

Subject Index

2D

drawing 20
 derivates 20
 documentation 34, 53, 56, 59, 60, 69,
 75, 78, 80-82, 92, 98, 109, 113
 images 16
 orthophoto 63
 photogrammetry 34-38, 63, 153
 vector(isation) 50, 98, 105
 (various) 35, 50, 153

2.5D 20, 50, 81

3D

digitisation 13, 17-21, 24, 81, 82, 110,
 119, 120, 153
 mesh 38, 82, 88
 model(ling) 8, 14-22, 24, 28, 34, 40,
 42, 45, 46, 50, 55-81, 86-93, 95-99,
 101, 102, 104, 106-109, 112, 115,
 118, 120, 124, 127-131, 136-140, 142,
 143, 145, 146, 148, 149, 153
 photogrammetry 9, 23
 print(ing) 21
 scanner(-ing) 9, 16-18, 23, 24, 76
 (various) 10, 13-22, 25, 26, 30, 34, 35, 39,
 40, 43, 50, 53-55, 70, 73, 82, 85, 93, 110,
 112, 119, 125, 132, 133, 150, 153, 154

3D Coat 51

3D MURALE 19

3D Reshaper 29

3D-COFORM 19

A

aerial

archaeology (-ists) 17
 documentation 81
 images 17
 mapping 8
 photography 10, 43
 photogrammetry 34
 vehicle(s) 28, 43, 62

ACDSee Ultimate 47, 48

Adobe

Photoshop 47-49, 106, 108, 110, 151
 Lightroom CC 47, 48

Agisoft Photoscan 19, 41, 42, 54, 55, 60,
 62, 64, 67, 70, 73, 76, 79, 81, 84-86,
 88, 90, 93, 99, 106, 108, 110, 112,
 115, 120, 125, 129, 133, 135, 136,
 138, 145, 148

airborne laser scanning (see LIDAR)

ambient occlusion 38, 31, 139, 142, 144

aperture 45, 46, 108

Apple Photos 47

Arc3D 19, 40, 42

ArcGIS 36, 70, 73, 76

architecture (-al) 10, 13, 24, 27, 28, 43,
 50, 54, 62-64, 70, 73, 76, 81, 85, 88,
 93, 106, 107, 119, 125, 127, 129, 132,
 133, 146, 153

ArcMap 37

Artec (Eva, Studio, Spider) 26, 31, 33, 133,
 134, 140-147, 150

artefact(s) 20, 22, 47, 49

ASCII 24, 29

augmented reality 21

Aurora HDR 48

Autodesk

123D Catch 19, 40, 42

3DS Max 51

Civil 3D 36, 37, 55, 60, 62, 64, 67, 70, 73,
 76, 79, 86, 88, 90, 112

Maya 51

MudBox 51

ReCap 29, 40, 42

ReMake 40, 42

B

Ball pivoting 29

Banská Belá 112-114

Banská Štiavnica 112

Baroque 76, 90, 136, 138, 140-142

Beckov 136

Belgrade 9, 23, 85, 125, 133

Benedictines 67

BIM 22

Blender 51

Bratislava 35, 62, 76-78, 83, 145

Brazda 73-75, 81

Bronze Age 55-59

burgess house 112, 115-118

C

CAA 18, 19

CAD 8, 9, 16, 36, 50, 64

calibration 25, 27, 30, 39-41, 43, 49, 154

camera 27, 28, 30, 32, 34-36, 39-41, 43-45, 47-49, 54, 55, 57, 60-62, 64, 67, 70, 73, 76, 79, 81, 86-88, 90, 93, 94, 99, 100, 106, 108, 110-112, 115, 116, 119, 126, 127, 129, 134, 136, 138, 145, 148, 151

