











## CULTURAL HERITAGE DIGITIZATION

### **About China**











Telephone starts being used in 1882 in 2003, Chinese people were ranked 1st telephone users in the world



In 1993, Chinese first Dedicated Internet Access was officially opened;
Internet started spreading to people in 2000;
In the first half of 2003, China definitely entered the Internet era, reaching
68 million of users, ranking 2nd in the world for internet use.



The current government's thinking is clear: We do not need such a high growth rate, we must drop the growth rate at an appropriate range.

From 1978 to 2013, Chinese urbanization is speeding up

Urban resident population increased from 170 million to 730 million

the urbanization rate from 17.9% to 53.7%

the number of cities from 193 to 658

The number of towns from 2173 to 20113



central fiscal spending of 2012.

(1 EUR=7.6 YUAN)

**4.892 billion** yuan to support **1804** museums and memorial halls and more than **40000** art galleries, libraries and other free public cultural facilities

400 million yuan to support the speed up of the public cultural heritage digitization

7.13 billion yuan for the national key cultural relics, large site, the red (communist) culture resources and for the protection of intangible cultural heritage

**3.4 billion** yuan to support the development of cultural industries

#### Data reported by the Ministry of Culture about the cultural sector for 2013.

**293000** national cultural units

**2.1599 million** employees working in this sector

**3112** public libraries



53.049 billion yuan spent for the national cultural heritagein 2013, 10.5% growth compared to the previous year,0.38% of State financial support

"Cultural information social service" is a clear focus of our business.

by 2020 the national cultural data center will be the core of national, regional, city and county network exchange, resource sharing and business collaboration system. 10 years ago, many museums and libraries started digitization projects, but many problems arose:

Lack of standards

Lack of overall structure and long-term consideration

Database grounded only on archive management and backup information

Lack of communication between agencies

Data sharing not enough considered

Lack of long term technical innovation

In 2011, the Ministry of Culture and Ministry of Finance jointly issued the notice to build an interconnectivity platform for a digital library system and a distributed database of digital library resources.

In **2011**, the China audio and video publishing house was restructured into China's digital culture group co., LTD. It's China's first national digital culture enterprise.

In **2010**, the construction of "China disabled people's digital library" began; it was checked and accepted by the experts on December 12, **2011**.

In April **2014**, government released instructions for promoting the digital transformation and upgrading of the press and publishing industry.

47 Cultural Heritage sites were recognized by UNESCO as World Cultural Heritage Sites

Land ton 2

In 2014, the central government allocated:

**8.16 billion** yuan to support the protection of cultural heritage;

**7.5 billion** yuan for the protection of national important cultural relics, of the great ruins, of the red (communist) revolutionary cultural relics protection etc;

**663** million yuan for the protection of intangible cultural heritage and for the support of intangible cultural heritage rescue state projects and activities.

## CULTURAL HERITAGE DIGITIZATION

**Digitization Examples** 



# "Digital Dunhuang"









# **Digital Old Summer Palace**



# New digital Idea of Palace Museum



## A Study of Multi-scale Space

Monitoring on the Great Wall



# **Tibetan Intangible Cultural Heritage**




# DIGITAL & ART IN CHINA

#### **Art Status of China**





#### International New Media Art Exhibition 2014 Beijing











#### Artist Zhang Xiaotao

New media is a fusion between different disciplines and technologies, it's a new 'monster', it is the forefront of the contemporary art.

Chinese digital art has many problems: we don't have enough international communication, vision is not open enough, there is lack of money, the government doesn't give importance to this kind of art, a new media art theory is missing and there aren't many practitioners.

I think most art colleges are weak in the interactive media field, because they need more teachers."





## Musician Tian Peng

I began to try by the end of 2012, interaction attracted me. I started exclusively from personal interest.

I think my creation is still young and it doesn't arrive where I would like, everything is only at the beginning, there are a lot of technological limitations; I have to study, explore and experiment.



#### Artist Feng Mengbo





3D printing technology has brought infinite new possibilities to our creative design of bronze art, enabling to reduce and enlarge the bronze sculpture, and its application scope continues to expand! I have to say, it is revolutionizing

the bronze culture!"

99





**Imperial Harem** 



# DIGITAL & ART IN CHINA

### **My Art Works**



Sculpture Department of CAFA, 1992



## Sculpture Department of CAFA, 1992

## My Digital Studio, before 2010

# **Break-out**

Stainless-steal

My Art Studio, 2014



## Hope 17 cm Bronze

## Life Cube 28 cm Bronze





## Worry 80 cm

Plaster

## Dismay 80 cm Plaster





# **Dream Place**

Interactive program

# **Dream Place**

as Are Alla

Interactive program



# Time Compress

Digital Photography

# Face to Face

Digital Painting

# Energy

220c m Bronze





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