



Europass Curriculum Vitae



Personal information

First name(s) / Surname(s)

Alice Bordignon

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ORCID

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LinkedIn

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Nationality

Italian

Gender

Female

Work experience

Dates	May 2023 - current
Occupation or position held	Research fellow
Main activities and responsibilities	<p>CHANGES Project (Extended Partnership PE5 – Cultural Heritage Active Innovation for Next-Gen Sustainable Society), Spoke 4 – Virtual Technologies for Museum and Art Collections</p> <p>Activities related to reality-based 3D acquisition using photogrammetry, structured-light scanning, and laser scanning; use of 3D modeling and computer graphics software for the processing, finalisation, and optimisation of data for web publication of digital cultural heritage.</p> <p>Palazzo Poggi Museum, Bologna</p> <ol style="list-style-type: none">1. Supported the creation of a 360° virtual tour of the temporary exhibition <i>Nuovo Rinascimento: Ulisse Aldrovandi e le meraviglie del mondo</i>2. Conducted on-site acquisition of 52 museum objects and frescoes in exhibition spaces3. Processed data and digitalised 62 objects4. Optimised and integrated 74 objects into ATON5. 3D modelling of an exhibition space, including baking and rendering of assets in Rooms 1, 2, 3 and 56. Employed the open-source frameworks ATON and Voyager for management, testing, and publication of 3D assets and metadata; developed a 3D critical digital edition of one of the exhibited artefacts7. Appointed representative research fellow for the “new recruitments” in CHANGES Faculty, Spoke 4; co-coordinator of the working group for the development of MOOC 2 – “Digital (Tangible) Cultural Heritage” <p>Giovanni Capellini Museum, Bologna</p> <ol style="list-style-type: none">1. Acquired 35 museum objects2. Processed data and digitalised 15 3D models <p>Estense Gallery, Modena</p> <ol style="list-style-type: none">1. Acquired and digitalised 4 artefacts2. Analysed 3D models using specialised software to support art-historical research (authorship attribution) <p>Other project-related activities</p> <p>Participated in the development and application of FAIR-compliant digitalisation methodologies, ensuring transparency and traceability of generated data; contributed to the development of sustainable data architecture for long-term preservation of acquisition data and all versions of 3D models created, supporting documentation, research, and online dissemination; support in the drafting of a FIS (Fondo Integrativo Speciale) research grant proposal: participation in the drafting of a FIS (Fondo Integrativo Speciale) research grant on virtual technologies for cultural heritage enhancement: contributed to the methodological framework and project budget planning</p>
Name and address of employer	Department of Philology and Italian Studies University of Bologna Via Zamboni 32 40126 Bologna (BO) Italy

