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Mapping and Modeling the Venice Ghetto June 8-20, 2016 Venice International University Isola di San Servolo, Venice









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Università degli Studi di Padova



The Getty Foundation

Digital Visualization Training Workshop 2016: The Ghetto of Venice Visualizing Venice Summer School, 5th edition

Venice International University June 8-20, 2016

Instructors: Mark Olson and Victoria Szabo. Teaching Assistants: Hannah Jacobs, Erica Sherman, Edward Triplett; Research Fellow: Ludovica Galeazzo

What is it about?

Digital Technologies for Historical and Cultural visualization are transforming the ways that scholars can study and represent works of art, as well as growth and change in urban spaces and buildings. With the support of The Getty Foundation as part of its Digital Art History initiative, The Wired! Lab at Duke University, Università luav di Venezia, the University of Padua, and Venice International University are collaborating on a Summer Workshop that will train Art, Architectural and Urban Historians with the digital media that can enhance or transform their research questions and their capacity to communicate narratives about objects, places and spaces to the public. Instruction will be in English.

The course will engage with the Ghetto of Venice on the 500th anniversary of its creation as case study for training with a variety of technologies and applications. (On June 19th there will be the opening of an exhibition dedicated to the history of the Ghetto curated by Prof. Donatella Calabi.)

Course description and schedule

The summer course will teach a range of digital skills in mapping, 3D modeling, mobile application development, and time based media authorship to enable participants to engage historical questions with emerging digital tools. The technologies are taught through the use of a theme, which for the summer of 2016 is "The Ghetto of Venice".

During the first week of the course participants will learn techniques for digital production by drawing upon existing research materials. Each day, participants will learn about a different type of digital media production within the context of how that type of reconstruction is typically used in digital art and architectural history.

During the second week, the participants will work



collaboratively to create projects using the tools they have learned, with the goal of creating high-quality, public-facing research products suitable for a general audience, as well as identifying potential areas to explore in their own future research.

Learning outcomes

Learning outcomes include: familiarity and facility with digital media production tools for digital art and architectural history; awareness of the critical and practical challenges to the fields that digital production techniques pose; understanding of the philosophical and theoretical underpinnings of digital media authorship as an intervention into digital heritage and lived experience of the city.

Who can apply?

The workshop is designed for Ph.D or Post doctoral participants in the Interpretive Humanities (including Cultural Patrimony, History of Art, Architecture and Urbanism, History, Geography, Architecture, Archaeology, and other relevant disciplines). Preference will be given to Ph.D. students and recent Ph.D. graduates in History of Art, Architecture and Urbanism. Instruction will be in English, of which participants must have an adequate working knowledge. Maximum number of students: 16 To apply: http://www.univiu.org/shss/seminarssummer-schools/visualizing-venice-summer-workshop The deadline for applications is March 31.

Credits

An official Duke University/Università Iuav/Venice International University joint Certificate will be issued at the end of the course. Number of ECTS credits allocated: 3

Program structure

The course duration is 12 days. Participants should expect to be engaged full time in during the twelve days. Participants should plan to arrive June 7 and depart June 21.

Duration and Period

12 days, June 8 – 20, 2016

Location

Venice International University on the island of San Servolo in the Venetian Lagoon is an ideal setting for onsite study. Participants can live in the housing facilities of the island of San Servolo, or arrange for accommodation in the city of Venice.



Contacts and info:

http://www.univiu.org/shss/seminars-summerschools/visualizing-venice-summer-workshop

Visualizing Venice summer workshop is jointly promoted by: Duke University Università Iuav di Venezia Venice International University Duke Wired Duke Visual Studies Università degli Studi di Padova

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Tuition and Scholarships

Tution fees are euro 1,000 (+22%VAT). Scholarships are available in order to support tuition, travel, board and accommodation expenses. Thanks to the generosity of the Getty Foundation.



Venice International University

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