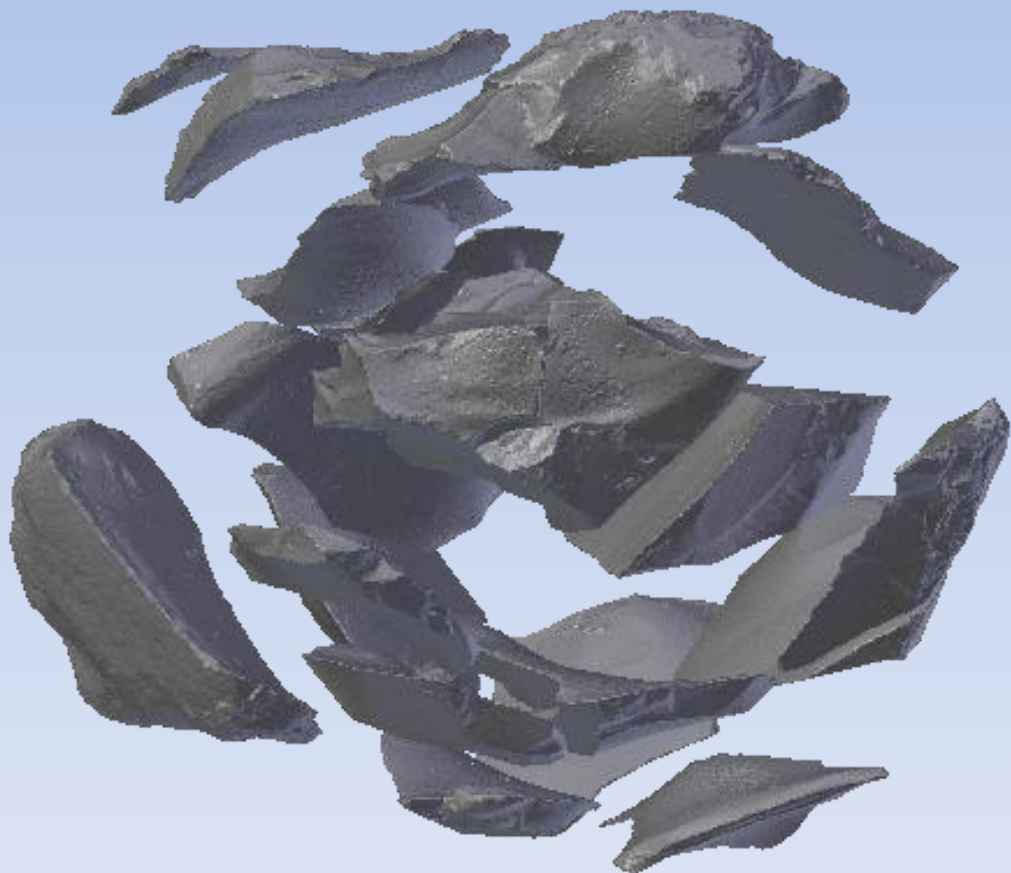




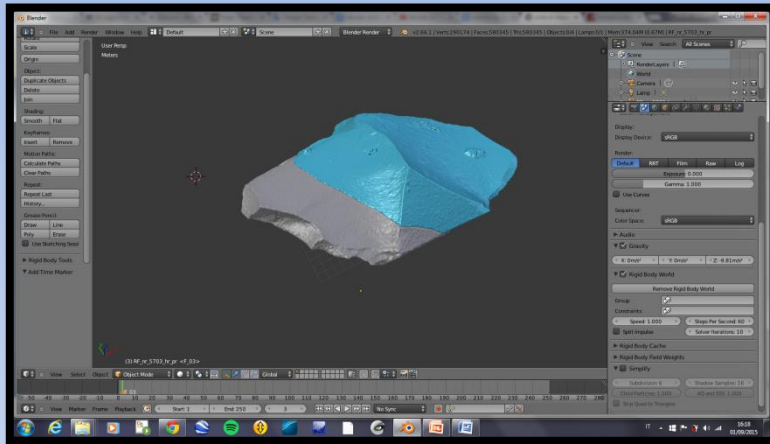
**Davide Delpiano, Marco Peresani &
Andreas Pastoors**

