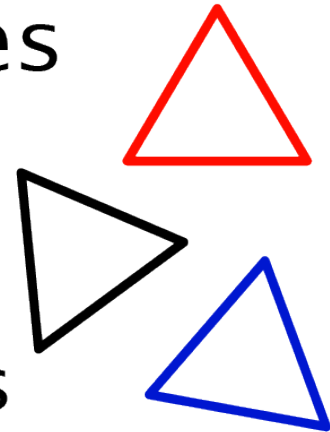# Sharing Practices
Archaeological
3D visualisation
in The Netherlands

Sharing Practices: Archaeological 3D Visualisation In The Netherlands

Amersfoort, 20-22 February 2020

CALL FOR PAPERS

The 2020 Archon Winter School *Sharing Practices: 3D visualisation in Dutch archaeology* aims to move beyond traditional research boundaries, and seeks to establish a cross-disciplinary community of practice of young researchers in the Netherlands with a shared interest in 3D visualisation of (archaeological) heritage. Archaeologists from both academic and commercial settings are invited to submit abstracts for a paper presentation at the symposium and/or interactive poster presentations to be showcased during the three-day winter school. Contributions should promote the development of an established set of standards, guidelines or methodology of the use and deployment of 3D technology in archaeological research.

Background & Aims
The wide range of specialisms within the broad field of academic and commercial archaeology that have adopted 3D technology to implement their research tend not to get in contact that easily because of the supposed differences. Specialists, however, should share a common ground when using digital tools in archaeology in order to visualise historical processes and build explanatory models, no matter whether they are dealing with lost medieval houses in Amsterdam or potters' strategies in the Mediterranean Bronze Age. To reconcile such a wide variety of applications, the three-day Winter School will lay down the foundations for a best practice in archaeological visualisation, elaborating further on the general guidelines provided by the London Charter and Seville Principles. In particular, the workshops, symposium and roundtable will attempt to put forward solutions for visualising uncertainties and gaps in available (historical) data, to elaborate guidelines for the documentation of the course of research (i.e. choices made, selection procedures, assessment of data, also known as *paradata*) in order to safeguard transparency, and lastly to address common issues concerning data archiving, sustainability and accessibility.

Structure & Schedule
Day 1: Workshops
The three-day Winter School kicks off with a full day dedicated to several workshops running in parallel sessions. Topics will range from the application of 3DHOP (organised by Dr. M. Callieri, ISTI-CNR), when and how to use the Extended Matrix (organised by Dr. E. Demetrescu, ITABC-CNR), to dynamic data visualisation in Blender (organised by the 4D Research Lab, UvA) and how to exploit 3D printing as educational and public outreach tool (organised by the TPW team, UvA). The day will be closed with a lecture by 3D visualisation pioneer prof. dr. Paul Reilly (University of Southampton).

Day 2: Symposium
The symposium will be opened by digital humanities specialist prof. dr. Sarah Kenderdine (École polytechnique fédérale de Lausanne). The symposium seeks to:
- Reflect on the information examined and put in practice during the workshops;
- Offer greater theoretical embedding of 3D visualisation methods;
- Assess their role in knowledge production.

Speakers with ranging specialisms such as dr. Nicoló dell'Unto (University of Lund), prof. dr. Patrick Randolph Quinney (Unversity of Central Lancashire) and dr. Martijn Manders (RCE/University of Leiden) will present their approaches and theoretical contemplations on these matters, and this will be very useful for students to attend.

Day 3: Roundtable
The last (half) day is dedicated to a roundtable discussion that will wrap up the outcomes of the first two days, ultimately translating practical and theoretical into a community of practice of (Dutch) professionals working with 3D technology to visualise archaeological heritage.

Sessions & Topics
The symposium is structured in three thematic, but cross-disciplinary, sessions:

I. 3D technology as part of research
We seek contributions about the methodological embedding of 3D technology within the process of research, where such technology forms an active part in the production of new knowledge, insights, and results. The deployment of innovative technology should move beyond the mere automation of the traditional process, the accumulation of more data, or the sake of efficiency, to considerations about how the technology actually contributes to knowledge creation and research outcomes.