Dates	April 2022 – July 2022
Occupation or position held	Intern
Main activities and responsibilities	<p>Responsibilities related to the Brancacci Project, focused on the study and development of immersive and interactive virtual reality environments using 3D and 360° technologies to investigate and enhance the perception of authenticity and public engagement with the fresco cycle of Saint Peter in the Brancacci Chapel of the Church of Carmine, Florence. Main activities included:</p> <ol style="list-style-type: none"> 1. Optimisation, retopology, and texturing of the 3D model of the Brancacci Chapel using Blender, Instant Meshes, and Reality Capture 2. Identification and creation of semantic layers using AutoCAD, based on art-historical sources, to support metadata management and iconographic storytelling of the frescoes 3. Vectorisation and comparison of the most recent diagnostic mappings of the frescoes using AutoCAD, aimed at supporting the planning of subsequent restoration interventions
Name and address of employer	<p>National Research Council (CNR) – Institute of Cultural Heritage Science (ISPC)</p> <p>Florence office: Via Madonna del Piano 10, 50019 Sesto Fiorentino, Florence, Italy</p> <p>Rome office: Strada Provinciale 35d, No.9, Montelibretti, Rome, Italy</p>
Education and training	
Dates	October 2020 – May 2023
Title of qualification awarded	Master's Degree in Digital Humanities and Digital Knowledge, Grade: 110/110 cum laude
Principal subjects/occupational skills covered	<p>Thesis: Virtual Reality and Design Strategies in the Formal Educational Context Supervisor: Sofia Pescarin Co-supervisors: Daniele Ferdani, Ivana Cerato</p>
Name and type of organisation providing education and training	<p>Department of Classical Philology and Italian Studies University of Bologna Via Zamboni 32, 40126 Bologna, Italy</p>
Dates	September 2017 – July 2020
Title of qualification awarded	Bachelor's Degree in Conservation and Management of Cultural Heritage and Activities, Curriculum in Economics and Management of Arts and Cultural Activities (EGART), Grade: 110/110 cum laude
Principal subjects/occupational skills covered	<p>Thesis: MUBI: The Cinematic Experience in the Digital Era Supervisor: Marco Dalla Gassa</p>
Name and type of organisation providing education and training	<p>Department of Philosophy and Cultural Heritage Ca' Foscari University of Venice Dorsoduro 3246, Calle Larga Foscari 30123 Venice, Italy</p>
Level in national or international classification	<p>Erasmus+ for Studies (September 2018 – June 2019) Faculty of Geography and History Complutense University of Madrid (UCM) Calle del Profesor Aranjuren, 28040 Madrid, Spain</p>
Personal skills and competences	
Mother tongue(s)	Italian
Other language(s)	

Self-assessment <i>European level</i> (*)	Understanding				Speaking				Writing	
	Listening		Reading		Spoken interaction		Spoken production			
English	B2	Upper-intermediate	B2	Upper-intermediate	B2	Upper-intermediate	B2	Upper-intermediate	B2	Upper-intermediate
Spanish	B2	Upper-intermediate	B2	Upper-intermediate	B2	Upper-intermediate	B2	Upper-intermediate	B1	Intermediate

(*) [Common European Framework of Reference for Languages](#)

Technical skills and competences

Reality-based acquisition techniques: Photogrammetry; Structured-light scanning; Laser scanning

3D point cloud processing, 3D modelling, rendering, retopology, and material creation software: CloudCompare, Blender, AutoCAD, Instant Meshes, Materialize, XNormal, MeshLab

Graphic editing software: GIMP, RawTherapee, Adobe Illustrator, Photoshop

Photogrammetry software: 3DZephyr, Metashape, Reality Capture, Meshroom

3D scanning software: Artec Studio 19, Faro Scene

Relevant training certifications:

- 3D Scanner Advanced – Artec 3D (3DZ SpA)
- Artec Metrology Kit Training (Artec3D)
- EDU_Artec Leo: Basic Training – Scanning and Processing in AS 18 (Artec3D)
- EDU_Artec Eva and Artec Space Spider: Basic Training (Artec3D)
- Training Course – Use of FARO FOCUS Laser Scanner and FARO SCENE Software (Microgeo srl)

Design and prototyping (UI/UX) software: Figma, Sketch

Relevant training certification: Foundations of User Experience (UX) Design (Google)

Programming languages: Python, HTML, CSS

Software suite: Microsoft Office, OpenOffice, Git

[2025] Bordignon, A., & Domenici, D. (2025). *Enhancing access and understanding of ancient manuscripts: The 3D Digital Edition of the Codex Cospi*. Digital Applications in Archaeology and Cultural Heritage, 39, e00474. <https://doi.org/10.1016/j.daach.2025.e00474>

[2025] Barzaghi, S., Bordignon, A., Collina, F., Fabbri, F., Fanini, B., Ferdani, D., Gualandi, B., Heibi, I., Mariniello, N., Massari, A., Massidda, M., Moretti, A., Peroni, S., Pescarin, S., Rega, M. F., Renda, G., & Sullini, M. (2025). *A reproducible workflow for the creation of digital twins in the cultural heritage domain*. Transformations: A DARIAH Journal, Workflows (Image-based workflows), 14773. <https://doi.org/10.46298/transformations.14773>

