

Universiti Teknologi MARA

**3D Museum Artifacts
in Real Time Visualization**

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ABSTRACT

Museums in Malaysia are known for the place where all of the ancient artifacts are being safely stored for exhibition. Although the artifacts are valuable still it cannot be reached to the visitors due to the static display. The purpose of modeling the artifacts in 3 dimensional is to overcome the viewing limitation that occurs in the traditional display. When the artifacts are in 3d object, the visitor can have the interaction with the artifacts. The power is in their hand. With only just a clickable on the mouse, the visitor can be satisfied exploring the artifacts as if they are holding in hands. Modeling the artifacts alone is not enough. There is a need to design the interaction that can occur between user and artifacts. This is to ensure that the user (visitor) will get the control of the viewing angle and at the same time acquiring the historic knowledge about the artifacts. It is important for the continuous learning for the culture preservation. It will give many benefits to the museum visitors, be from the public or the tourist and also the scholars and historian who needs to do further research.

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