

The Use of 3D Modelling in Underwater Archaeology

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Session Description

The use of 3D-models in archaeology has seen significant growth over the past 10 years. Nowadays, the number of programs for creating 3D-models has greatly expanded. Other techniques such as 3D-scanners are also viable options for creating accurate 3D-models. The use of 3D models and their applications will increasingly play an important role in the future of archaeology. Utilizing 3D models for public purposes allows for the interactive viewing of an object in 3D, which is more engaging than a flat 2D image. However, 3D models can be used for more than just communicative purposes. Scientific research also benefits from the use of 3D models for more detailed investigations. Creating and making 3D models of fragile objects provides other researchers with the opportunity to conduct further research and potentially gain more insights into objects that would otherwise be difficult or nearly impossible to study due to their fragility or inaccessibility under water.

Keywords

3D Modelling; 3D Fotogrammetry; 3D Scanning; 3D Representation; Underwater Archaeology