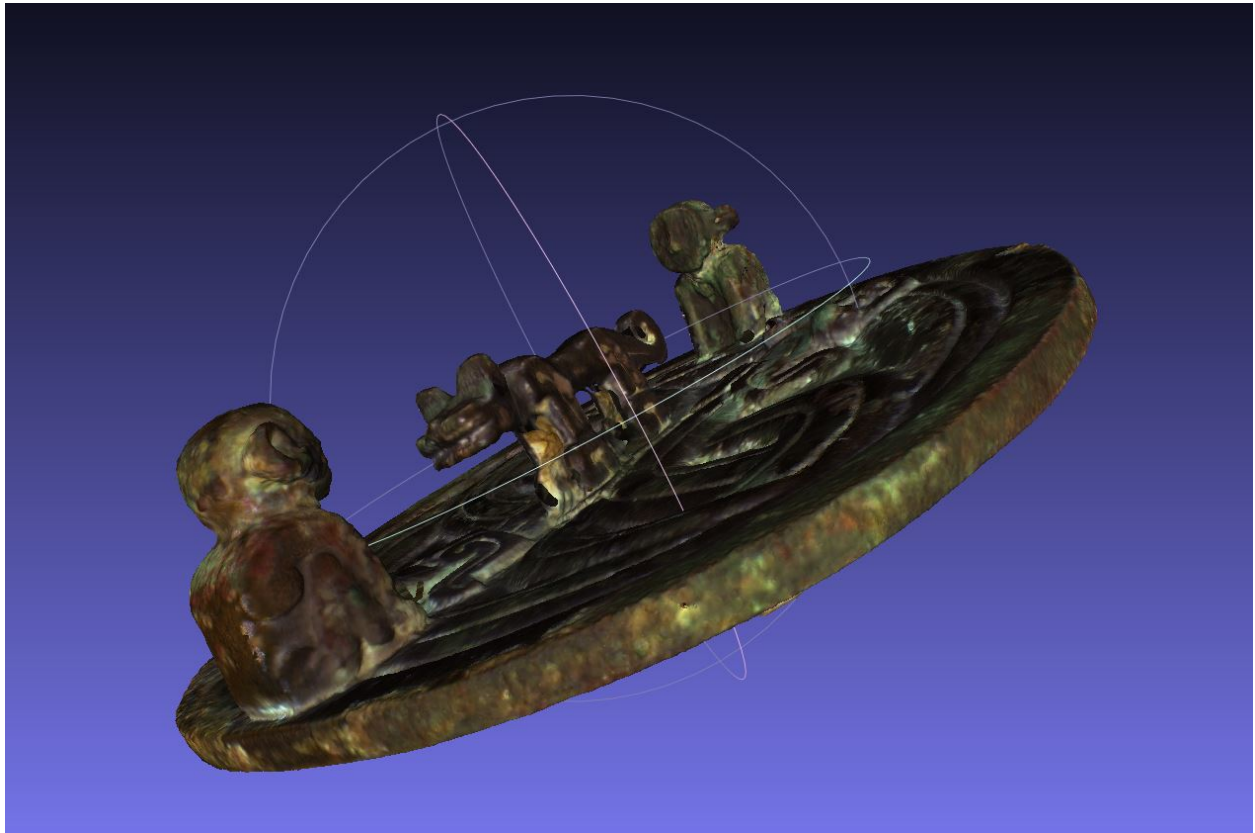


# Early Chinese Art and Digital Simulation

November 8-10, 2013  
Arthur Sackler Museum, Rm. 318; 515

Organized by **Eugene Wang**, Abby Aldrich Rockefeller Professor of Asian Art  
Department of History of Art and Architecture, Harvard University



Early Chinese art remains a source of fascination and frustration for students of Chinese culture. Its richness and complexity notwithstanding, site-bound, it is often inaccessible for teaching and research from a distance. Without proper visualization, it is hard for students to appreciate the spatial program and complex design that make early Chinese art a window into the formative stage of a robust civilization.

Fortunately, advanced technology of digital simulation is increasingly bridging the gap between the on-site experience and off-site presentation of the monuments in their full dimensions and complexity. 3D scan and other computer technology now make it possible to digitally reproduce and simulate the all-around views of complex monuments and visual designs.