*Exploring
Neanderthal skills
from 3D knapping
reconstruction*

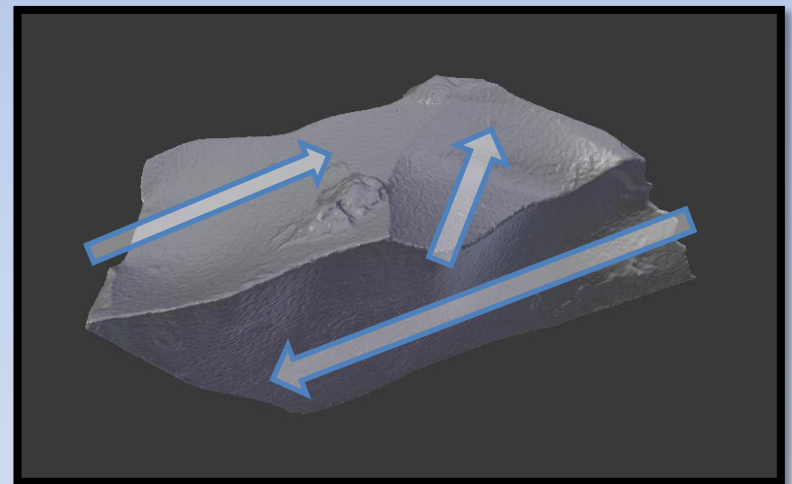


Objectives: Verify the contribution of 3D approach for the analysis of Lithic Refitting

• TECHNICAL



• ANALYTICAL/RESEARCH



• INFORMATIVE

4. Results

In order to assess the precision of mechanical cortical surface area measurement, it is important to identify potential sources of error (Grosam et al., 2008). Errors are likely to be introduced during the initial mechanical measurement of surface area and the ordinal measures of cortex percentage.

4.1. Surface area

The percentage of difference measures variation between the measured and scanned values and is calculated by dividing the difference of the measured and scanned values by the scanned value (Figs. 6 and 7). To increase sample size, the extra 25 cores were incorporated into the following analysis. For flakes and flake fragments, surface area tends to be over-estimated because of the irregularity in flake form. By using maximum dimension measurements, flake shapes are assumed to be rectangular. Thus the mechanical approximation of artefact surface area always over-estimates the 2D dorsal surface of flakes. This is reduced, however when the true surface area represented by the 3D relief of the flake dorsal surface is measured. Variability in estimated values shown in Fig. 6 reflects the extra surface area introduced by the 3D relief on the dorsal surface. For small flakes, the impact is very small in

Figure 5 shows a comparison between a scanned core and the fully processed model. The top row displays two scanned cores, and the bottom row displays two processed models. A 50 mm scale bar is provided between the two rows. Dark areas in the processed models represent cortical surfaces.

Fig. 5. Comparison between a scanned core and the fully processed models. Dark areas represent cortical surfaces.

3D scanning in lithic studies

GRAPHICAL DOCUMENTATION OF LITHIC ARTEFACTS:
TRADITIONAL HAND CRAFT VERSUS 3-D MECHANICAL RECORDING

Andreas Pastoors and Gerd-Christian Weniger

Experiences with scanner

Erfahrungen mit niedrig- und hochpreisigen 3D Oberflächenscannern

Astrid SLIZEWSKI* & Patrick SEMAL²

High cost 3D s

Surface scanning - New Perspectives for
Management and Methodology?

Bernd Breuckmann¹, Pablo Arias Cabal², Nicolas Mélard³, Roberto Ontañón Peredo², Andreas Pastoors⁴,
Luis César Teira Mayolini², Pedro Ángel Fernández Vega⁵ and Gerd-Christian Weniger⁴

Exploring the Application of Digital, Three-Dimensional
Technologies for the Study of Lithic Artifacts

