrer, P. Navarro Camallonga, R. Marín Sánchez
From art for Industry to artificial intelligence, a complex balance in a case from the Centrale Montemartini	G. Verdiani, P. Arslan
Between image and text: automatic image processing for character recognition in historical inscriptions.	N. Tomasella, G. Flenghi, L. Rosati
The connection between scenography and virtual reconstructions of the statuary groups in the Nymphaeum of Tiberius in Sperlonga	F. Porfiri, C. Ruggini, L. J. Senatore
The recognizability of a place through generative representation of intangible qualities	A. Buonacucina, G. Flenghi, M. Proietti
3D modeling for virtual fruition from a reality-based survey	M. Gallo
The new I.A.: gaining control over the noise	C. Palestini, G. Rasetti