From analogue field documents to digital objects – A Puzzle in 4D

at
New forms of communications in our digital futures
CAA Twitter conference #CAATCO

Date: 19.3.2018
Time: 2 - 4.30pm GMT (15:00-17:30 CET)
Slot: 2.30pm GMT (15:30 CET)
Discussion: 4 - 4.30pm GMT (17:00-17:30 CET)

Tell el-Dabᶜa
PUZZLE IN 4D

From analogue field documents to digital objects – A Puzzle in 4D

Irene Petschko and Edeltraud Aspöck

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Tell el-Dabᶜa
PUZZLE IN 4D

Project: A Puzzle in 4D

– Preparation of analogue field drawings, find sheets, photos, etc., and digital data for digital long-term preservation:
metadata creation and digitisation (or, conversion of digital resources)

– Case study for developing a methodology for spatial and temporal analysis of old excavation data (GIS and stratigraphy)

– Reconstruction of a palace/villa (walkthrough and video)

– Detailed reconstruction of selected tombs and a cellar (SketchUp).

– Ingestion of digitised resources into long-term archive ARCHE.

– Sharing the resources with Egyptologists and the interested public:
https://4dpuzzle.orea.oeaw.ac.at

Visualising the Tell el-Daba GIS case study

– source: 3 layers (finds, bricks, archaeological objects), field documentation from a planum
– excavation
– Define the parameters for visualization to enter definition queries:
  • chronological phase(s)
  • excavation object (to show the 3 layers incorrect stratigraphic order)

– pick category for symbology (find material, brick material, archaeological object subtype)
– pick colours based on natural colours for symbology
– create group layers to aid navigation:
  • phase
  • within phase subgroups for each excavation object
– create layers for the individual definition queries

Thank you for your attention!