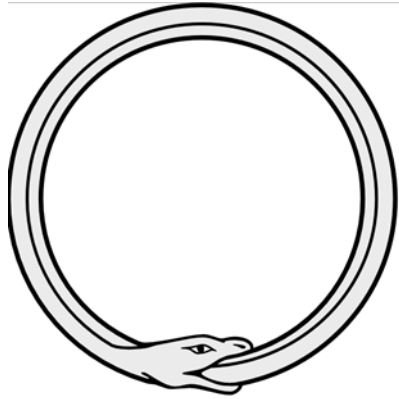




Disciplinary Grand Challenge

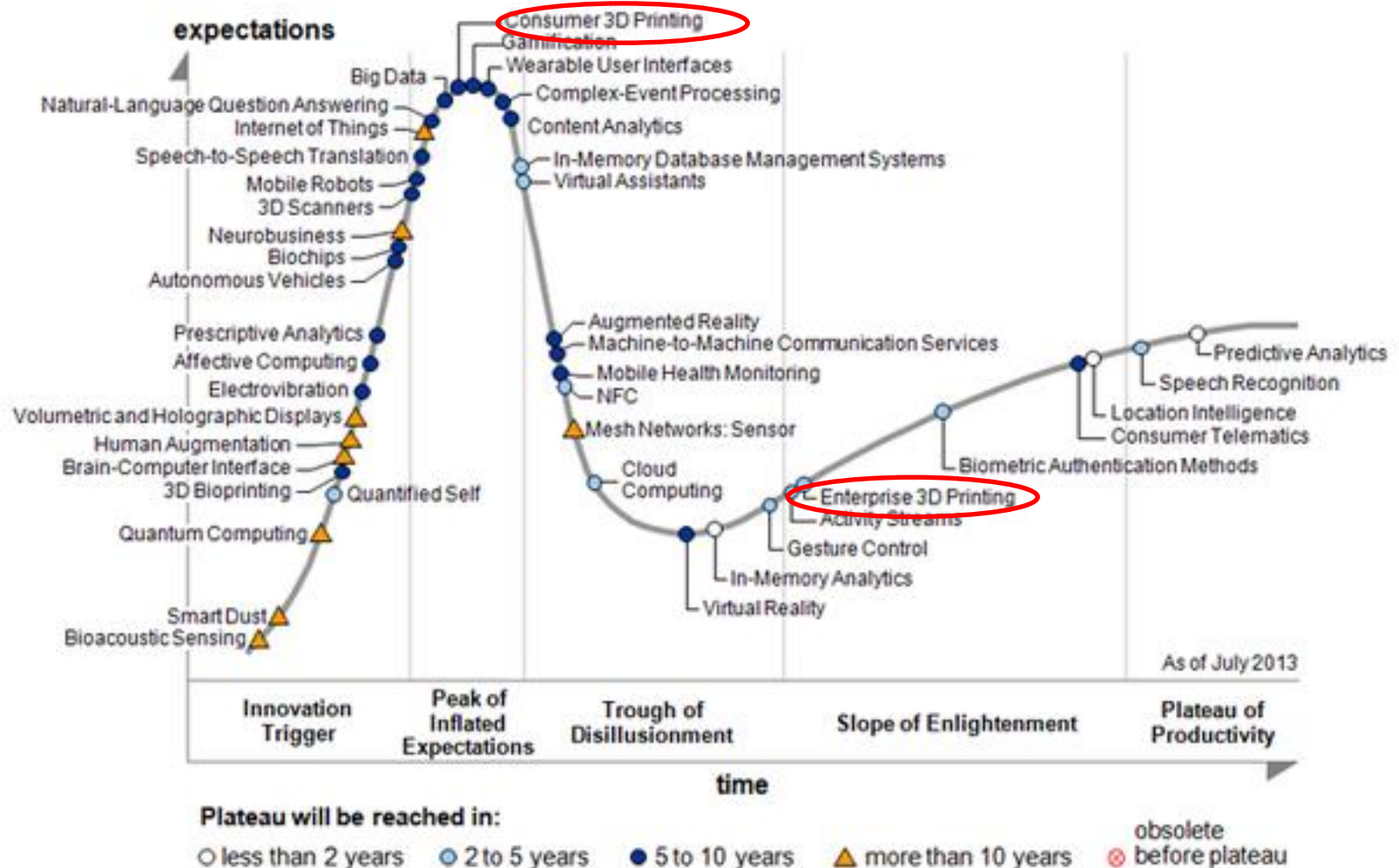
Archaeology within a Modern Material Context

