

an honest review and look to the future

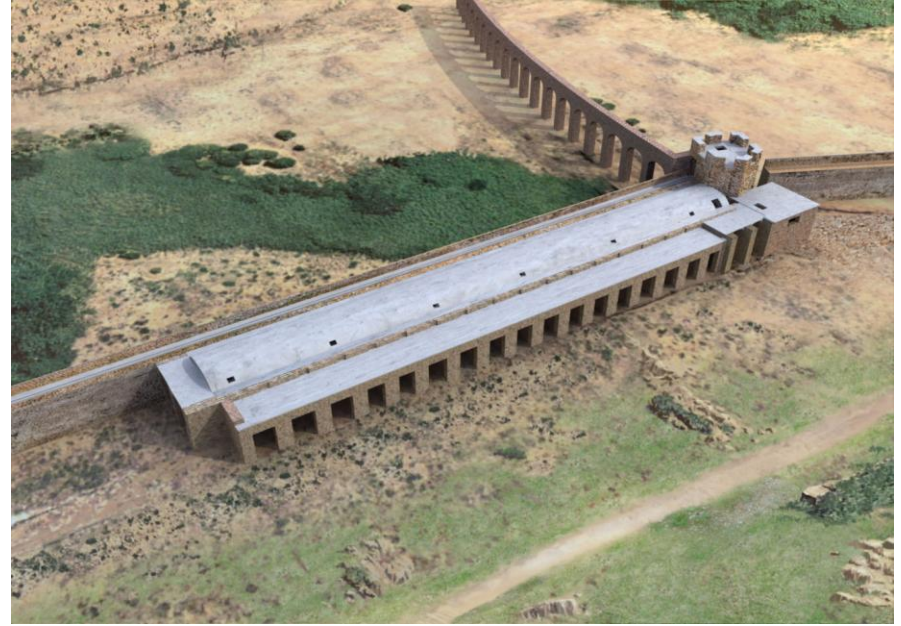
Kevin Cain, Paolo Cignoni

two sides of reconstruction: graphics

for many working in graphics, reconstruction is a legitimate thing to do

- . a legitimate request, from a scientific point of view
- . a typical work process is: thesis / antithesis / synthesis
- . each step in the process is iterative, converging on a plausible solution
- . reconstruction for objects or sites as they once appeared is a commonplace request for graphics work

evolution of a visual reconstruction



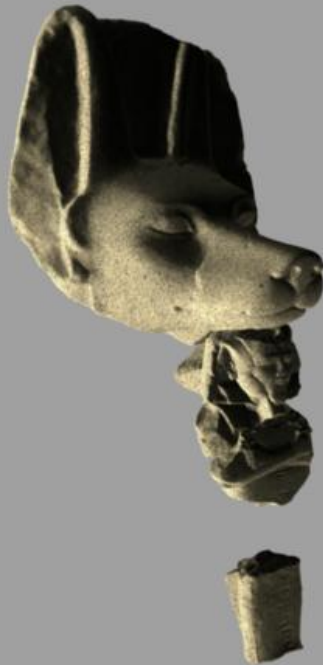
Italica, Spain. Roman period.



two sides of reconstruction: heritage

for some working in 'heritage', reconstruction is not a legitimate thing to do

a common objection is the paradox:
how do you reconstruct what isn't there?



“The current trend for employing three-dimensional computer graphics to represent archaeological sites is limited because their level of realism cannot be guaranteed.

