Virtual Reality and Digital Visualization as A Means of Documenting Heritage Costumes

Prof. Kefaya Suleiman Ahmed
Professor of Fashion Design and Former Vice Dean of the Faculty of Home Economics, Helwan University

Dr. Ahmed Samir Kamel
Assistant Professor, Department of Interior Design and Furniture, Faculty of Applied Arts, Helwan University

Sally Ahmed Waheed Mostafa
Computer Trainer, Faculty of Applied Arts, Helwan University

Abstract:
The idea of the virtual museum arose from a number of attempts to document the World Heritage, which resulted in a number of virtual museums spread throughout the world to contribute unprecedentedly in the preservation of world heritage. Attempts to build a virtual fashion museum are limited to a very limited number and have not received an integrated international or institutional effort. Therefore, this study comes to complement the efforts of those who preceded in this area by trying to add a museum that preserves Egypt's national heritage of unique fashion in its form, techniques and methods of use. Hence, two questions have been reached upon which this study is based; how useful are the characteristics of virtual museums in monitoring, recording and displaying the vocabulary and details of Egyptian heritage costumes? What are the stages of building a virtual environment that serves as a museum to display Egyptian heritage costumes? The purpose of this study is to analyze the characteristics of virtual museums in an accurate way that can be used to create a virtual museum that documents the traditional costumes in a virtual environment that simulates the known reality, as well as the use of three-dimensional digital simulation to show the precise details of the traditional costumes and their use environment. The study uses descriptive analytical and experimental approaches. The research is based on the premise that using digital technologies, a virtual museum can be constructed to display and document traditional costumes. The study proved the validity of using digital techniques of modeling, digital simulation and virtual reality in building a virtual museum that documents the Egyptian heritage, and the application through which this authority was tested is to build a digital virtual museum that documents the traditional costumes. The study in this study designed both the museum and all the models displayed inside, which can be viewed by the museum review and deal with careful examination and identify the components and characteristics. Virtual Reality

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