Capturing Reality RC 28, 29, 42, 93, 148

CARARE 21

Carnuntum 21

castle(s) 35, 62, 63, 70-72, 76-80, 83, 125, 127-132, 145

CCD array 27

cellar 116-118

ceramic(s) 16, 57, 145, 148

Charubina 57-59

church 86, 87, 90-93, 99-105, 121, 136, 138, 140-142

CIPA 19

clay 76, 145, 148, 149

ClearView 46

CloudCompare 29, 62, 64, 67, 76, 79, 86, 88, 90, 93, 99, 106, 108, 110, 112, 115, 127, 129, 136, 140, 143, 145, 146, 148

colour 16, 23, 27, 29, 30, 31, 40, 46, 47, 50, 54, 64, 79, 81, 86, 88, 119, 120, 122, 124, 126, 134, 141, 143, 145, 146, 151, 153

commercial 14, 29, 40, 42, 47, 48, 51

contour(s) 73

coordinates 24, 29, 38-40, 43, 49, 50

CPU 32, 54, 85, 125, 133

Č

Čachtice 35, 54, 85, 125, 133

D

decimation 50

DEFC (project) 21

dehaze 46

DEM 40, 41, 50, 59, 60, 70-73, 76, 78, 81, 82

denoising 50

development-led archaeology 5

digital

camera 34, 43

documentation, record(ing) 10, 13-15, 17, 25, 31

heritage 19

images 34, 35

model(ing) 15, 19, 20, 23

photogrammetry 18, 33, 34, 37, 39, 41, 43, 45, 47, 49, 51

reconstructions 17

representations 15

shadows 28, 31, 43, 64, 112, 119, 132, 140, 154

technology 5, 8, 10, 14, 34

(various) 17-20, 22-24, 26, 28, 31, 34, 40, 41, 53

digital elevation model (see DEM)

Dobrá Voda 125, 129-132

DOF 46, 48

drawing 13, 20, 40, 55, 119

drone (see UAV)

DSLR 28, 45, 120

DTM (see DEM)

DWG 64

DxO Optics pro 36, 47-49, 51, 86, 88, 90, 93, 99, 112, 115, 123

Dynamic Photo HDR 5 48

E

EasyHDR 48

EPOCH 19

EOS Systems PhotoModeller Scanner 19

Europeana 21

excavation(s) 7-11, 13, 17, 20-22, 35, 36, 40, 53, 55, 57, 60, 62, 70, 76, 78

EXIF 49

F

Faro Scene (filter) 76

filter(ing) 39, 54, 85, 126, 133, 142, 144
HDR f. 47, 48, 106, 108, 120, 124

finecontrats 46

- FLS 29
 Fusion HDR 48
- G**
 GCP 28, 29, 35, 36, 43, 50, 57, 64, 67, 77, 81, 93, 110, 112, 119, 129, 132, 151
 Geomagic Design X 28, 29, 51
 Geomagic Wrap 28, 29, 51
 geophysics 9
 georeference (-ing, -ed) 35, 40, 41, 50, 55-57, 59, 60, 62, 64, 70, 73, 76, 78, 79, 81, 82, 86, 93, 99, 106, 108, 110, 115, 129
 geoTIFF 50
 GIMP 47
 GIS 9, 22, 36, 50, 82
 GNSS 49, 55, 57, 60, 62, 64, 67, 70, 73, 76, 79, 93, 99, 106, 108, 110, 129
 Gothic 86, 90
 GPS 35, 43
 differential 13, 49, 53, 55, 57, 60, 62, 64, 67, 70, 73, 76, 79, 93, 99, 106, 108, 110, 129
 GPU 32, 54, 85, 125, 133
 Greece 21
 Ground Control Points (see GCP)
- H**
 HDR
 filter(ing) 47, 99, 106, 108, 120, 124
 photos 46, 47
 processing 119
 software 48
 toning 120, 124
 (various) 47, 120
 HDR Efex Pro 48
 HDR Expose 48
 HDR Projects 4 48
 heritage
 archaeological 5, 8, 40
 cultural 11, 14, 17, 19, 23, 27, 34, 40, 53, 81, 85, 133, 154
 digital 19
 historical 154
 management 14, 23, 30
 objects 16, 25
 projects 24
 protection 7, 8, 10, 11
 (various) 10, 11
 high dynamic range (see HDR)
 hillshading 71-73
 Hodkovce 32, 93-111, 120-122
 hypocaust 67, 68
 hypsometry 71-73
- I**
 Ibm 38, 39, 42-45, 49, 50, 54-58, 60-62, 64-68, 70, -74, 76, 77, 79, 81, 82, 85-97, 99-103, 106-121, 125, 127, 129, 132, 133, 136, 138, 145, 148-151, 154
 iconographic 138
 interpolation 54, 86, 126, 134
 Iraq 21
 ISO 46, 108, 119
 isometric (view) 70, 74, 87, 89, 91, 92, 95, 96, 101, 102, 104, 107, 113, 114, 117, 118, 128-131
 ISPRS 19
- J**
 Jazernica 86, 87
 Jesuits 67
- K**
 key points 39, 45, 120, 122
 Koscelisko 55, 56
- L**
 La Tène 60, 76
 landscape 24, 25, 43, 50, 60, 125, 127, 132
 LAS 24, 29
 laser scan(ning)
 airborne 24
 terrestrial 13, 25, 154
 (various) 8, 14, 16, 23-28, 30, 31, 54, 77, 86
 LAZ 24, 29
 LCD (projector) 30
 lense(s) 27, 43, 45, 47, 49
 LIDAR 8-10, 24, 29

