

# Recreating the Past: Graphics and Archaeology

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## Abstract

We will never know precisely what was in the mind of our ancestors as they painted rock shelters in France 25 thousand years ago, or raised the pyramids in Egypt, or even purchased a particular brightly coloured pot during the Middle Ages. Recently archaeologists have been increasingly turning to the powerful tools provided by computer graphics for modelling multi-dimensional aspects of the data gathered to help interpret material preserved from ancient cultures.

This talk addresses the problems associated with reconstructing archaeological and heritage sites on computer and evaluating the realism of the resultant models. The crucial question considered is: are the results misleading and thus are we in fact misinterpreting the past.