# OGITIZATION OF CULTURAL HERITAGE OGITIZATION OF CULTURAL HERITAGE















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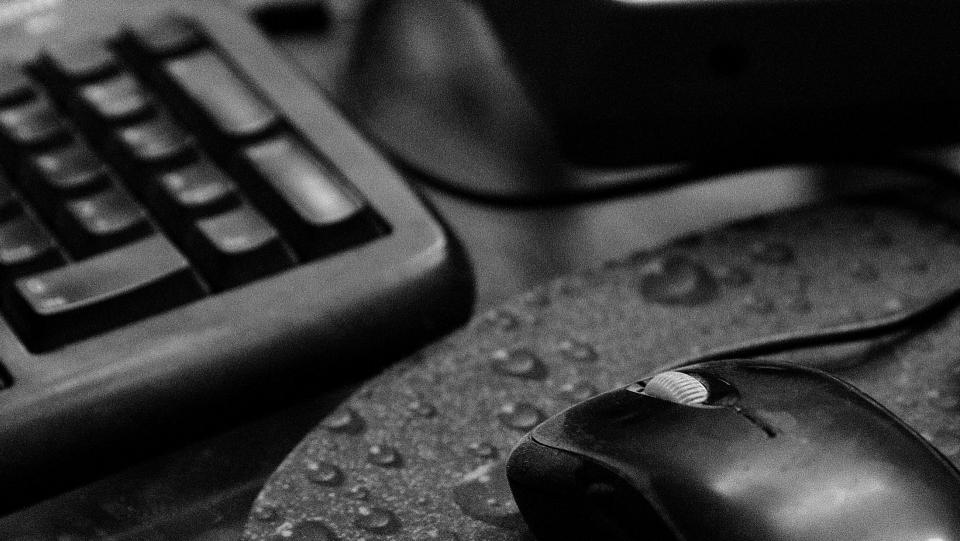


林建华争议中上任 新工大学校长一职

传统责任器自球员

简辨用户学历载? HARDHRAM



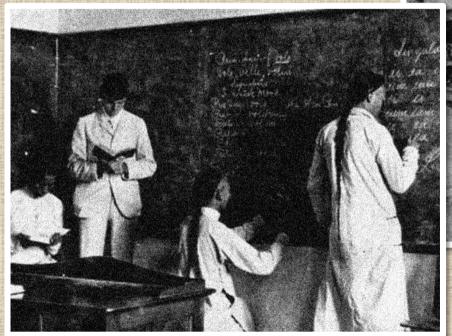


#### CULTURAL HERITAGE DIGITIZATION

**About China** 



1840s









1980s



TV entered the Chinese families in 1978



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.

7.7% 113 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

3476 museums

53.049 billion yuan spent for the national cultural heritage in 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

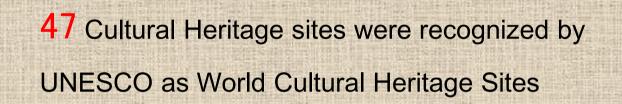
Lack of long term technical innovation

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.





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;

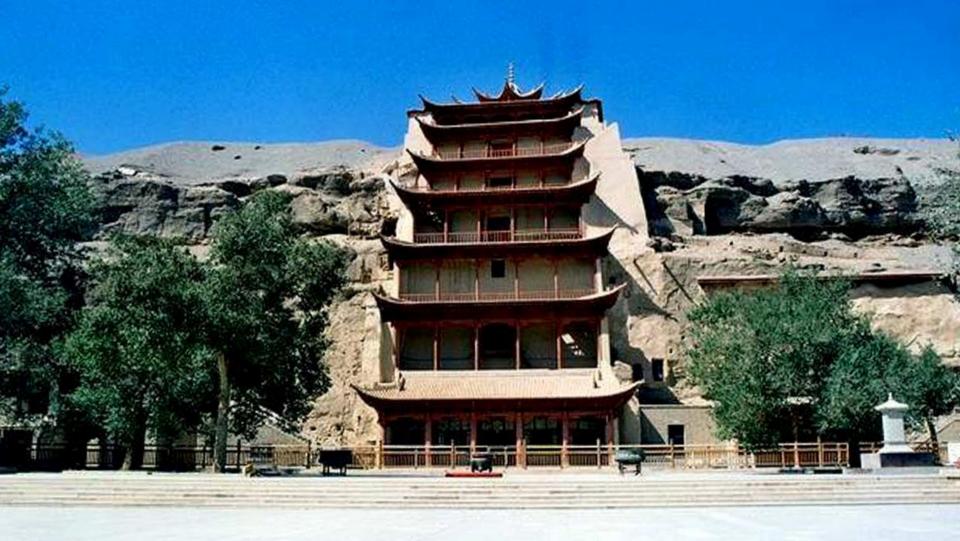
663 million yuan for the protection of intangible cultural heritage and for the support of intangible cultural heritage rescue state projects and activities.

