Digitising the Shroud:

- *A significant new development...*

Back in January 2008 the Italian company, Haltadefinizione, having very successfully accomplished high resolution photography of Leonardo da Vinci's mural painting *The Last Supper*, was given the responsibility of undertaking similar state of the art digital photography of the Shroud. In the process, which involved a lighting system especially designed to filter any harmful radiation to the cloth, Haltadefinizione achieved unprecedented optical resolution not visible to the naked eye, allowing: elements of a diameter of a few hundredths of a millimetre to be clearly distinguished.

Because Haltadefinizione's work on *The Last Supper* had been made freely accessible online, it was expected that a similar facility for their Shroud imagery would be made available to coincide with the public expositions of the Shroud held in April and May 2010. For unknown reasons this never eventuated. However in March this year Haltadefinizione announced that the first official Shroud of Turin 'app' for the iPhone and iPad, named 'Sindone 2.0', would be made available via the Apple company from March 29. The effect of this, particularly if you are an iPad user, is that you should be able to study the details of any area of the Shroud with unprecedented clarity. The bad news is that the facility only works on an iPad or an iPhone. It does not work on any computer, even an Apple.

Seemingly this was done so that it could not be pirated, easy once it is available on a computer but very difficult from an iPad or iPhone. But for PC users, of which I'm one, this deficiency is highly frustrating, and positively inhibits what might otherwise be a whole new era of research conducted from the computer screen just as if the Shroud itself was in front of you.