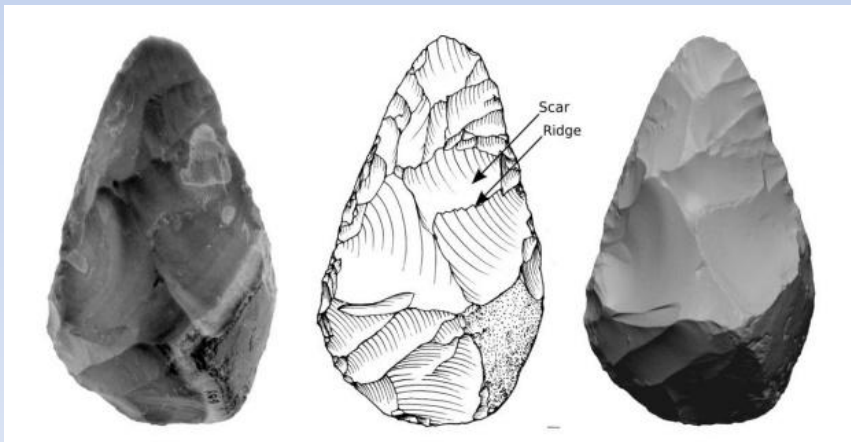
SURF Conference Panel Session 6A

By: Nicole Lang

Mentor: Dr. Lisa Maher, Anthropology

Archaeological Data

- Use for papers and information sharing (vehicle of spreading scientific informations)



From Richardson et al., 2011

- Objectivity (no personal interpretation)
- Real representation (no graphical conventions)
- All important features are recorded and communicated (documentation)
- No reduction in 2D format (direct approach to shape, depths, volumes)
- Easy to publish and print

- Use for Computer Analysis

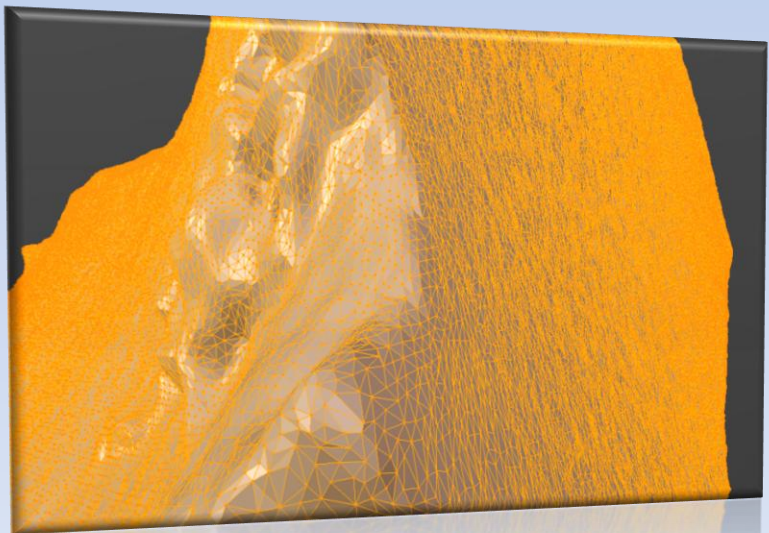
Evaluating morphological variability in lithic assemblages using 3D models of stone artifacts
Knut Bretzke^{a,*}, Nicholas J. Conard^{a,b}

Extracting Scar and Ridge Features from 3D-scanned Lithic Artifacts
Eitan Richardson¹⁾, Leore Grosman²⁾, Uzy Smilansky²⁾ and Michael Werma^{n,1)}

The application of 3D laser scanning technology to the assessment of mechanical cortex quantification in lithic analysis
Sam C.H. Lin^a, Matthew J. Douglass^{a,b}, Simon J. Holdaway^{a,*}, Bruce Floyd^a

EXPERIMENTAL THREE-DIMENSIONAL PRINTING OF A LOWER PALAEOLITHIC HANDAXE: AN ASSESSMENT OF THE TECHNOLOGY AND ANALYTICAL VALUE
BRANDON R. OLSON¹, JODY M. GORDON², CURTIS RUNNEY¹, STEVE CHOMYSZAK²

Estimating original flake mass from 3D scans of platform area,
Chris Clarkson^{a,*}, Peter Hiscock^b



STRENGTHS

- Accuracy in quantification and detail
- High scientific value
- Objective measurement
- Direct access to morphometric features
- Transparency and truthfulness

