

# Reviving Cultural Heritage in a Virtual Reality Environment: The Role of Artificial Intelligence and 3D Modeling

## Sara A. Abdoh

Department of Sculpture, Architectural Formation and Restoration, Faculty of Applied Arts, Benha University, s.mohammed@fapa.bu.edu.eg

## **Abstract:**

Artificial intelligence plays a pivotal role in preserving cultural heritage, including both tangible (physical artifacts) and intangible elements inherited from past generations through the use of 3D modeling techniques, digital preservation, and documentation of heritage objects in virtual environments. It also supports tasks such as digital restoration. Recently, we have witnessed the development of numerous AI programs capable of transforming two-dimensional images into three-dimensional models within virtual reality. Despite the significant contributions AI has made to the fields of art and heritage, the debate over the relationship between humans and machines continues. Many questions are being raised about the future of artists, designers, and restorers in light of this rapid development. However, there is general agreement that artificial intelligence is an effective tool in the modern era capable of completing many tasks efficiently, saving time, reducing material waste, achieving more accurate results, and even contributing to sustainability. This research paper explores how artificial intelligence can revolutionize the application of 3D modeling in heritage conservation, while also highlighting the current challenges facing the field.

**Research Problem:** The research problem centers on the emerging challenges and questions regarding the potential of artificial intelligence (AI) to preserve cultural heritage through 3D modeling. It also addresses the ongoing debate about AI's capability to perform 3D modeling and artistic documentation within virtual environments.

**Research Objective**: The research aims to: Examine the role of artificial intelligence in preserving cultural heritage through 3D modeling techniques within virtual environments. Demonstrate the extent to which artificial intelligence integrates with human expertise in digital heritage documentation processes. Identify the challenges and concerns associated with the use of artificial intelligence in creative and heritage fields. Research Methodology: Analytical and experimental approach.

Conclusions and Recommendations: The growing partnership between art and digital technology has radically transformed not only contemporary art but also the preservation of ancient art and cultural heritage. Artificial intelligence (AI) has played a pivotal role in this transformation by enabling the identification, reconstruction, and imaging of historical sites, as well as facilitating 3D modeling. However, significant challenges remain in using AI as a tool for cultural heritage preservation—particularly in achieving high-accuracy results. Human intervention is often necessary to train AI systems and provide them with the appropriate data to ensure reliable outcomes. Alternatively, AI can serve as a preliminary step, generating 3D models from 2D images that are later refined by human experts to improve accuracy. In conclusion, there is no doubt that artificial intelligence can contribute to sustainability across its various dimensions, and that digital technology and AI will continue to drive significant advancements in the near future. This research recommends leveraging the potential of artificial intelligence by thoughtfully and effectively integrating it into the fields of art and cultural heritage.

### **Paper History:**

Paper received April 23, 2025, Accepted June 25, 2025, Published on line September 1, 2025

#### **Keywords:**

Artificial Intelligence, 3D Modeling, Cultural Heritage, Digital Sculpture, Sustainability, Virtual Reality.

## References:

- 1- Abdoh, S. A. (2021). Mummies' physiognomy and its reflections in the artistic style of the New Kingdom. Conservation science in cultural heritage: 21, 2021, 299-315.
- 2- Abdoh, S. A. (2024). Art and sustainability: can digital technologies achieve sustainability?. Journal of Cultural Heritage Management and Sustainable Development, 14(4), 555-562.
- 3- Abdoh, S. A. (2024). Sculpture and AI: Intersection of Human Creativity and Machines. International Design Journal, 14(1), 475-480.
- 4- Abdoh, S. A. (2025). Non-fungible tokens, blockchain, and digital art: Features and

- obstacles. Australian Art Education, 45(1), 31-42. P.32
- 5- Azizan, M. A., Ishak, N., & Desa, H. (2025). Digital Guardians: The Role of AI and Robotics in Protecting Construction Heritage.
- 6- Cetinic, E., & She, J. (2022). Understanding and creating art with AI: Review and outlook. ACM Transactions on Multimedia Computing, Communications, and Applications (TOMM), 18(2), 1-22.
- 7- Crimaldi, F., & Leonelli, M. (2023). AI and the creative realm: A short review of current and future applications. arXiv preprint arXiv:2306.01795.
- 8- Diamond, G. F., & Lindberg, A. (2023). Implementation of AI tools in 3D game art.
- 9- Female figure, https://www.brooklynmuseum.org/en-GB/objects/4225, Accessed 1st May, 2025.
- 10- Hutson, J., & Robertson, B. (2023). Exploring the educational potential of AI generative art in 3D design fundamentals: A case study on prompt engineering and creative workflows. Global Journal of HUMAN-SOCIAL SCIENCE: A Arts & Humanities-Psychology, 23(2).
- 11- Kumar, P. (2024, December). Sculpting with Algorithms: A Computational Approach to Analyzing Digital and Traditional Methods. In 2024 IEEE 16th International Conference on Computational Intelligence and Communication Networks (CICN) (pp. 1157-1161). IEEE.
- 12- Kung, C. H., & Liang, K. C. (2025). Exploring the Usability and Future Development of Al-Generated 3D Models in CAD Workflows and the Metaverse Based on 3D Model Standards.
- 13- Li, P., Jiang, D., & Xie, H. (2022, June). Research into Digital Sculpture Technology Based on Artificial Intelligence. In 2022 International Conference on 3D Immersion, Interaction and Multisensory Experiences (ICDIIME) (pp. 1-5). IEEE.
- 14- Liang, J., Shan, X., & Chung, J. (2023). A Study on Process of Creating 3D Models Using the Application of Artificial Intelligence Technology. International Journal of Advanced Culture Technology, 11(4), 346-351.
- 15- Ma, K., & Chung, J. (2024). A research on AI generated 2D image to 3D modeling technology. Int. J. Internet Broadcast. Commun, 16(2), 81-86.
- 16- Sahu, J.K. (2024). From Clay to Code: The Evolution of 3D Sculpting and Its Impact on Virtual Realms Era of Study: 2000-2024. International Journal of Research Publication and Reviews: 886-899.
- 17- Wright, A., & Linney, A. (2006). The art and science of a long-term collaboration. DC Rye and, SJ Scheding, eds.
- 18- Xu, F., Uszkoreit, H., Du, Y., Fan, W., Zhao, D., & Zhu, J. (2019). Explainable AI: A brief survey on history, research areas, approaches and challenges. In Natural Language Processing and Chinese Computing: 8th CCF International Conference, NLPCC 2019, Dunhuang, China, October 9–14, 2019, Proceedings, Part II 8 (pp. 563-574). Springer International Publishing.

**CITATION** 

Sara Abdoh (2025), Reviving Cultural Heritage in a Virtual Reality Environment: The Role of Artificial Intelligence and 3D Modeling, International Design Journal, Vol. 15 No. 4, (September 2025) pp 333-337