Una _Quantum Inc

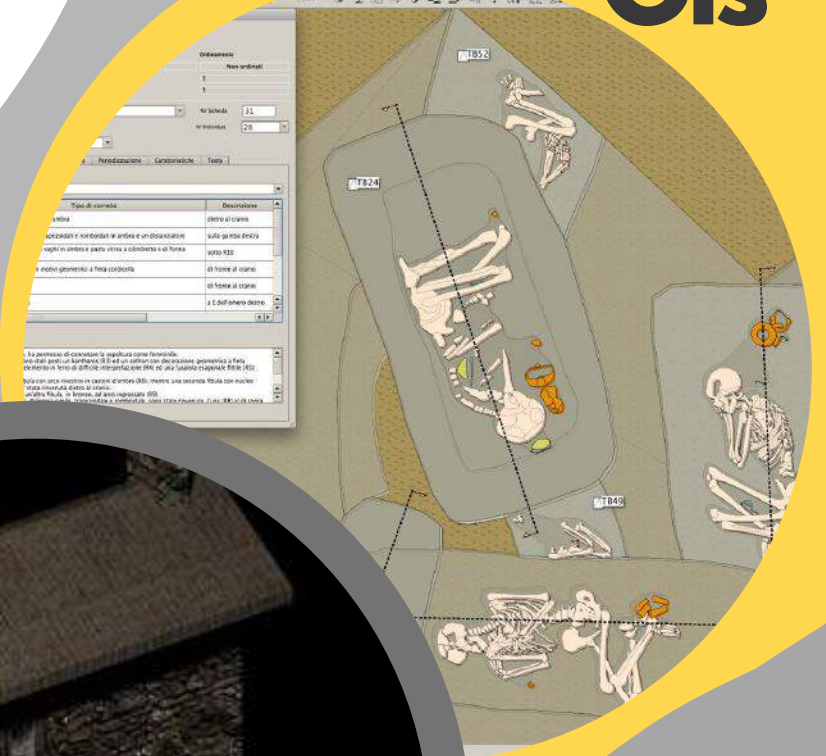# FIELD SCHOOL OF DIGITAL ARCHAEOLOGY

MAY 6TH _ JUNE 30TH, 2019

The Aim of Una_Quantum Inc Field School of Digital Archaeology is to provide students from all over the World with applied knowledge of open source digital technologies as tools to navigate through every stage of the archaeological process, from the field work to the promotion of Cultural Heritage.

We will test this innovative archaeological approach in a very evocative site, an Etruscan Necropolis upon the hills surrounding Bomarzo, a town full of history and well renowned for his Garden of Monsters (called also Sacred Grove).

Every day you'll be working with our qualified staff in one of the ancient tombs of the Necropolis and you'll have the opportunity to attend classes covering many different subjects: GIS (geographic information system), Photogrammetry, 3D Modeling and Printing, Drone Survey, Ceramic and Materials Analysis... And More!

Gis

3D Modeling

Photogrammetry

COURSES

ARCHAEOLOGICAL MATERIAL ANALYSIS

Archaeological Excavations is a research method to collect informations, most of these provided by material elements. Managing artifacts, especially pottery, is vital to the archaeological process, because every found helps us unveil the truth about the past.

Research activities regarding materials unburied during the excavation will take place on the field and in the storage area inside Orsini Palace in Bomarzo town. Planned activities are:
-Cleaning, Classification according to the typology of objects, Pottery reconstruction
-Recognize materials and how to fill the preliminary cataloguing paper
-Drawing Pottery
-Introducing the study of archaeological materials, bibliographic references (where to find what) and "pottery vademecum"

PHOTOGRAMMETRY

Photogrammetry allows to create 3D models of objects, buildings, even landscapes from just a simple set of digital images.
3D Scanning Systems are able to virtually reconstruct polygonal models in exact scale and with same colours of real items.

Using open source software students will be guided from collecting photos of a real environment to develop it in a virtual 3D image. This process is useful to analyze a single object or an entire architectural space, can be used to create a single file for archaeological records and developed for virtual tours!

3D MODELING

Blender is an open source 3D creation suite that comes in handy for virtual reconstructions. It is possible to use it for modeling images of ceramics, materials, even elaborate architectonic elements, in order to provide a vivid interpretation of the past.

Our course provide to participants base knowledge of the software interface and principles of 3D modeling. In the end, students will be able to model simple as well as complex items and will apply that knowledge in order to virtually recreate artifacts discovered during the excavation in the Necropolis.

GIS

A geographic information system (GIS) is a framework for gathering, analyzing and managing geographical data.
QGIS is a frequently updated open source desktop app with a complete interface used in multiple professional fields.

Learn how to independently work with QGIS for your own studies and projects.
Applying QGIS in an archaeological research is a fast and precise method to collect, store and process data.

WHO CAN APPLY

Students, graduated, phd students and post-doc, researchers, lecturers interested in Archaeology, Anthropology, History, Cultural Heritage or similar subjects are all welcome to join our project.

LANGUAGES

English and Italian.

FEES

1 WEEK_ 500 €
2 WEEKS_ 900 €
3 WEEKS_ 1300 €
1 MONTH_ 1600 €

Fees include field work & labs,
plus food & accomodation for the whole stay!

For any info, please contact us:
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