- Use for Computer Analysis

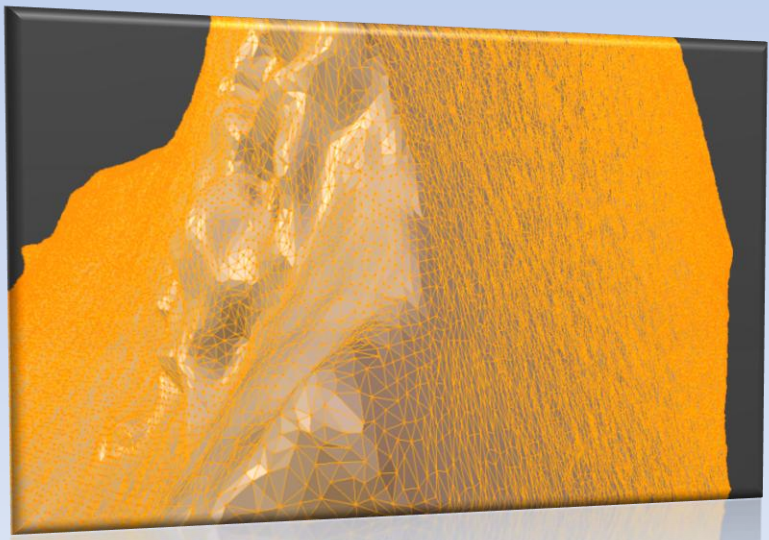
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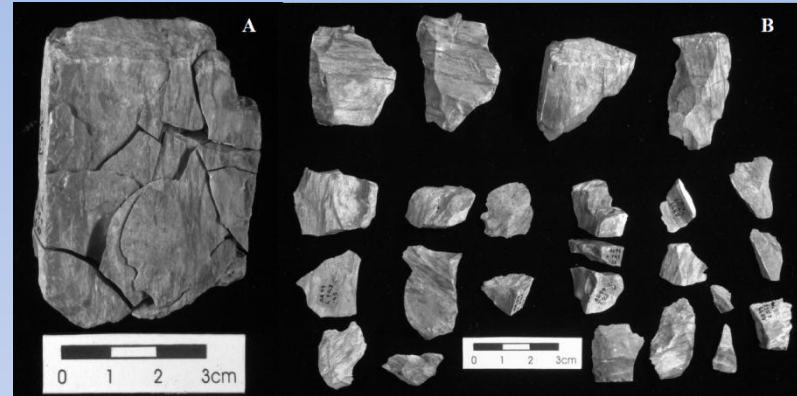


- DEFECTS
- Textures not reliable
 - Problems with high-reflecting materials
 - holes in thin pieces
 - High cost equipment
 - No technical preparation and propension to innovation

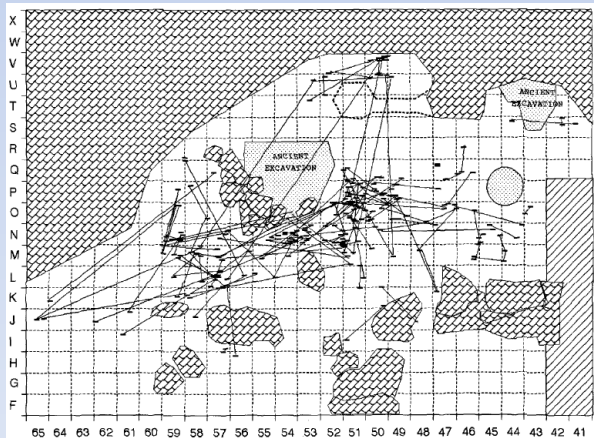
Refittings: what they are and what are their benefits

Technological: reconstructions of Reduction Sequences

- Knapping methods
- Volumetric concepts (multiple refittings)



Behavioral: Intra-Site spatial analysis



- Space organization strategies
- The “*Neanderthal question*”: behavioral and cognitive capacities

Refittings: issues and unresolved questions

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Experimental analysis of the practical limits of lithic refitting

John P. Laughlin^a, Robert L. Kelly^{b,*}

^aWyoming State Historic Preservation Office, 2301 Central Ave., Cheyenne, WY 82002, USA