Paul Reilly

p.reilly@soton.ac.uk

CAA 2014, Paris, What do you want from digital archaeology?
Round table 1

Many emerging technologies have potential applications in archaeological practice. Additive Manufacturing is a prime candidate to re-engage the spirit of virtual archaeology



Hype Cycle for Emerging Technologies 2013. Source: Gartner

The evolution of Additive Manufacturing can be summarised as three phases of gaining control over physical matter: geometry, composition, and behaviour

Geometry

- Unprecedented control over the *shape* of objects
- 3D printers can already fabricate objects of almost any material in any shape



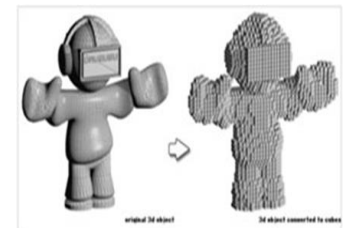
Composition

- Control over the *composition* of materials
- Multi-material printing, multiple 'entangled components' co-fabricated simultaneously



Behaviour

- Control over the *behaviour* of discrete units of material (voxels)
- *Programmable matter*: digital materials designed to function in a desired way

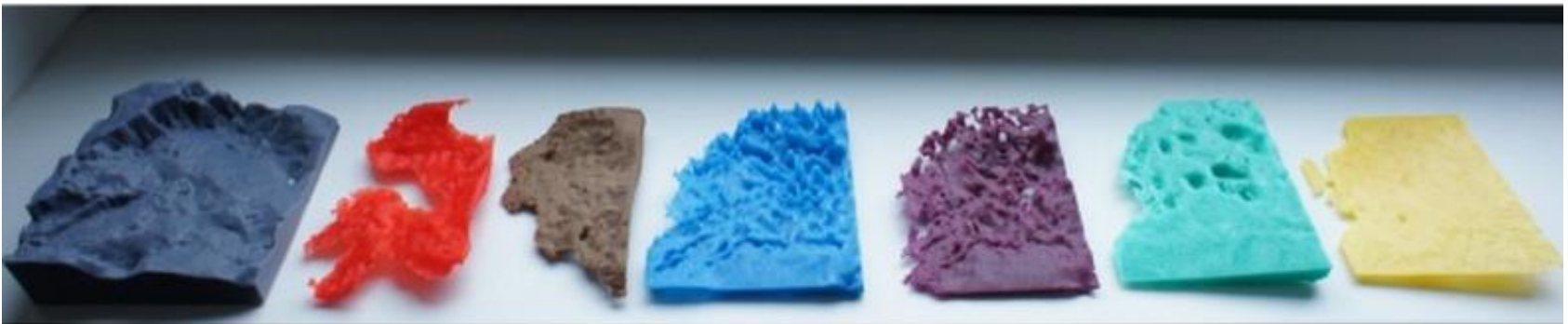


Control over shape provides a bridge between existing 3D modelling formats and 3D printed physical objects



LANDSCAPES & TOPOGRAPHY

- Point clouds, TINs, and solid models, can be 3D (re)printed using the STL format, via CAD, GIS, etc., systems
- E.g., Topography and stratigraphic interfaces



Architects already 3D print model- to full-scale buildings, architectural elements and even prototype lunar bases, and other immersive spaces



Image courtesy of Midwest Studios. Photo: Ed Watson



<http://www.digital-grotesque.com/#2>

MONUMENTS



http://www.esa.int/Highlights/Lunar_3D_printing

3D printing affords tangible non-intrusive interaction with artefacts materialised at multiple scales (bigger and smaller)



ARTEFACTS

- CT scanning combined with 3D printing allows study of the writing with minimal handling of originals
- Cuneiforms replicated in different materials at different scales
- Interior features of the cuneiform facsimiles can be 'opened' so that sealed writing can also be studied without damaging the original artefacts
- The spirit of virtual archaeology moving beyond the purely visual to include the tangible

