

FALL 2023



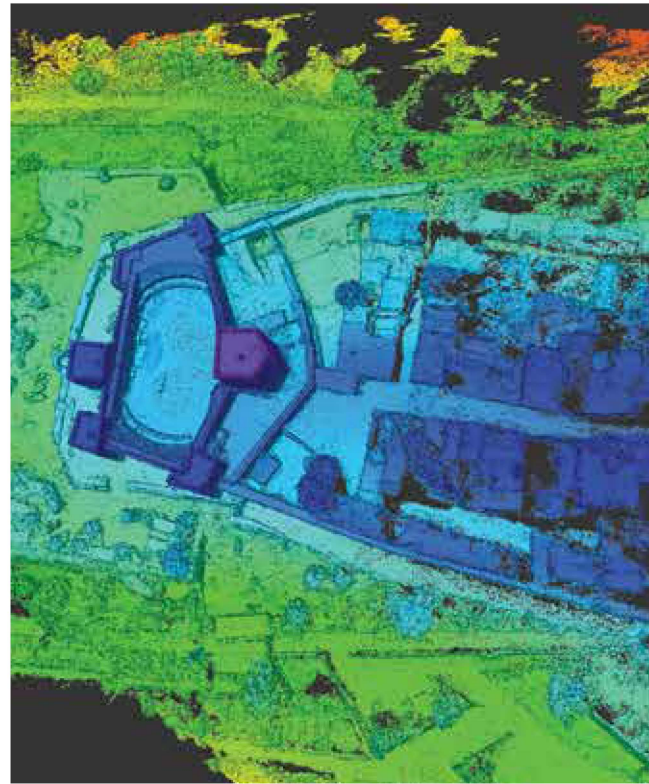
**Duke**  
DIGITAL ART HISTORY  
& VISUAL CULTURE  
RESEARCH LAB

# OPEN HOUSE

**Friday, October 20**  
**3—5p.m.**

**Room A233, Bay 11**  
**Smith Warehouse**

*Light Refreshments*



*Monsaraz Castle, Portugal. Digital elevation model that was derived from aerial photogrammetry. Image credit: Ed Triplett.*

**ART, ART HISTORY  
& VISUAL STUDIES**

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# Duke

## DIGITAL ART HISTORY & VISUAL CULTURE RESEARCH LAB

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.

[dahvc.org](http://dahvc.org)

### Current Research Projects

- Art of the Americas Interactive (McHugh, Olson, Triplett)
- Augmenting Urban Experiences (Szabo)
- The Book of Fortresses (Triplett)
- Building Duke (Galletti)
- 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)
- Mapping Stereotomy (Galletti)
- Modelling Agency (Wendell)
- Operating Archives (Olson)
- Paris of Waters (Galletti)
- 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

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