## Tradiciones y leyendas para el Mapa de México de 1550

Taller de narrativa interactiva 25 de abril, 2005

#### Culture

• A basic definition from the dictionary defines culture as "the integrated pattern of human knowledge, belief, and behavior that depends upon man's capacity for learning and transmitting knowledge to succeeding generations." (Merriam Webster online)

## Cultural heritage

• "Whereas cultural property is the term used to refer to the material objects that are representative of a given culture or nation, cultural heritage itself is used as a broader term that is inclusive of all forms of cultural and artistic expression inherited from the near or distant past of a given country or cultural area."

Greenfield, J., The Return of Cultural Treasures, Cambridge University Press, 1996.

### Cultural heritage is not passive

- Activities that focus on:
  - Identification
  - Preservation, conservation
  - Development and communication of the international, national, regional and local heritage of a region, state, or group of people.

## Cultural heritage (UNESCO)

- Tangible
  - Monuments
  - Museums
  - Libraries
  - Archives

## Cultural heritage (UNESCO)

- Intangible
  - Oral traditions
  - Legends, myths, narratives
  - Performance events

## Digital Cultural Heritage

- Regional
- Global

#### Map of Mexico 1550

- Tangible: The artifact itself
- Intagible: The communities that "gather" around it and bestow meaning to it.
  - Scholars: Anthropology, archaeology, art, art, ethnography, history, linguistics, etc.
  - The public at large

### Map of Mexico 1550: The artifact

- 114cm X 78cm
- Comprised of two sheets of parchment joined at the center.
- Provides a bird's view of the city of Mexico and its surrounding areas around the year 1550.
- Contains hundreds of glyphs indicating the name places or toponyms of the region.
- Provides a detailed description of the life and customs of the region.
- Illuminates our knowledge of the early colonial city of Mexico.

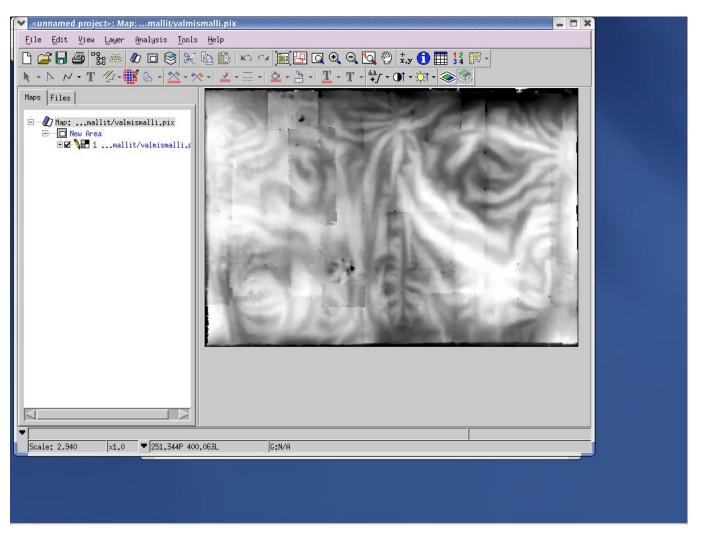
### Designing a digital facsimile

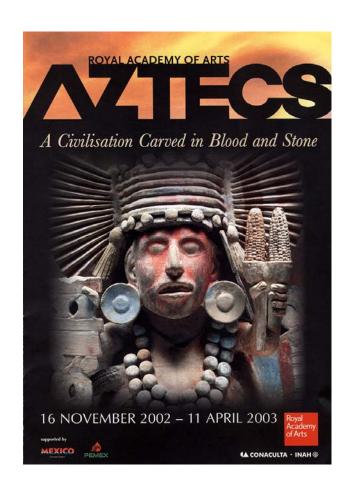
- Design research
  - What is a facsimile?
  - Design specifications for the Digital Facsimile
    - 3D
    - Digital archaeology method
  - Representation: What is gained and what is lost
  - Who is the target audience?

