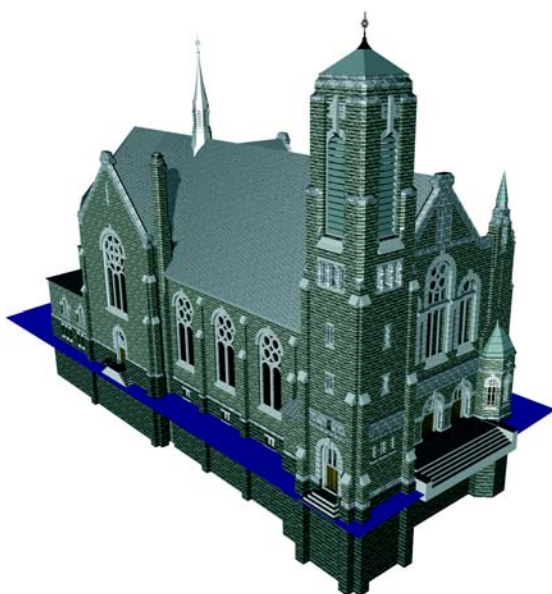


QUÉBEC CITY CHURCHES

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The following pictures come from a work in progress at the School of Architecture of Laval University, done in collaboration with the "Centre de développement économique et urbain de la Ville Québec" (CDEU). The 3D models from which the pictures were generated, have been created by students at the School of architecture (part of this work is illustrated). The project started at the beginning of the summer 97 by the modeling competition of Notre-Dame-de-Grâce Church, located in Québec City Saint-Sauveur neighborhood. The works continued during the summers of 1997 and 1998 and will resume this summer. To date, this ongoing project has given to nine students the opportunity to model 19 churches to a level of details useful to professionals.

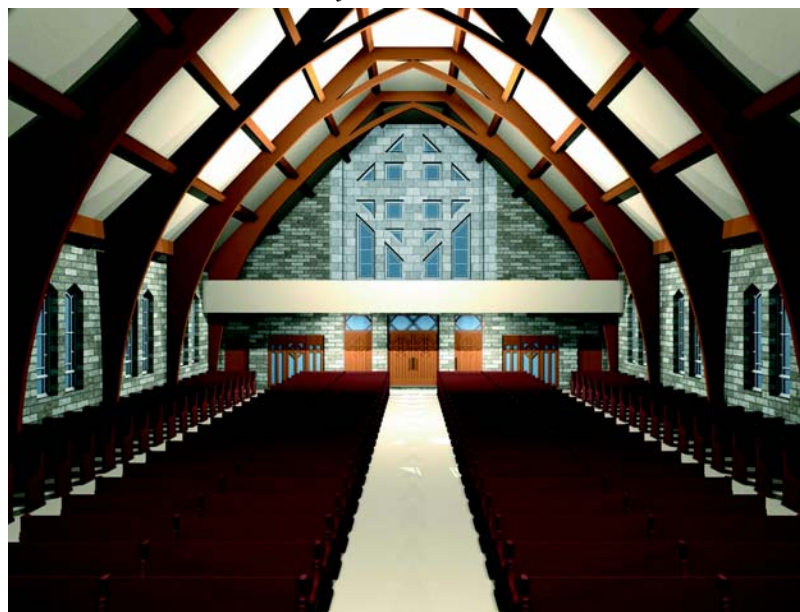
This 3D modeling activity aims at professional use for church recycling projects and propositions. In addition, the diffusion of those monuments to a larger public is also one very important goal to the project. In that regard, VR panorama was systematically generated for Web and CD presentations. To these "external" objectives we should add pedagogical ones. The opportunity for students to acquire practical mastery in the modeling process and the software used, to develop the know-how for integrating, reading and interpreting 2D information from plans, archives and photographic pictures up to the 3D model, and furthermore, the expertise in reusing those buildings. Those monuments, which often we call "our Castles", are in great number all over the Province, and are now also, left alone, unoccupied, or worst demolished.



Notre-Dame du Chemin Church, by Mathieu Paradis



Notre-Dame du Chemin Church, by Mathieu Paradis



Saint-Albert le Grand Church, by Romain Chauvelot & David Umemoto



Saint-Esprit Church, Romain Chauvelot