M

Macedonia 73-75
Machinery HDR 48
MacPhun Creative Kit 47
Malé Karpaty 127
manor house 32, 93-98, 110, 118, 120, 122
map(ping) 8, 17, 22, 24, 33, 35, 36, 46, 54, 86, 126, 134
mask(ing) 46, 49, 136, 138, 148, 151
masonry 37, 63, 67, 76, 81, 108, 132
MayaArch3D 21
Medieval 18, 67-72, 76, 86, 87, 90-92, 112, 129, 143
mesh(ing) 15, 16, 19, 24, 28, 29, 32, 38, 39, 41, 45, 50, 51, 54, 55, 57, 60, 62, 64, 67, 70, 73, 76, 79, 82, 85, 86, 88, 90, 93, 99, 106, 108, 110, 112, 115, 121, 122, 124, 126, 127, 129, 132, 133, 136, 138, 140, 143, 145, 146, 148
Meshlab 19, 28, 29, 51
Microsoft Photosynth 19
Microstation 36, 93, 99, 129
micro-copters 43
microcontrast 46
Middle Ages 57
mine(-ing) 112-114
Modo 51
monastery 67-69
monitor(ing) 10, 14, 21, 24, 40, 153, 154
mosaic (blending mode) 54, 86, 126, 134
Mošovce 60, 61
mound 55, 56
multi-view-stereo (see MVS)
MVS 13, 40
Myjava 127

N

nadir (view) 74, 111, 130, 148
Neo-Gothic 99-108, 121, 140
Neolithic 21, 148, 149
noise 31, 45-48, 73, 81, 88, 99, 108, 112, 115, 119, 120, 132, 154
normals 107
Nové Mesto nad Váhem 70, 127, 136, 138, 139, 146, 147
NURBS 15, 16, 50

O

Oloneo HDR 48
ON1 Photo 10 47
open-source 29, 40, 42, 47, 48, 51, 154
orthophoto 34-36, 40, 41, 43, 50, 55-57, 59, 60, 62-64, 67, 70-73, 76, 78-82, 86-90, 92, 93, 97-99, 103, 105, 108, 110, 112, 115, 129, 153
orthorectification 35-38

P

Paint.NET 47
park 54, 73-75, 80, 93, 99, 106-108, 110, 111
Phase One Capture One Pro 47
phase-shift (see PS)
photogram 38
photogrammetry
 2D 34-38
 3D 9, 23, 33, 34
 aerial 34
 close-range 34
 convergent 35
 digital 18, 34, 35
 single-image 34
 (various) 17, 19, 33-35, 153
Photomatix Pro 48
Picasa 47
point cloud 24, 28, 29, 31, 32, 35, 38-41, 49, 50, 54, 81, 83, 85-90, 99, 103, 109, 110, 120, 122, 126, 133, 134
pot, pottery 19, 21, 22, 145
Poisson reconstruction 29
polygon(al) 15, 16, 24, 99, 129
PolyWorks 28, 29, 51
Považská Bystrica 79
Považská Teplá 79
Považský Castle 79, 80
Prehistory (-ic) 60, 148
preventive archaeology (p. context, p. excavations, p. research, p. practice, p. projects, p. work) 5-11, 14, 53, 54, 57, 60, 62, 67, 70, 76, 79
prosopomorphic 149
PNG 48
PS 23, 26