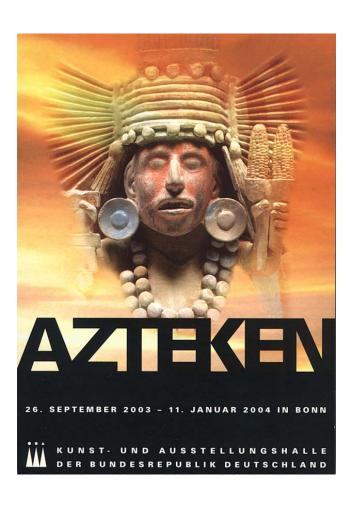
## Why 3D?



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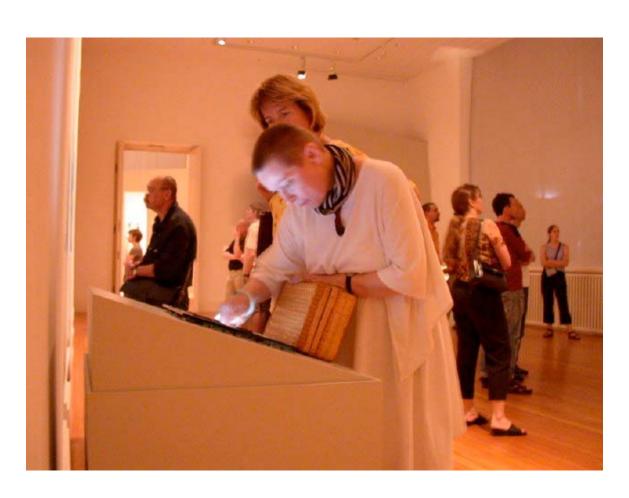


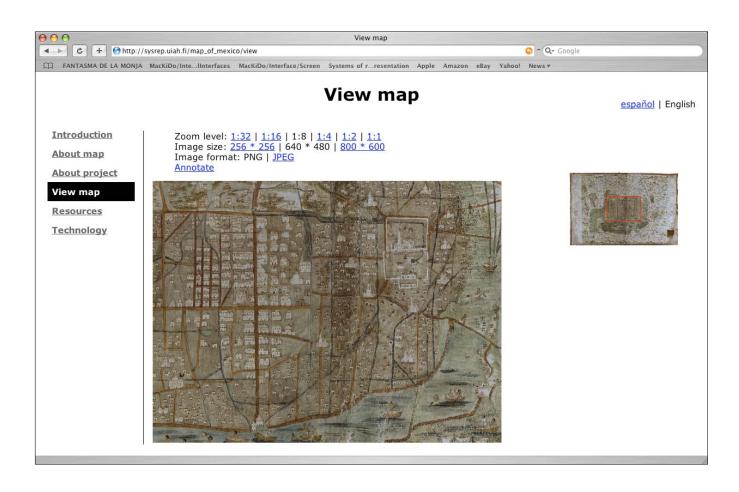


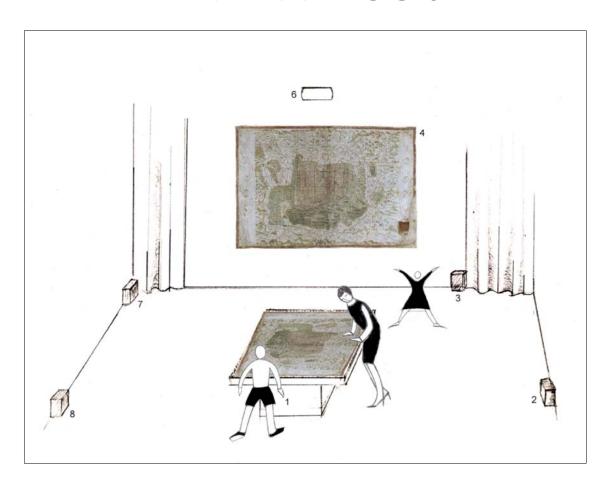
### The issue of representation

- What is gained
  - Plasticity
  - Transmission
- What changes
  - Support structure
  - Semantic exchange value (aura?)









## Who is the target audience?

- Communities of practice
  - Anthropologists, Artists, Art historians,
     Archaeologists, Ethnographers, Linguists,
     Museologists, etc...
- Communities of interest
  - The public at large...