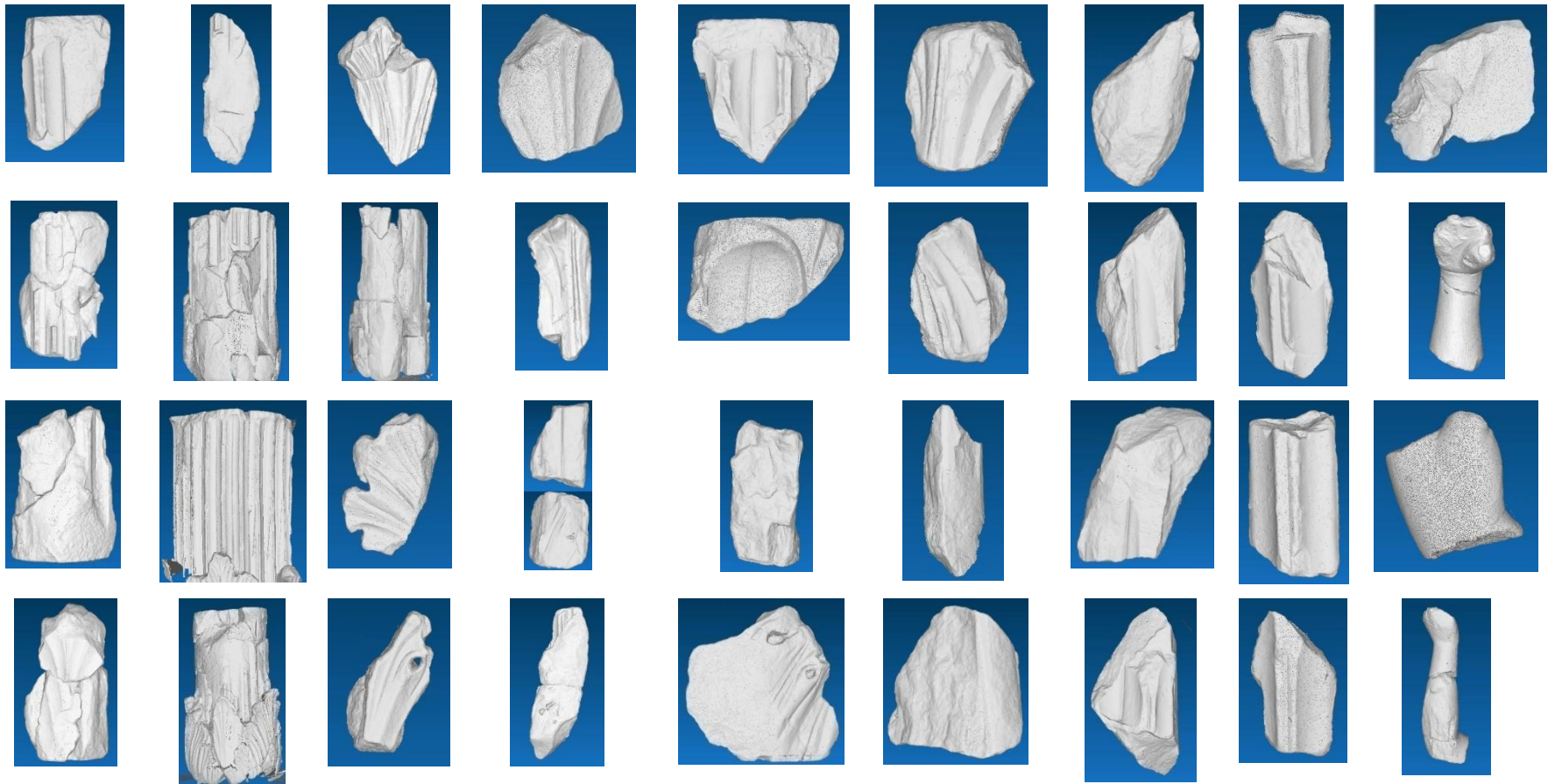
The images that are generated may look realistic, but often no attempt had been made to validate their accuracy. In order for the archaeologist to benefit from computer-generated representations and use them in a meaningful way, virtual past environments must be more than pretty pictures—they must accurately simulate all the physical evidence for the site being modeled.”

Kate Devlin, Alan Chalmers, Duncan Brown

“Predictive lighting and perception in
archaeological representations”

UNESCO "World Heritage in the Digital Age"
30th Anniversary Digital Congress. October 2002

another reconstruction case



Temple of Apollo, Delphi, Greece

prospective reconstruction



archaeological poetry v. archaeological science

- . what is multi-disciplinary practice?
- . how can expectations be calibrated?
- . what collisions await the uninformed?

questions?