[2025] Barzaghi, S., Bordignon, A., Gualandi, B., & Peroni, S. (2025). *Enlightening the Black Box of Humanities Research. Methodological Documentation as a Way to Transparency and Accountability of Digital Exhibitions*. UMANISTICA DIGITALE, 9(20), 97–114. <https://doi.org/10.6092/issn.2532-8816/21177>

[2024] Barzaghi, S., Bordignon, A., Gualandi, B., Heibi, I., Massari, A., Moretti, A., Peroni, S., & Renda, G. (2024). *A Proposal for a FAIR Management of 3D Data in Cultural Heritage: The Aldrovandi Digital Twin Case*. DATA INTELLIGENCE, 6(4), 1190–1221. <https://doi.org/10.3724/2096-7004.di.2024.0061>

[2024] Balzani, R., Barzaghi, S., Bitelli, G., Bonifazi, F., Bordignon, A., Cipriani, L., Colitti, S., Collina, F., Daquino, M., Fabbri, F., Fanini, B., Fantini, F., Ferdani, D., Fiorini, G., Formia, E., Forte, A., Giacomini, F., Girelli, V. A., Gualandi, B., ... Vittuari, L. (2024). *Saving temporary exhibitions in virtual environments: The Digital Renaissance of Ulisse Aldrovandi – Acquisition and digitisation of cultural heritage objects*. Digital Applications in Archaeology and Cultural Heritage, 32, e00309. <https://doi.org/10.1016/j.daach.2023.e00309>

Conference Proceedings

[2026] Bordignon, A., Collina, F., Fabbri, F., Fanini, B., Ferdani, D., Rega, M. F., & Sullini, M. (2025). *Balancing Visual Credibility and Transparency: A FAIR Approach to 3D Digitisation for Cultural Heritage documentation and dissemination*. Peer Community Journal, Volume 6 (2026), article no. e22. <https://doi.org/10.24072/pcjournal.696>

[2025] Ammirati, L., Bordignon, A., Collina, F., Fabbri, F., Ferdani, D., Rega, M. F., & Sullini, M. (2025). *3D Digitisation for Geological and Paleontological Specimens: Challenges and Solutions*. Digital Heritage. <https://doi.org/10.2312/DH.20253255>

[2025] Ammirati, L., Bordignon, A., Collina, F., Fabbri, F., Fanini, B., Ferdani, D., Rega, M. F., & Sullini, M. (2025). *TRACE-ing the Gaps: Mapping Interventions on Incomplete 3D Meshes*. ISPRS Annals of the Photogrammetry, Remote Sensing and Spatial Information Sciences, X-M-2–2025, 3–11. <https://doi.org/10.5194/isprs-annals-X-M-2-2025-3-2025>

[2024] Barzaghi, S., Bordignon, A., Gualandi, B., & Peroni, S. (2024). *Thinking Outside the Black Box: Insights from a Digital Exhibition in the Humanities*. Me.Te. Digitali. Mediterraneo in Rete Tra Testi e Contesti, Proceedings del XIII Convegno Annuale AIUCD2024, 138–142. <https://doi.org/10.6092/unibo/amsacta/7927>

[2024] Massidda, M., Bordignon, A., Fabbri, F., Nori, R., Piccardi, L., Travaglini, L., Veggi, M., & Pescarin, S. (2024). *Towards an Experiment Planner for Cognitive Studies in Virtual Heritage Environments. A Pilot Study*. Eurographics Workshop on Graphics and Cultural Heritage. <https://doi.org/10.2312/GCH.20241261>

[2023] Ferdani, D., Ronchi, D., Fanini, B., Manganelli Del Fà, R., D'Annibale, E., Bordignon, A., & Pescarin, S. (2023). *BRANCACCI CHAPEL IN FLORENCE: SURVEYING AND REAL-TIME 3D SIMULATION FOR CONSERVATION AND COMMUNICATION PURPOSES*. International Archives of the Photogrammetry, Remote Sensing and Spatial Information Sciences, XLVIII-M(2), 535–540. <https://doi.org/10.5194/isprs-archives-XLVIII-M-2-2023-535-2023>