^bDepartment of Anthropology, University of Wyoming, Laramie, WY 82071, USA

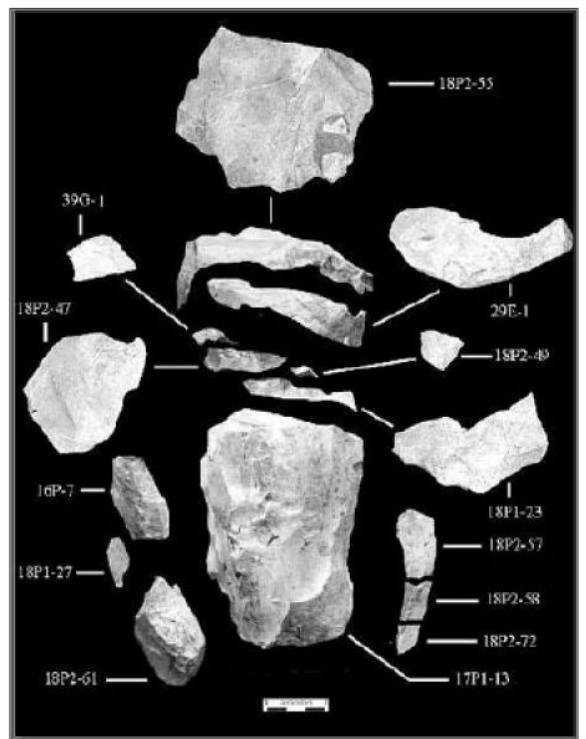
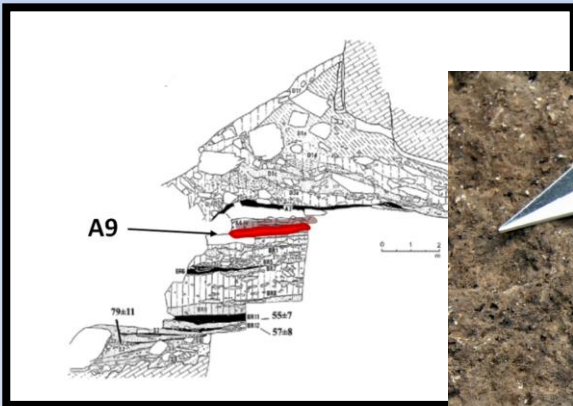


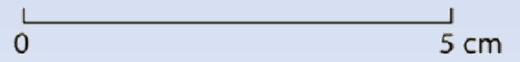
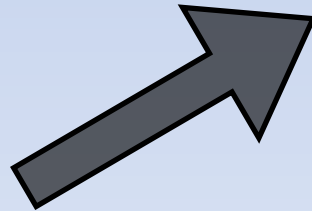
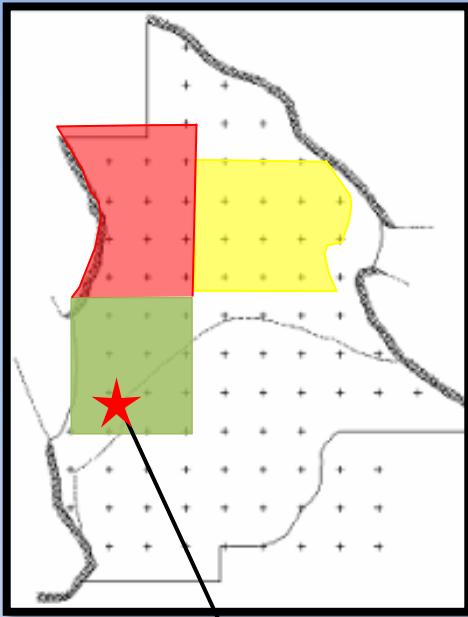
Figure 3. Photographic representation of lithic refitting. Source: <http://www.texasbeyondhistory.net/pavoreal/paleoindian.html>

- Very high time consuming
- It depends on too many variables:
 - Type of reduction sequences
 - Variability of raw materials
 - Scholars skills
 - Lithic assemblage dimensions
 - Artifacts size
 - Post-Depositional contaminations
 - Behavioral economy of groups and fragmentation of *Chaîne opératoires*

Can the 3D technique help?

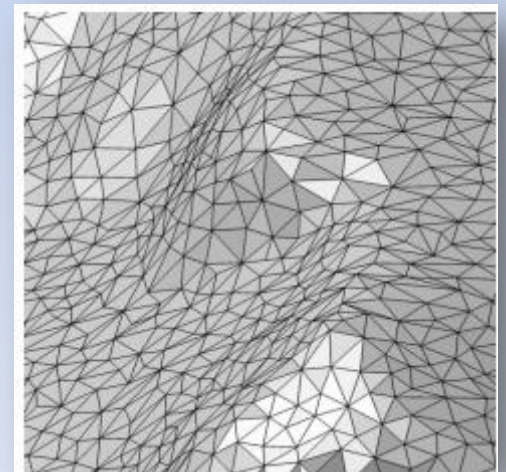
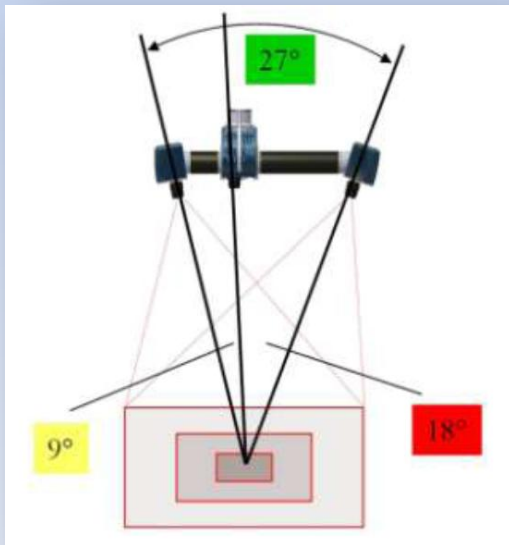
Proposal: test the utility of 3D approach for lithic refittings to an archaeological context



