

5 Conclusion

In this study we proposed the several types of digitally mediated technologies for the exhibition of digital archive of 3D objects. The WebGL, AR and pseudo-hologram are the selected technologies for the digital presentation with the real archive exhibition. The one of the results of this research is the conversion workflow which is useful and essential of utilizing the scanned 3D data in various formats. These results of the investigation for the methods of display of 3D data with the digitally mediated technology will help the promotion and deepening of the digital archives for the public exhibition economically and efficiently with the educational purpose for the young students.

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