The conference explores ways of deploying such technologies to visually simulate the effects and immersive experience of early Chinese monuments and artifacts. Three important sites and objects have been 3D-scanned in collaborative projects involving Chinese institutions –

1. A Han-dynasty tomb at Dongjiazhuang, Shandong. The tomb is filled with stone carvings of a variety of scenes, including rarely seen high-relief of nude figures in procreative process.
2. A Han-dynasty sarcophagus with carvings on both interior and exterior faces, a full blow-by-blow illustration of the *Monthly Ordinances*, the key classical text that laid the conceptual foundation for Chinese cyclical thinking and calendrical planning.
3. A Han-dynasty shrine/tomb site in Anhui. Much has been written about Chinese shrines and tombs, almost invariably separately. No surviving site contains both. This is the only site in China where stone slabs with relief carvings from *both* the underground tomb chamber and above-ground shrine are extant.

In addition, the conference also features computer scientists introducing cutting-edge research on Digital Geometry Processing involving dynamic shape representation and shape capture.

The conference will -

- ❖ Showcase digital 3D scans of these sites and visual programs.
- ❖ Discuss the design principle and algorithm behind early Chinese visual programs. The aim is to grasp the mechanism of how ancient Chinese programmed and synchronized life, cosmos, and natural scheme of things.
- ❖ Explore potentials and possibilities for future collaborative projects involving Harvard and various Chinese institutions.

## Participants

- **FANG Hui** 方辉, Dean, School of History and Culture, Shandong University
- **HUO Wei** 霍巍, Dean, School of History and Culture, Sichuan University
- **LI Hong** 李虹, Director, Institute of Cultural Artifacts and Archeology, Anhui Province
- **PAN Rongjiang** 潘荣江, Professor, School of Computer Science and Technology, Shandong University
- **SHI Jie** 施杰, PhD Candidate, The University of Chicago
- **TANG Zhongming** 唐仲明, Assistant Professor, School of History and Culture, Shandong University
- **Gabriel TAUBIN**, Professor, School of Engineering, Brown University
- **Eugene WANG** 汪悦进, Abby Aldrich Rockefeller Professor of Asian Art, Department of History of Art and Architecture, Harvard University

- **ZHANG Weixing** 张卫星, Curator, Emperor Qinshihuang's Mausoleum Site Museum, Shanxi Province
- **ZHANG Zhongyun** 张钟云, Research Fellow, Institute of Cultural Artifacts and Archeology, Anhui Province
- **ZHU Qingsheng** 朱青生, Director, Institute of Han Art, Beijing University
- **ZHENG Yan** 郑岩, Professor, Central Academy of Fine Arts, Beijing

## Schedule

*Friday, November 8th, 2013 --- Panel One: Sackler Rm. 318*

- **Panel One: Relief Programs - Han Tombs and Shrines in South China**

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|------------------|--|
| 9:30 ~ 9:45 am   | Welcome and Introductory remarks.<br>Eugene Wang (Harvard University)            |
| 9:45 ~ 10:30 am  | Li Hong & Zhang Zhongyun (Institute of Cultural Artifacts and Archeology, Anhui) |
| 10:30 ~ 10:45 am | <i>Coffee break</i>  |
| 10:45 ~ 11:30 am | Shi Jie (University of Chicago)  |
| 11:30 ~ 12:15 pm | Huo Wei (Sichuan University)   |

*Saturday, November 9th, 2013 --- Panel Two: Sackler Rm. 515*

- **Panel Two: Relief Programs - Han Sarcophagi and Tombs in East Coast**

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|------------------|---|
| 9:30 ~ 10:30 am  | Eugene Wang (Harvard University)                  |
| 10:30 ~ 11:15 am | Tang Zhongming (Shandong University)              |
| 11:15 ~ 11:30 am | <i>Coffee break</i>                               |
| 11:30 ~ 12:15 am | Zhu Qingsheng (Beijing University)                |
| 12:15 ~ 12:30 pm | Zheng Yan (Central Academy of Fine Arts, Beijing) |

*Sunday, November 10th, 2013 --- Panel Three: Sackler Rm. 515*

- **Panel Three: Perspectives on Digital Simulation & Early Chinese Art**

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|------------------|---|
| 9:30 ~ 10:15 am  | Zhang Weixing (Mausoleum of the First Qin Emperor, Xi'an) |
| 10:15 ~ 11:00 am | Pan Rongjiang (Shandong University)                       |
| 11:00 ~ 11:15 am | <i>Coffee break</i>                                       |
| 11:15 ~ 12:00 am | Gabriel Taubin (School of Engineering, Brown University)  |
| 12:00 ~ 12:45 pm | Discussion  |

\*Due to the presence of the majority of Chinese-speaking participants, the sessions will be largely conducted in Chinese.

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