

SAN ANTONIO
SIGGRAPH
#2002#

Recreating the Past

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Conclusions

Alan Chalmers Philippe Martinez

Archaeology offer significant challenges to CG

- **Media participation**
 - accurate flame and smoke
- **The need for realism**
 - laser scanning, psychophysics
- **Complexity of environments**
 - parallel processing, visual perception
- **Multi-disciplinary nature**
 - archaeology, psychology, engineering, art history
- **Multi-sensory**
 - acoustic rendering



Computer Graphics & Archaeology

ADVANTAGES

- Interpretation for both archaeologists and the public
- Chance to test hypotheses in a safe and controlled manner
- Accurate – a numerical simulation rather than an artist's conception
- A new perspective on the past

DISADVANTAGES

- Increased realism is open to misinterpretation
- Computationally & financially expensive
- Software is not readily accessible or easy to use
- Research agenda may dictate what is represented

