3D DIGITAL ARCHAEOLOGY
RECONSTRUCTION, ANALYSIS, AND CONSERVATION OF CULTURAL HERITAGE

Academic researchers present state-of-the-art multidisciplinary work bridging the humanities and the applied sciences related to 3D modeling, visualization, and analysis of complex archaeological structures and data. In the following roundtable, participants discuss how they use or envision use of 3D digital modeling in the field of material cultural heritage broadly conceived.

University of Rochester
Rochester NY – December 4, 2013
12:00 noon - 6:30 pm
Eisenberg Rotunda of Schlegel Hall
The field of 3D digital archaeology is undergoing a dramatic growth, creating the ground for emerging multidisciplinary methodologies for the study and conservation of cultural heritage. A broad spectrum of 3D technologies—ranging from GIS to laser scanning and virtual 3D modeling—are increasingly being applied in a variety of fields in the humanities including archaeology, architectural history, anthropology, and art history leading to major changes in the way these disciplines are conducting their work. On the side of applied sciences, similar 3D digital technologies are finding increasing applications in dynamic monitoring, visualization, and engineering analysis of cultural heritage with particular application to complex archaeological structures. The objective of the symposium is to promote the interdisciplinary dialog on 3D digital archaeology necessary for the development of innovative and potentially far-reaching multidisciplinary approaches.

The Symposium is free and open to the public.

Opening remarks
Thomas DiPierro
Dean for Humanities and Interdisciplinary Studies
10:00 - 10:15

Bernard Frischer
3D Digital Archaeology in the Virtual World
Heritage Laboratory
10:15 - 10:30

Luis Jaime Castillo
Drones in the Archaeologist’s Toolkit: 3D Reconstruction of the Moche Site at Cerro Chepen
10:30 - 10:45

Renato Perucchio
The Engineering Design of Concrete Roman Vaults: 3D Computational Models for Structural Analysis
10:45 - 11:00

Graeme Earl
Contemporary Themes in 3D Archaeological Computing
11:00 - 11:15

Gabriele Guidi
From the Physical Object to its Digital Representation: Reverse Engineering Gismondi’s Model of Imperial Rome
11:15 - 11:30

Coffee Break
11:30 - 11:45

Rafael Aguilar and Benjamin Castañeda
Dynamic Monitoring and 3D Reconstruction: The Moche Huaca de la Luna Multidisciplinary Project
11:45 - 12:00

Roundtable
participants discuss how they use or envision use of 3D digital modeling in their research on material cultural heritage broadly conceived
12:00 - 12:15

Lunch Break
12:15 - 12:30

Annetta Alexandridis
History of Art
Cornell
12:30 - 12:45

Robert Beutner
Digital Humanities Center
Rush-Rhee Library
University of Rochester
12:45 - 1:00

Michael Jarvis
History
University of Rochester
1:00 - 1:15

Luis Castañeda
Art and Art History
Syracuse University
1:15 - 1:30

Elizabeth Colantoni
Religion and Classics
University of Rochester
1:30 - 1:45

Nora Dimmock
Digital Humanities Center
Rush-Rhee Library
University of Rochester
1:45 - 2:00

Brian Lonsaway
Architecture
Syracuse University
2:00 - 2:15

Joan Saab
Art and Art History
University of Rochester
2:15 - 2:30

The Humanities Project

Selwyn Endowment to the Program of Archaeology, Technology, and Historical Structures

UNIVERSITY of ROCHESTER

www.rochester.edu/college/ATHS/3D-digital-archaeology