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Preface

These are the proceedings of the 16th EG Workshop on Graphics and Cultural Heritage (GCH) 2018, held November 12-14 in Vienna, Austria as part of Visual Heritage, hosted by CHNT (Cultural Heritage and New Technologies). This Virtual Heritage is a special event, since 2018 has been declared by the European Commission the "European Year of Cultural Heritage", and it takes place during the Austrian Presidency of the Council of the European Union, in the 2nd half of 2018. Therefore, Visual Heritage 2018 is an ideal context for discussing European policies on digital heritage and digital humanities. The aims of this federated event are: to bring two slightly different communities together in the same venue (one more oriented to research in visual technology, the other one focusing more on the application of those technologies to CH); to share experiences and discuss methodologies concerning digital visual media and their use in the context of cultural heritage applications; and to enable an increased cross-fertilization among those communities and foster collaboration. These proceedings cover only papers presented in the GCH track of Visual Heritage since the proceedings of CHNT are published after the Visual Heritage in 2019.

The objective of the conference is to introduce and showcase new techniques and applications for supporting Cultural Heritage information ranging from data acquisition, analysis and synthesis, 3D documentation, and data management, to new forms of interactive presentation and 3D printing solutions. Within Visual Heritage 2018, Eurographics GCH continues to provide a premier scientific forum to exchange novel ideas and techniques in research, education and dissemination of Cultural Heritage information, to transfer them into practice, and identify future research and application opportunities.

The GCH 2018 track provides an exciting program. The workshop is started by two high-class invited presentations: Lior WOLF, Israel: Four deep learning approaches for overcoming domain shift in Cultural Heritage; and Franc SOLINA, Slovenia: The use of pictorial information in cultural heritage beyond visualization. In the morning, a tutorial by Livio De Luca, Manuel Adeline, Alaoui M'Darhri Anas, Pamart Anthony, and Abergel Violette on "Hands on Aïoli, a reality-based 3D annotation platform for the collaborative documentation of CH artefacts" gives interesting insights into a project in France.

The technical paper program consists of a full and a short paper track. In each track, each paper was reviewed by at least three international experts in the field for technical quality and novelty, with final decisions made by the paper co-chairs in each track. In response to the full paper call, we received 34 submissions, from which 14 were accepted as full papers (full paper acceptance rate 41%). In response to the short paper call, we received 37 submissions, from which 25 were accepted as short papers (short paper acceptance rate 68%). The selected papers are presented in nine exciting technical sessions on Scanning for Cultural Heritage; VR in CH Applications; 3D Reconstruction for CH; Visualization and Visual Analytics for CH; Virtual Museums and Virtual Documentation; Digital Documentation for Conservation; Tools for Multimedia or Museum Installations; 3D Scanning & Digitization; and Virtual Archaeology.

This GCH would not have been possible without contributions by many persons. We thank all authors for submitting their work to GCH 2018 for review. We are in debt of the members of the GCH 2018 International Program Committee, who dedicated many hours of thorough reviewing and providing thoughtful reviews of great help for program formation and providing many constructive comments for submitters.

We thank the Event Chairs, Karin FISCHER AUSSERER, Head of the Urban Archaeology of Vienna; and Wolfgang BÖRNER, Urban Archaeology of Vienna and the Congress Co-Chair Roberto SCOPIGNO, Consiglio Nazionale delle Ricerche, Pisa, Italy for their guidance and continuous promotion of the event. We are very grateful to the GCH Steering Committee, especially Roberto SCOPIGNO, for their experienced guidance of the organization. Also, we

thank Franco NICCOLUCCI in his role as Editor-in-Chief of the ACM Journal on Computing and Cultural Heritage to support the selection of GCH best papers and their invitation to submit extended versions to the journal. These proceedings would not have been possible without the great help of Stefanie BEHNKE of Eurographics, who tirelessly worked with the paper co-chairs on the proceedings production.

Robert Sablatnig and Michael Wimmer
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