

Proposal for a presentation at the

COSCH Working Group Meetings
Mainz, Germany, 27th March 2013

WG 5: Visualisation of CH objects and its dissemination

Experiences in 3D-Recording and Documentation of CH objects and findings

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The digital data and virtual models were used in different ways:

- Basis for the generation of plans for publications
- Models as one data source for the reconstruction of monuments
- Virtual animations of workshops and landscapes
- Deriving characteristics of geometrical changes of specimen during the conservation of antique wet wood
- Using optical 3D-scanning and 3D-printer to generate non-contact replicas of archaeological finds
- Coloured 3D-pointclouds from Structure from Motion techniques to document the uncovering of block excavations during archaeological restoration

The presentation will show experiences, advantages and limitations in recording and processing of the data sets generated with various techniques for 3D documentation in the field of CH objects.