

NLP10 Analyzing Archaeological Descriptions of the Face

Background

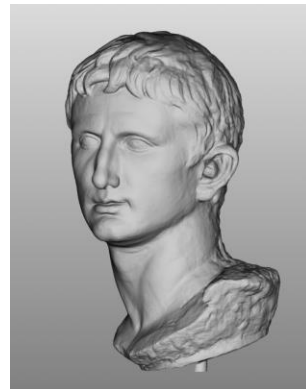
3D modeling for archaeological applications is a growing field, as researchers work to better understand and analyze ancient artifacts and texts. However, there is a lack of standardized models and clear guidelines for the level of detail that should be included in these models. Additionally, there is a growing need for large collections of 3D shapes that have been annotated and organized in a meaningful way. There are already resources available for this type of work, but they need processing and organization into common formats. This project gives you the opportunity to help shape the future of this field by working with cutting-edge technology and using recent advancements in NLP to analyze and annotate these 3D models.

Goal

- Develop and promote standards in face description for analyzing natural language content on archaeological findings.

Tasks

- Develop model categories and detail requirements concerning the archaeological description of portraits.
- Create an annotated repository of 3D shapes, and extend ShapeNet with additional synsets of WordNet.
- Provide web-based prototype for visualization and analysis.
- [This scientific vocabulary may also be compared with the conception of face in German-language literature.]



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