



Duke

DIGITAL ART HISTORY & VISUAL CULTURE RESEARCH LAB

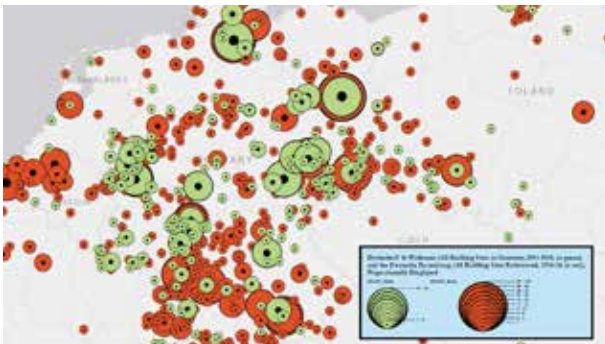
2023—2024

Department of Art, Art History & Visual Studies
Duke University

dahvc.org

Digital Art History & Visual Culture Research lab (DAHVCRL, formerly Wired!) was created in 2009 to explore the potential of digital visualization technologies for the study of art, architecture, and cities. We have developed a series of teaching and research initiatives that explore how digital tools transform our capacity to contextualize paintings, sculptures, buildings, cities, and material culture. DAHVCRL is committed to developing projects that convey new student-generated research to the larger public through websites, 3D models, databases, mapping, visualizations and apps.

DAHVCRL faculty and staff offer courses and workshops that range from classes for first-year undergraduates to training seminars for doctoral candidates, post-docs, and faculty. In all of these initiatives historical materials are interpreted with digital methods. Our courses form part of larger multi-year research projects that enable undergraduates to join long-term learning communities with faculty and graduate students. All DAHVCRL initiatives entail public outreach. Our research and teaching projects also involve international partnerships with academic institutions in Athens and Venice.



Mapping German Construction 1918—1945

The DAHVCRL initiative is one of the first programs in art history and visual studies to integrate digital visualization technologies into both graduate and undergraduate teaching and training. Digital methods prompt new questions about change and process for works of art and the man-made environment. Over the past eleven years, hundreds of students have learned to make and incorporate public-facing digital maps, 3D models, and interactive displays as part of their art history, archaeology, and visual studies courses, transforming the ways in which we teach, interrogate, and represent visual culture and the Humanities.



Edward Triplett examining a 3D point cloud of an historic Portuguese fortress.

Master's Degree in Digital Art History and Computational Media

Launched in Fall 2014, the 18-month master's program integrates historical disciplines and the study of cultural artifacts with digital visualization techniques for the analysis and presentation of research. The program builds on courses and well-developed strengths at Duke University, and requires ten courses over three semesters in addition to summer research. Students affiliate with an existing faculty research initiative, from which they develop an independent M.A. thesis. Common themes that unite the various projects are the visualization of process, the representation of change over time, re-contextualizing displaced objects, and object biographies.

Core DAHVCRL Faculty and Staff

- Sheila Dillon, Anne Murnick Cogan Distinguished Professor of Art History and Classical Studies, Co-Director of DAHVCRL
- Hannah Jacobs, Digital Humanities Specialist
- Paul B. Jaskot, Professor of Art, Art History & Visual Studies, Co-Director of DAHVCRL
- Mark J.V. Olson, Associate Professor of the Practice of Art, Art History & Visual Studies
- Lee Sorensen, Visual Studies and Dance Librarian
- Victoria E. Szabo, Research Professor of Visual Studies and New Media
- John J. Taormina, Curator of Visual Resources, Art, Art History & Visual Studies
- Edward Triplett, Assistant Professor of the Practice of GIS & Geospatial Digital Art History
- Augustus Wendell, Assistant Professor of the Practice of Computational Media



Teams at work during a Friday lab session, Fall 2019.

Selected DAHVCRL Course Offerings

- 3D Design and Programming in Art and Medicine (Olson and Tepper)
- 3D Modeling and Animation (Salvatella de Prada)
- Art and Archaeology of Ancient Athens (Dillon)
- The Bauhaus: Architecture, Design, Politics (Jaskot)
- Chicago: Architecture, Urbanism, Politics (Jaskot)
- Critical Making/Digital Humanities: Materiality, Digitality and the Lives of Things (Olson)
- Digital Cities (Szabo)
- Digital Durham (Szabo)
- Digital Humanities: Theory and Practice (Szabo)
- Digital Places and Spaces (Szabo)
- Gothic Cathedrals (Triplett)
- Historical GIS (Triplett)
- The Lives of Things (Olson)
- M.A. Historical and Cultural Visualization Proseminar I (Szabo, Olson, & Jaskot)
- M.A. Historical and Cultural Visualization Proseminar II (Szabo, Olson & Wendell)
- Mapping History With GIS (Triplett)
- The Medieval Castle in Europe (Triplett)
- Motion Graphics in Film and Video (Salvatella de Prada)
- The Museum Inside/Out (Olson)
- New Media, Memory and the Visual Archive (Olson)
- Reconstructing Ancient Worlds (Forte)



Laser-scanned models of the head of the Virgin Mary from the choir screen of Chartres Cathedral (Brummer Collection, Nasher Museum of Art at Duke University)

Current Research Projects

- Art of the Americas Interactive (McHugh, Olson, Triplett)
- Augmenting Urban Experiences (Szabo)
- The Book of Fortresses (Triplett)
- Deconstructing Urban Visions (Wendell)
- The Dictionary of Art Historians (Sorensen)
- Digital Athens (Dillon)
- Digital Durham (Abel and Szabo)
- Digital Public Buildings in North Carolina (Jaskot)
- Duke/Durham Ghosts (Szabo)
- The Lives of Things (Olson)
- Mapping German Construction (Jaskot)
- Mapping Occupied Krakow (Jaskot)
- Modelling Agency (Wendell)
- Operating Archives (Olson)
- Sandcastle (Stern and Triplett)
- Visualizing Lovecraft's Providence (Monteleone, Szabo)
- Visualizing Objects, Places, and Spaces (Fischer, Jacobs)
- World Building at Duke in an Emerging Durham 1924-1932