- PTG 29
 PTX 28, 29
 PTZ 29
- R**
 Radofa 55, 56
 Rajec 57-59, 88, 89, 115-118
 RAW 28, 29, 45-49, 51, 120
 RAWTherapee 47
 rectification 35, 36
 reference comparison matrix 38
 Renaissance 88, 89
 render(ing) 64, 136
 replica 21, 143
 resolution 16, 17, 20, 22, 23, 28, 31, 34, 41, 43, 45, 48, 50, 54, 81, 85, 86, 88, 110, 120, 125, 126, 134, 150
 retopology (-isation) 50, 51
 RGB 24, 27, 28, 30, 32, 120
 Roman 18, 21, 60, 61, 76-78
 RTK (rover) 49, 55, 57, 60, 62, 62, 94, 67, 70, 73, 76, 79, 93, 99, 106, 108, 110, 129
 rubbersheting 36
- S**
 Sazdice 90-92
 sculpture(s) 133, 136-144, 148, 150, 154
 scale(-ing) 7, 24, 26, 28, 35, 36, 39, 40, 42, 43, 50, 64, 84, 88, 90, 112, 127, 136, 138, 140, 143, 145, 146, 148
 sediment(-ed) 54
 Senec 64-66
 sepulchral 73
 Serbia 9, 148
 SIFT
 algorithm 39
 points 45, 47, 81, 88, 99, 108, 115, 120, 121, 122, 133
 SfM 13, 19, 39, 40, 42, 43, 81, 120, 148
 sharpness 43, 45, 46, 49
 Skalka nad Vahom 67-69
 Slovakia 9, 32, 35, 55-62, 64-72, 76, 79, 80, 86, 88, 90-118, 121, 122, 127-131, 138-140, 143, 145, 146
 Slovenia 7, 9
 SLS 26, 30, 31, 32, 133, 140-147, 150
 spectrum (colour) 120
 Spišská Nová Ves 93, 99, 106, 108, 110
 St. Barbara (church) 140-142
 St. Joachim (sculpture) 140-142
 St. John of Nepomuk (sculpture) 136
 St. Florian (sculpture) 136, 137
 St. Stephen 136
 stereophotogrammetry 34, 35, 28
 structure from motion (see SfM)
 structured light scanning (see SLS)
 survey 8, 10, 13, 17, 24, 26, 27, 41, 43, 50
 synagogue 64-66
- T**
 terrestrial laser scanning (see TLS)
 texture 16, 20, 28, 40, 43, 50, 54, 64, 81, 86, 88, 89, 119, 120, 126, 132, 134, 153, 154
 Thinkbox Sequoia 29
 tie points 39, 54, 85, 122, 126, 133
 TIFF 48
 TLS 25, 27, 28, 31, 32, 54, 76, 77, 81, 85, 93-97, 99-103, 119-121, 125, 129, 130-132, 140, 154
 TOF (time-of-flight) 23, 26, 27
 tomb 73-75
 toning 120, 124
 town hall 88, 89, 119
 transparent(-cy) 20, 88, 119, 150
 Trenčín 67
 triangle, triangular 16, 23, 25, 36, 50, 54, 56, 86, 126, 134
 triangulation 27, 29, 30
 Trnava 129
 Turčianske Teplice 60, 86
 turntable (method) 44, 45, 148-150
- U**
 UAV 28, 43, 62 64, 67, 70, 81, 86, 99, 106, 108, 110. 125, 127, 132
 unmanned aerial vehicle (see UAV)
 UV 45, 50, 51
- V**
 Váh 67-70, 127, 136, 138, 139, 146
 vault 70, 115, 146, 153

VCG 29

vector(isation) 35, 38-40, 50, 56, 59, 82,
98, 105

verticals 83

vessel 16, 145

video

games 16, 21

documentation 18

projector 30

Vinča 148, 149

Virgin Mary (sculpture) 138, 139, 143,
144, 146

virtual

archaeology 18, 19, 21

copy 20

environment 15

model(ling) 17

museum 31

presentations 153

reality 50

reconstruction(s) 10

(re)creation 17

(various) 21, 31

Visual SFM 19, 42

visualisation 10, 17, 20, 21, 29, 50, 71, 72,
107, 141, 143, 145, 146

VRMesh 29

VZAP 21

W

walk-around (method) 44, 45, 138, 150

white (balance) 46, 119

Z

Zbrush 51

Ž

Žehra 32, 93-111, 120-122

Žilina 55, 140-144

technology 5, 8, 10, 69

(various) 15, 16, 18, 20, 23, 39, 45,
81, 84, 85, 87