II. Conceptualising and formalising the virtual reconstruction process
We welcome contributions which are methodology-driven and bring forward a critical, reflexive stance on the role that 3D visualisation techniques could play in the process of reconstructing the past, being either taphonomic processes, distribution models or reconstructions of lost architecture. These processes are the most valuable and productive part of research, and the vast meta- and paradatasets should be recorded and saved in an effective way. Yet, a shared best practice of Dutch based 3D archaeological visualisation has not been identified. Papers presented in this session should provide valuable information about such recording strategies, and by comparison show or contribute to the formulation of a shared practice and formalisation of multiple and diverse documentation methods.

III. 3D (web) archives, accessibility and publication

Once the process of reconstruction is documented and complete archaeological assemblages are recorded through 3D technologies, not only a massive storage space is required, but also the interoperability and re-use of different file formats and accessibility of their underlying meta- and paradata is still a challenge. Digital archaeologists very often face limited publication possibilities, where three-dimensional data need to be adapted to the flat surface of paper or in case of online sharing, limited bandwidth or technological possibilities. The greatest challenge lies, however, in a change of academic mentality towards publishing on paper in a linear way, and instead present large datasets and processes in a versatile, scholarly peer-reviewed digital environment. How do we deal with this need for a shift in mentality? Which solutions for data recording and sharing are already possibile? In this session we attempt to reflect, problematise and discuss these issues.

Papers & Interactive Poster Presentations

We want to emphasise the inclusive character of the Winter School that aims to bring academic and commercial worlds together, as we believe that we share digital practices and we could learn from each other. We therefore kindly invite both academic and commercial archaeological parties to showcase their technological solutions, products and methods at the Winter School and/or present a paper as well.

(R)MA students are encouraged to submit a poster proposal to showcase their projects on one of the touchscreens (serious games, interactive posters, Augmented or Virtual Reality or any other 3D approach that was undertaken as part of a project or thesis) or bring your own digital solution (hologram projectors, 3D scanning solutions, interactive devices, and so on). These projects may be introduced by 3-minute lightning talks.

Lastly, we are exploring the possibilities to publish individual papers in a thematic issue of an open access journal that will be introduced by a co-authored, reflexive contribution outlining the outcomes of the presentations and the results of the roundtable discussions. This editorial endeavour may form the beginning of a Dutch community of practice of professionals working on 3D visualisation of archaeological heritage.

Check our website http://www.3dvisualisationpractices.nl/ for more information. We look forward to receive your contribution before November 20th!

The Organising Committee

Loes Opgenhaffen, University of Amsterdam
Hayley Mickleburgh, Linnaeus University
Martina Revello Lami, Leiden university

This Winter School is made possible by the generous contributions of the national Dutch research school for archaeology Archon, the Amsterdam School for Heritage, Memory and Material Culture (University of Amsterdam), the Department of Archaeological Sciences (Leiden University), the Tracing the Potter's Wheel project and the 4D Research Lab (University of Amsterdam).

Practical details:

Entrance: free
Deadline for submitting abstracts: 20 November 2019
For more information visit our website: http://www.3dvisualisationpractices.nl/

Paper duration: 15 minutes. Please submit your abstract of max. 300 words by sending an email to info@3dvisualisationpractices.nl, and indicate in which session you wish to present your paper. Please be aware that there are limited slots available.

For interactive poster presentations and/or (commercial) showcases please submit a detailed description of the equipment you will bring and space needed, and a summary of the project of max. 200 words, and send it to info@3dvisualisationpractices.nl.

Students affiliated to Archon will receive 1 ECTS for attending and writing a report of 2000 words. Archon-students who participate in the Winter School through the presentation of an interactive poster or showcase, will receive 2 ECTS.