[2023] Pescarin, S., Bonanno, V., Bordignon, A., & Fiorenza, G. (2023, maggio 26). *Extending civic participation of Virtual Cultural Experiences: Brancacci POV experiments*. Extended Intelligence for Cultural Engagement (ExICE), Bologna, Italy. <https://doi.org/10.5281/zenodo.7973668>

Posters

[2026] Ammirati, L., Bordignon, A., & Fabbri, F., (2026). RTI and VRTI in Paleontological Documentation: methodological comparison and prospects for standardisation. Zenodo. <https://doi.org/10.5281/zenodo.18492212>

[2025] Bordignon, A., & Domenici, D. (2025). Codex Cospi unbound: Unlocking new dimensions through 3D Digital Editions. Convegno Del Partenariato Esteso CHANGES. Zenodo. <https://doi.org/10.5281/zenodo.15055393>

[2025] Bordignon, A., Collina, F., Fabbri, F., Ferdani, D., Rega, M. F., & Sullini, M. (2025). Visual documentation of interpretative processes with vertex colour maps in 3D Modelling for Cultural Heritage. Convegno Del Partenariato Esteso CHANGES. Zenodo. <https://doi.org/10.5281/zenodo.15210329>

[2023] Barzagli, S., Collina, F., Fabbri, F., Giacomini, F., Bordignon, A., Balzani, R., Bitelli, G., Bonifazi, F., Cipriani, L., Colitti, S., Daquino, M., Fanini, B., Fantini, F., Ferdani, D., Fiorini, G., Formia, E., Forte, A., Girelli, V. A., Gualandi, B., ... Vittuari, L. (2023). Digitisation of Temporary Exhibitions: The Aldrovandi Case. Eurographics Workshop on Graphics and Cultural Heritage, 181–183. <https://doi.org/10.2312/GCH.20231176>

3D Digital Editions

[2025] Bordignon, A., & Domenici, D. (2025, March 24). Codex Cospi. PURE3D. <https://editions.pure3d.eu/project/14/edition/1/index.html>

3D models (published)

[2025] Bordignon, A., & Collina, F. (2025). Busto Aldrovandi—DCHO and DCHOo models. <https://zenodo.org/records/15389506>

[2024] Bordignon, A. (2024). Digital twin of the Codex Cospi. <https://zenodo.org/records/10944121>

Demo

[8-13th September 2025] Presentation of two prototypes at the EXPO session of the Digital Heritage International Congress (DH25):

- Booth 11: Beyond the Glass: A Digital Journey into the Codex Cospi, by CHANGES Foundation; University of Bologna; Maastricht University; MOLAB of the CNR-ISPC; Smithsonian Institution
- Booth 13: Exploring Ulisse Aldrovandi in 3D: A Digital Renaissance, by CHANGES Foundation; University of Bologna; CNR-ISPC

Presentation of the prototype related to the creation of the digital twin of the temporary exhibition “New Renaissance: Ulisse Aldrovandi and the Wonders of the World”:

[February 2025, February 2024] At the 2024 and 2025 editions of Tourisma, Archaeology and Cultural Tourism Expo, Florence, Italy

[September 2025, September 2024] At the 2024 and 2025 editions of the European Researchers’ Night, University of Bologna, Bologna, Italy

Working papers

[2024] Bordignon, A., Barzagli, S., Collina, F., Fabbri, F., Fanini, B., Ferdani, D., Marinello, N., Moretti, A., Rega, M. F., & Sullini, M. (2024). Guidelines for the digitisation of museum and art collections: Guidelines for digitisation of collections’ items: Guidelines for 360° virtual tours: Guidelines for digitisation of architecture-scale objects. Zenodo. <https://doi.org/10.5281/ZENODO.14249935>

