

# ATHENS PROJECT: Create your own Avatar



Scientific Coordination: Cecilia Bolognesi

Student participants:

Dal Ayşe Sena  
Dimitrov Márk Valeriev  
Gaspar Ribeiro Beatriz Margarida  
Gomes Marques Pessanha De Almeida Miguel  
Jacquillat Augustin  
Khaleghi Mahsa  
Kiliç Sertan  
Kozak Melis  
Lameiras Mazedo Machado Beatriz  
Li Jieran  
Nagy Péter  
Oktar Selçuk Batu  
Patrão Costa Medeiros Leonor  
Pedro Ferreira Dos Santos Pereira Luís  
Rojas Bandres Maria Fernanda  
Stan Andreea-Cristina  
Van De Velde Danaë  
Wang Jing  
Weill Nathan

Lecturer:

Cecilia Bolognesi Politecnico di Milano, ABC Department  
Fausta Fiorillo Politecnico di Milano, ABC Department  
Leonardo Locatelli, ADAPTA Studio  
Thomas Makryniotis - Substance 3D Lead Designer - Adobe

Tutoring:

Deida Bassorizzi Politecnico di Milano, ABC Department  
Daniele Sorrenti Politecnico di Milano, LaborA  
Manfredi Vasili Politecnico di Milano

## SHORT PROGRAM

- DAY 1 Replicate and represent in the virtual (CB)  
Photogrammetry in small objects and spaces ( FF)
- DAY 2 Simplifying meshes without taking anything away (LL)  
An approach to shape capture (DB)  
Obtaining the mesh and texturing it (VM)
- DAY 3 Working on materials with Adobe Substance (TM)
- DAY 4 The avatar's path in an Unreal/Unity world (DS)
- DAY 5 Show what you did (ALL)



From Monday 13th March to Friday 18th March  
from 9:30 a.m. to 6:00 p.m.



Politecnico di Milano, Edificio 16A, LaborA,  
Via Ampère 2 / Piazza Leonardo 32 - Milano



For enquiries write to [virtual-labora@polimi.it](mailto:virtual-labora@polimi.it)



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