#### 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** 



**Artist Feng Mengbo** 



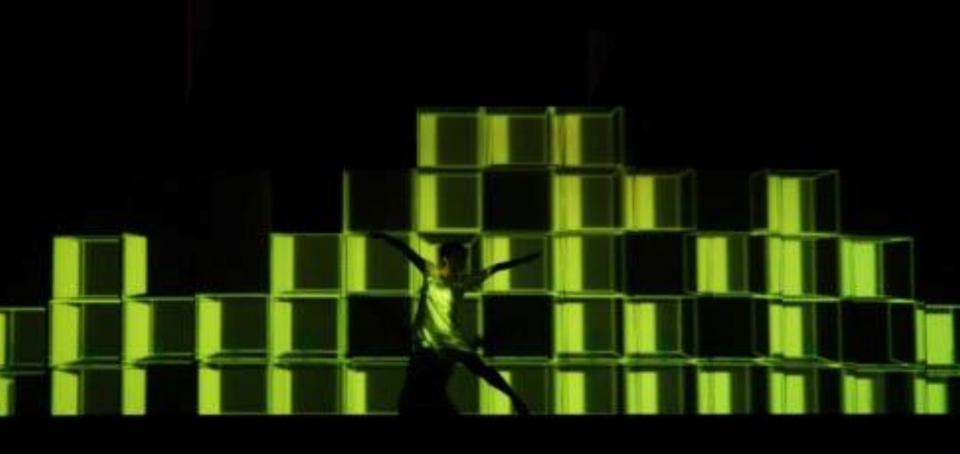
Chairman Wei Enke



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!"







Imperial Harem



## DIGITAL & ART IN CHINA

**My Art Works** 

















# Hope 17 cm Bronze

#### Life Cube

28 cm Bronze







#### Worry

80 cm Plaster

#### Dismay 80 cm

Plaster



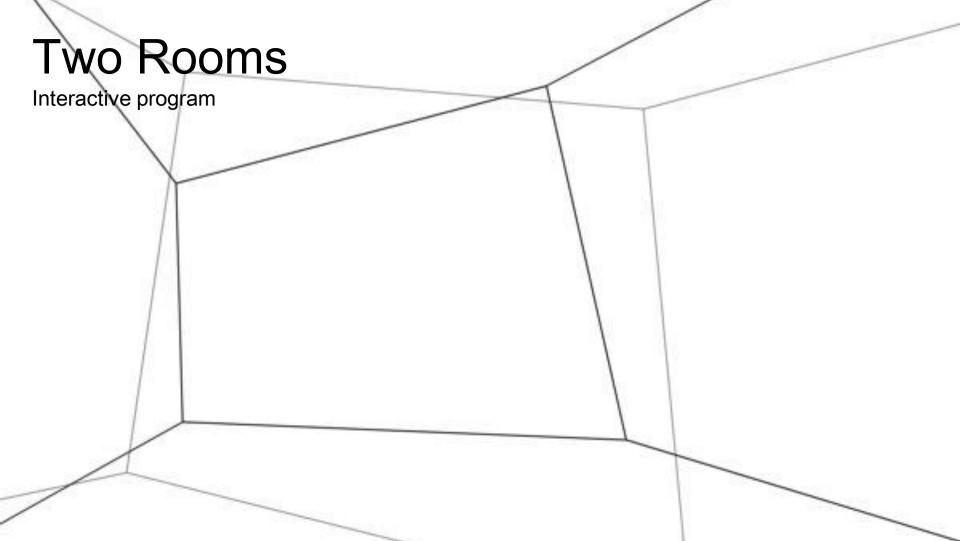




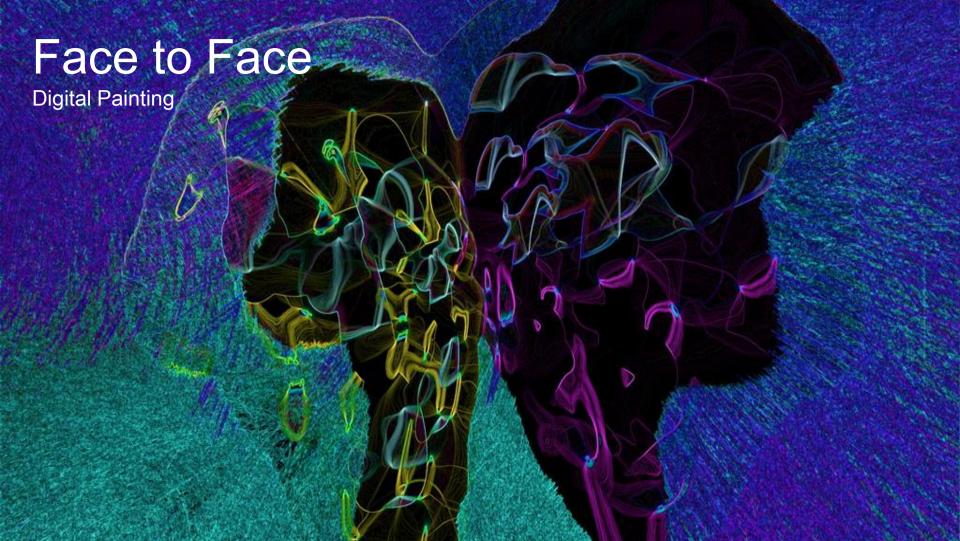
# Dream Place Interactive program

# Dream Place Interactive program

















**Artist & Journalist** 

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