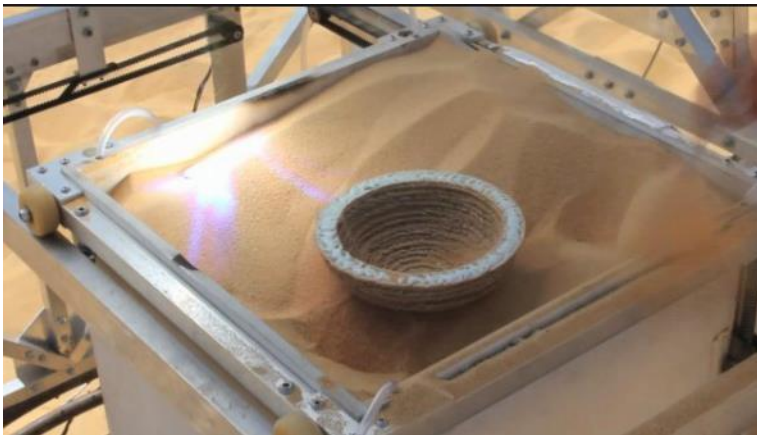
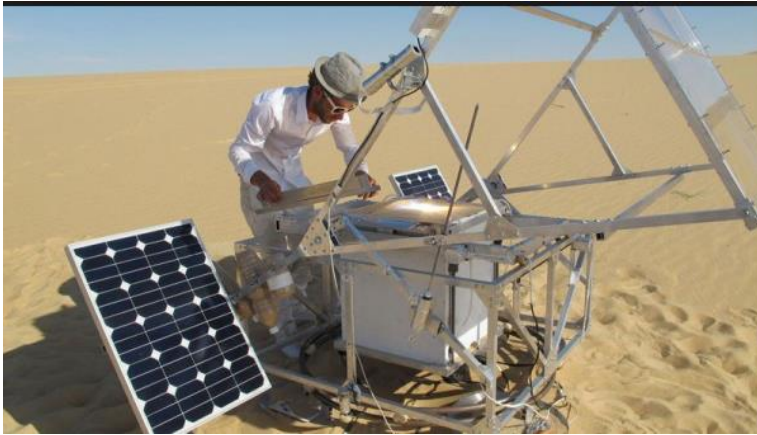


Project Members: N. Gangjee, H. Lipson, D.I. Owen. Cornell University

Additive Manufacturing materials case studies: printing sand (glass) and soil with organic material inclusions



MATERIALS



Near *in situ* virtual (re)excavation of some contexts, soils and archaeological components revealing their intricate and detailed structure and form non-intrusively



MATERIAL COMPOSITION

Computer Tomography (CT) with 3D printing provide the ability to examine the structure of soil 'close up' and, for example, set-up multiple experimental investigations



W. Otten & R. Falconer, Abertay University

CT allows a detailed, non-intrusive investigation of a coin hoard in situ within a pot, with individual coins being isolated virtually from the fill and 3D printed

Animation created from 3D images of the Near Selby hoard inside one of its two pots (c) University of Southampton 2012

CT data processing and computer graphics by: James Miles and Grant Cox
(Archaeological Computing Research Group)
www.acrg.soton.ac.uk
www.grantcoxmedia.wordpress.com

Original CT data produced and processed by: Richard Boardman
and Mark Mavrogordato (µ-VIS Centre)
www.southampton.ac.uk/muvis/

We are grateful for all of the museums and other bodies involved, and in particular the Portable Antiquities Scheme (PAS) and the British Museum.
www.britishmuseum.org
www.finds.org.uk

Materialisation: the Additive Manufacturing File (AMF) format encapsulates all the elements of an archaeological context record



Context Record Elements

SHAPE PLAN
SHAPE SIDES
SHAPE BASE
X/Y/Z CO-ORD
LEN./WIDTH/DIAMETER/DEPTH
SOIL COLOUR
TEXTURAL CLASS
COURSE COMPONENTS
ARCHAEOLOGICAL COMPONENTS



AMF Elements

OBJECT
GEOMETRY
COLOUR
MATERIAL
CONSTELLATION
METADATA

making possible a closer alignment between virtual and physical worlds

A Disciplinary Grand Challenge: Move beyond recording just geometry and 3D fabricate an excavation

Challenge the discipline to 3D fabricate an excavation

- Innovate and transform traditional archaeological practices of recording
- Explore the disaggregation and reassembly of a rematerialised archaeological intervention
- Establish an exemplary platform for strategic innovation

