



Hora svetla



<https://www.youtube.com/watch?v=XEnrQgOHx3I> ROAM. Wiki 2 pics <https://en.wikipedia.org/wiki/Koh-i-Noor>, By aiva. - This file has been extracted from another file, CC BY 2.0, <https://commons.wikimedia.org/w/index.php?curid=92653696>, The Koh-i-Noor diamond in the front cross of [Queen Mary's Crown](#)

Hora svetla

*VDAK, LS 2022, metodiky a pramene
na podporu originalnej prezentacie
svojej vlastnej temy*

Spolu sedem:

1. Napad, model alebo data >> obrazok (sketch, image, picture)

1.1 Napad >> Kodex vizualneho myslenia 6W a 10 PagePitchTemplate (GS: Visual Thinking or Storytelling)

Author: Dan Roam, Kniha: The Back of a Napkin, Download: www.danroam.com, Youtube/TED

<https://www.youtube.com/watch?v=XEnrQgOHx3I>

1.2 Model >> Referencny model pocitacovej grafiky

Zdroj: ISO. Kniha: Ruzicky, Obr. 1.1 a 1.7. 17.1, 19.1, 20.1 (multimedia) , 20.3 (PREMO),

Download: <http://www.sccg.sk/ferko/PGASO2012-bookmarks.pdf>

De facto standard OpenGL-Vulkan-WebGL: <https://www.opengl.org/>

1.3 Data >> Expressive Rendering (NPR) a InfoVis

Author: Geng Weidong, Kniha: [The Algorithms and Principles of Non-photorealistic Graphics](#)

Download: https://link.springer.com/chapter/10.1007/978-3-642-04891-3_6

Author: Chi, EH, Paper: A taxonomy of visualization techniques using the data state ref. model

Download: <https://www.ics.uci.edu/~kobsa/courses/ICS280/InfoViz2000/ed-chi.pdf>

2. Prezentacia (10 steps including Rhetorics)

Author: Abela, A. Zdroj: <https://extremepresentation.com/>

Download: <https://slidemodel.com/free-powerpoint-templates/free-abelas-chart-chooser-powerpoint-template/>

3. Webka, UX

Author: Garrett, JJ. Zdroj: <http://www.iig.net/elements/pdf/elements.pdf>

UX Author: Nielsen, J. Zdroj: <http://usableweb.com/destinations/000863-0-0.html>

NNG <https://www.nngroup.com/articles/usability-101-introduction-to-usability/>

Tufte <https://chnm.gmu.edu/digitalhistory/links/pdf/chapter4/4.13b%20and%204.21.pdf>

4. Apka

4.1 Author: Wiegers, K. Kniha: Software Requirements (20 best practices for ... understanding etc.)

<https://www.amazon.com/Software-Requirements-Developer-Best-Practices/dp/0735679665>

4.2 Requirements & Specifications for graphics systems: Kniha: Ruzicky. Kap. 16-20.

Download: <http://www.sccg.sk/ferko/PGASO2012-bookmarks.pdf>

5. Vis, Sensemaking

5.1 Skiena, S. **The Data Science Design Manual**, Chapter 6 Visualizing Data

Download: <https://www.webpages.uidaho.edu/~stevell/517/The%20Data%20Science%20Design%20Manual.pdf>

Online Serious Game: https://www.visual-literacy.org/periodic_table/periodic_table.html

5.2 Pirolli&Card: **The Sensemaking Process...** Fig. 2

Download: https://www.e-education.psu.edu/geog885/sites/www.e-education.psu.edu/files/geog885q/file/Lesson_02/Sense_Making_206_Camera_Ready_Paper.pdf

6. Cybercity

6.1 Ferko, A. et al. **Virtuálny svet 2012**, 3.3 **Virtualna Bratislava...**

Zdroj: <http://www.sccg.sk/ferko/VirtualnySvet2012-finalPCRevue.pdf>

6.2 Projekt: **Multimedialna historicka Bratislava (Ftacnik, M. et al.)**

Video: <http://www.sccg.sk/ferko/Multimedia%20historic%20Bratislava@wega-22oct2020.mp4>

7. Virtual Museum (Exhibition, Gallery...)

7.1 Ferko, A. et al. Virtuálny svet 2012, 3.4 **Virtualne mestske muzeum**

Zdroj: <http://www.sccg.sk/ferko/VirtualnySvet2012-finalPCRevue.pdf>

7.2 Handbook (3):

Natale, MT et al. **Handbook on virtual exhibitions...**

Download: http://www.dedale.info/_objets/medias/autres/indicate-handbook-on-virtual-exhibitions-and-virtual-performances-751.pdf

Caffo, R. et al. **Handbook on cultural web user interaction**

Download: https://www.minervaeurope.org/publications/handbookwebusers/chapter1_1.html

prave vysla cca 300-stranova kniha o digitalizacii, aj od mojej spoluautory prof. Bonacini

De Marco R. et al. **Handbook of Research on Strategies and Creative Interdisciplinarity for the Digitization and Safeguard of Endangered Heritage**

Download: https://www.researchgate.net/publication/369146972_Digital_Strategies_for_Endangered_Cultural_Heritage_FORTHCOMING_INTERSPECIES_Handbook_of_Research_on_Strategies_and_Creative_Interdisciplinarity_for_the_Digitization_and_Safeguard_of_Endangered_Herita

7.3. V slovensine zatiaľ zo SNG Projekt: **Web umenia** <https://www.webumenia.sk/>

Kniha: Bohumelova, M. et al. **Ritual muzea v digitalnom veku**, tiež digitalizujú na strojoch CRUSE, najmä od s. 66

https://issuu.com/sng.sk/docs/ritualmuzea_online