

APPLICATION FORM (1 per team):
Advanced Topics in Digital Art History: 3D Geospatial Networks
June 4-15, 2018 in Venice, Italy

Default Question Block

Project Title

Team Member #1 Name (will serve as primary contact for initial communications)

Team Member #1 Email

Team Member #1 Title

Team Member #1 Institution

Team Member #1 Correspondence Address

Team Member #1 Additional Contact Info (Skype, Phone, etc.)

Team Member #2 Name

Team Member #2 Email

Team Member #2 Title

Team Member #2 Institution

Team Member #2 Correspondence Address

Team Member #2 Additional Contact Info (Skype, Phone, etc.)

Team Member #3 Name (if applicable - we expect most teams to have two participants but will consider teams of three)

Team Member #3 Email (if applicable)

Team Member #3 Title (if applicable)

Team Member #3 Institution (if applicable)

Team Member #3 Correspondence Address

Team Member #3 Additional Contact Info (Skype, Phone, etc.)

Project Description (500 words)

Project Relevance to Call. What are some of the hard Digital Art History questions your work engages? How does your work use Mapping and/or Modeling? How does your work relate to issues of scale and perspective as defined in the [Program Overview](#)? (250 words)

This workshop develops from a broader Visualizing Cities project (co-sponsored by Wired!) in which we consider the material culture of cities, from the circulation of objects to

buildings to urban infrastructure. While not required, does your topic relate to this broader theme? If so, how? (250 words)

Project Management. Please describe your existing methodology, workflow, pipelines, data management and timelines for progress. What is the scale of your project? Where are you in your project development cycle? Do you have a data management plan? Please describe. (250 words)

Team Member Roles. This workshop is designed to facilitate interdisciplinary collaboration. We expect teams to combine domain area and technology expertise. Please describe your team member roles within the project with these considerations in mind. (250 words)

Benefit to Team. How would participating in this workshop help your team move forward? Please also give a sense of how you would continue this work after workshop. (250 words)

Hardware and Software. Specific hardware and software tools currently used and areas you wish to develop.

Peer Learning (Group). How can your peers learn from your own work? Could you contribute any particular expertise or hands-on workshop sessions to the group?

Peer Learning (External). How will your digital work address non-digital peers in your art historical subfield? What aspect(s) of the problems you are working on will help engage your peers?

Continuing Participation. We expect to continue the conversations begun through this opportunity from Spring 2018 (post-selection) through 2019. Do you anticipate your team being able to participate actively in online discussions and in the Year 2 workshop? (1 week in June 2019). Note that thanks to the support of the Getty Foundation we can provide substantial support for housing, travel, etc. for our selected participants.

Definitely yes

Probably yes

Might or might not

Probably not

Definitely not

Current Project Documentation A. Please provide any relevant links to content as well as any reviews, etc. Note: We ask you to upload documentation in the next question, but if you want to share very large files, please use a downloading service, Google Drive, Dropbox etc. and provide relevant links.



Current Project Documentation B. Please upload additional documents, images, sample shapefiles and/or models or other materials to support your application. (ZIP up any multi-part files)

CVs/Resumes of Team Members (single PDF)

Visualizing Venice Community. Have any of your team members participated in any Visualizing Venice Summer Workshops or other activities before? If yes, please indicate the workshop or other event:

2012 - The Waters of Venice

2013 - The Ghetto of Venice

2014 - The City and the Lagoon

2015 - The Biennale and the City

2016 - The Ghetto of Venice

Other

Visualizing Venice Community. Please provide information on any relevant follow-up activities and outcomes.

Additional Information or Comments.



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