SHORT CV Arie Kai-Browne

Thematic Area: 3

Key areas of Expertise in Digital Heritage:
3D Scan
Photogrammetry
Remote Sensing
Realtime-Environments (Game Engines)
VR/ AR

Arie Kai-Browne is a research assistant at the DE:Hive institute, located at the department of Game-Design in the University of Applied Sciences, Berlin. He has been responsible for the 3D-documentation of various sites such as the temple of the storm god in Aleppo and the Palacio del Partal at the Alhambra as well as museum collections, employing a range of different data acquisition technologies.

He is part of the Virtual Archaeology Research Group, which aims at developing various workflows and a toolbox for Virtual Reality applications, where various digital tools are provided to researchers for analyzing a combination of 3D-datasets from various sources such as close-range 3D scans, terrestrial laserscans, photogrammetry and satellite-based imagery.

Additionally, he is working on his PhD thesis, which deals with various methods in the field of remote-sensing for locating and documenting archaeological sites.