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Link to original story: <https://www.uwstout.edu/about-us/news-center/software-uw-stout-professor-students-helps-international-museum-collections-shine-literally-3d>

**Software by UW-Stout professor, students helps international museum collections shine – literally – in 3D**

**Kintsugi 3D used by Minneapolis Institute of Art, other institutions to capture surface details of heritage objects**

Captions

*1**UW-Stout Assistant Professor Michael Tetzlaff, at podium, and students Chloe Ferguson and Luke Denney, gave a presentation about Kintsugi 3D at Research Day, May 6, 2025.* ***/ UW-Stout***

*2  
The Kintsugi 3D Viewer software, a part of the project that students Tyler Betanski, Jacob Buelow, Isabel Smith, Victor Mondragon, Kyle Boatwright and Melissa Kosharek worked on.****/ Image courtesy of UW-Stout student team***

*3  
Kintsugi 3D was used to create these images of "Man from Sudan in Algerian Dress," a 19th-century sculpture by Charles Cordier.****/ Minneapolis Institute of Art***

*4  
UW-Stout Assistant Professor Michael Tetzlaff, left, and students Luke Denney, at podium, and Chloe Ferguson gave a presentation about Kintsugi 3D at Research Day, May 6, 2025.* ***/ UW-Stout***

*5  
Kintsugi 3D was used to create this image of a sculpture of dancer Loie Fuller by artist Joseph Kratina, which is in the collection of the Minneapolis Institute of Art.****/ Minneapolis Institute of Art***

*6  
(video screenshot) Gathering photos that will be used to created 3D models with Kintsugi 3D.****/ Minneapolis Institute of Art***