[2024] Pescarin, S., Barzaghi, S., Bordignon, A., Collina, F., Fabbri, F., Fanini, B., Ferdani, D., Damiano, R., Gualandi, B., Heibi, I., Manganelli Del Fa, R., Mariniello, N., Massari, A., Massidda, M., Moretti, A., Peroni, S., Rega, M. F., Renda, G., Sullini, M., ... Furferi, R. (2024). Implementation of guidelines and best practices for technology-aided narratives via prototypes. <https://doi.org/10.5281/zenodo.14251585>

Other Participation in Conferences, Congresses, and Workshops

[14-17 October 2025] XXXIV ANMS Congress – Knowing to Preserve: Scientific Collections Between Research, Conservation, and Enhancement, 14–17 October 2025, Padua, Italy

[8-13 September 2025] 4th Digital Heritage International Congress (DH2025), 8–13 September 2025, Siena, Italy

[25-29 August 2025] 30th CIPA International Symposium “Heritage Conservation from Bits: From Digital Documentation to Data-driven Heritage Conservation”, 25–29 August 2025, Seoul, South Korea

[2-9 May 2025] 52nd CAA International Conference Digital Horizons: Embracing Heritage in an Evolving World (CAA 2025), 2–9 May 2025, Athens, Greece

[21-23 February 2025] Tourisma – Archaeology and Cultural Tourism Exhibition, 21–23 February 2025, Florence, Italy

[23-24 January 2025] Extended Partnership CHANGES Conference, 23–24 January 2025, Rome, Italy

[16-18 September 2024] 22nd Eurographics Workshop on Graphics and Cultural Heritage (GCH 2024), 16–18 September 2024, Darmstadt, Germany

[28-30 May 2024] XII ME.TE. Digitali National Conference: Mediterraneo in Rete tra Testi e Contesti (AIUCD 2024), 28–30 May 2024, Catania, Italy

[22-25 February 2024] Tourisma – Archaeology and Cultural Tourism Exhibition, 22–25 February 2024, Florence, Italy

[5-6 February 2024] Presentation event of SPOKE 4 “Virtual Technologies for Museums and Art Collections” (PE5 CHANGES, PNRR) and associated calls, 5–6 February 2024, Naples, Italy

[4-6 September 2023] 21st Eurographics Workshop on Graphics and Cultural Heritage (GCH 2023), 4–6 September 2023, Lecce, Italy

[15th March 2023] Extended Intelligence for Cultural Engagement (ExICE), 15 March 2023, Bologna, Italy

[24-26 March 2023] Tourisma – Archaeology and Cultural Tourism Exhibition, 24–26 March 2023, Florence, Italy

Seminars, Lectures, MOOC

[13 novembre 2025] Presentation of CHANGES project digitization and research results. Master’s Degree in Art History: “Museum Education and Communication” course, University of Florence.

[February – September 2025] Representative research fellow for the so-called “new recruitments” in CHANGES Faculty, Spoke 4 (Virtual Technologies for Museums and Art Collections), established for the development of training and outreach initiatives of the CHANGES Foundation. Co-coordinator of the working group for the development of MOOC 2 – “Digital (Tangible) Cultural Heritage”, including recording at Digit’ed studios [24th July 2025] of two video contributions related to the storyboards:

- Digital Twin for Cultural Heritage: Objectives and Workflow
- The Other Renaissance: Ulisse Aldrovandi and the Wonders of the World

[16th May 2025] Presentation of digitalisation results and research outcomes from the CHANGES project to students of the Master’s Degree course Digital Humanities and Digital Knowledge, within the lecture [85579 - LABORATORY 1: 3D Modeling and Visualisation in Cultural Heritage \(LM\)](#), 16 May 2025, University of Bologna

[28th March 2025] Lecture and presentation within [Session 4](#) of the seminar series “Hybrid Knowledge: Artefacts and Material Objects, Musical Heritage, and Visual and Performing Arts Productions”, 28 March 2025, University of Bologna

[15-19 July 2024] Teaching role at the Summer School “3D for Cultural Heritage”, Department of Cultural Heritage, University of Bologna, Ravenna Campus, 15–19 July 2024