



V-MUST DEVELOPMENT CAMP: CALL FOR MOBILITY (C4)

King's College London (UK)
Title: 3D modelling and virtual restoration

1. Name of the hosting institution	King's College London
2. Brief description of the unit hosting the internship	King's Visualisation Lab (KVL), in the Department of Digital Humanities at King's College London, specialises in the creation of digital visualisations for historical research, archaeology and cultural heritage. KVL is well known for its leadership in establishing and promoting international standards for such work, most notably through <i>The London Charter for the Computer-based Visualisation of Cultural Heritage</i> (www.londoncharter.org). KVL has carried out funded historical research on numerous subjects including: the Theatre of Pompey in Rome; the theatres and theatrical frescoes at Pompeii; the performance properties of ancient terracotta masks; and historic theatres in Europe ("Theatron 3"), and has also completed commissioned work for heritage organisations including: the Royal Botanical Gardens at Kew, the Royal Shakespeare Theatre and the Metropolitan Museum of Art in New York. King's College London coordinates the Joint Program of Training and Mobility in the Virtual Museum Transnational Network (http://www.V-MusT.net/).
3. Max number of internships/year	4
4. Areas of host institution's expertise for internship proposals	<ul style="list-style-type: none"> • Using image editing (Photoshop) to carry out virtual restoration of historic artefacts • 3d modelling for historical / cultural heritage purposes • ChromaKey ("Green-screen") video • Human motion capture (using Gypsy MoCap suits) • Developing content in real-time technologies (VRML, Second Life, Unity 3D) • Implementing best practice (<i>The London Charter</i>) in cultural heritage visualisation.
5. Project description <i>Brief description of any specific programme of work that the host wishes the intern to carry out (optional)</i>	Applicants will be asked to propose EITHER a specific project OR a technical or methodological area in which they wish to work, bearing in mind the subject and technology portfolio of KVL as can be seen at http://www.kvl.cch.kcl.ac.uk/ .
6. Benefit to host <i>Areas in which the host wishes to develop expertise through collaboration with an intern (optional)</i>	KVL welcomes applications in all area relevant to its expertise, but is particularly interested in collaborating with interns who may bring experience and expertise in: field archaeology; museology/curatorship; screen media /documentary-making; metadata for 3d content; character rigging and animation; populating virtual environments; acoustic modelling.
7. Internship profile <i>Please indicate the "essential" and "preferred" skills and/or qualifications that applicants should have</i>	<p><i>Essential</i> A reasonable standard of spoken and written English.</p> <p><i>Preferred</i> Basic 3d modelling and image editing skills.</p>
8. Preferred period	May 2012 – September 2014

<p><i>Please give the earliest possible start date, and the latest possible end date for hosting interns</i></p>	
<p>9. Min/max duration (usually between 12 and 24 weeks)</p>	<p>4 - 24 weeks</p>
<p>10. Accommodation support (where applicable)</p>	<p>None</p>
<p>11. Facilities and Supervision <i>Please describe the workspace, equipment, training, supervision hours per week etc. that the host will provide</i></p>	<p><i>Equipment</i> PC workstation with 3D Studio Max, Unity 3D and Photoshop. Internet access.</p> <p><i>Training and Supervision</i> Core members of King's Visualisation Lab will provide between 2 and 14 contact hours per week; the amount and nature of training and supervision will be determined by assessing the requirements of each individual intern.</p>
<p>12. Contact Details of Supervisor. a. Name: b. Address: c. E-mail: d. Telephone:</p>	<p>Drew Baker Department of Digital Humanities, 2nd Floor, 26-29 Drury Lane, London, WC2B 5RL, United Kingdom Drew.Baker@kcl.ac.uk + 44 (0)79 0611 7836</p>