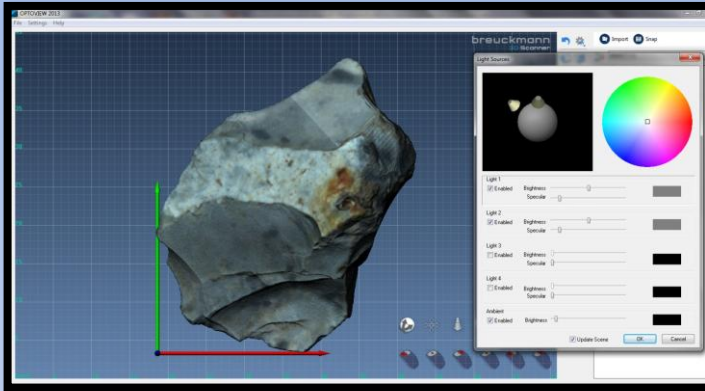




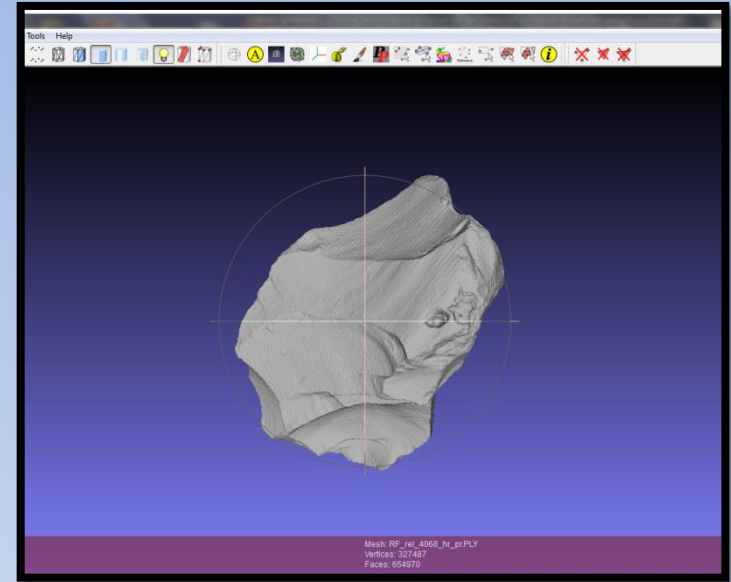
Breuckmann smartSCAN 3D



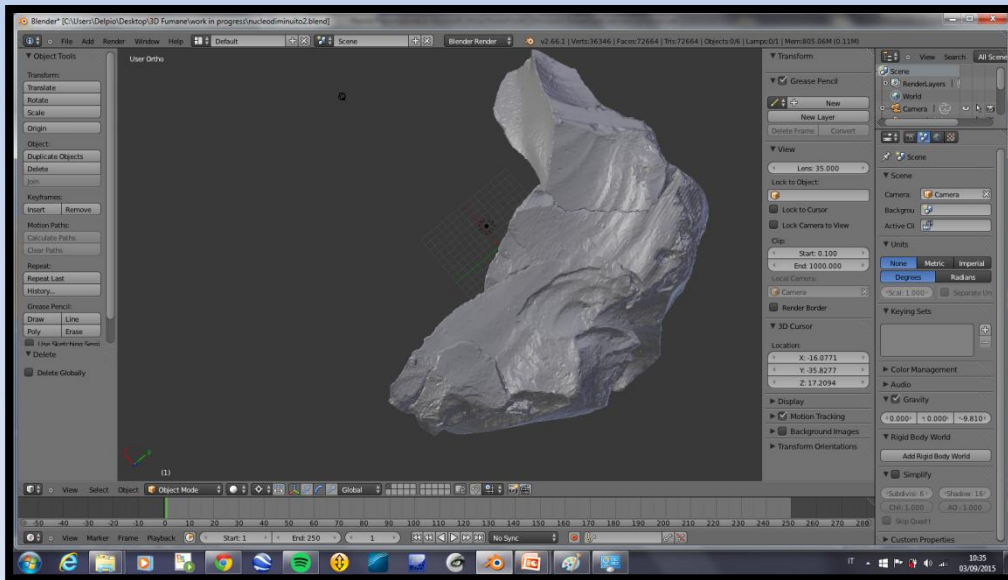
3D processing steps



1. OptoVIEW: .ply file with texture

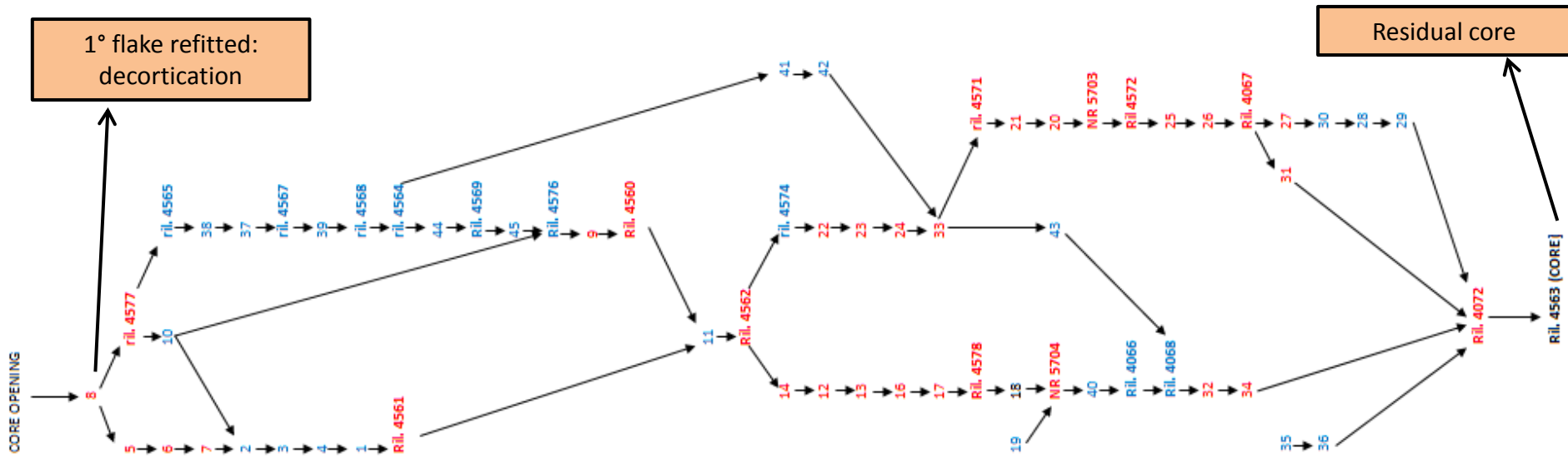


2. Meshlab: .ply file reduced in size and without texture



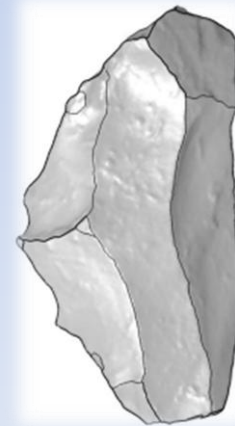
3. Blender: .blend file with many objects

Reconstruction of Reduction Sequence



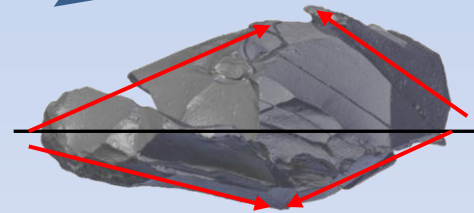
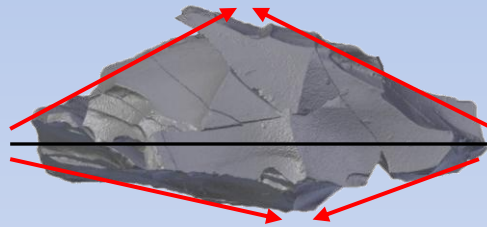
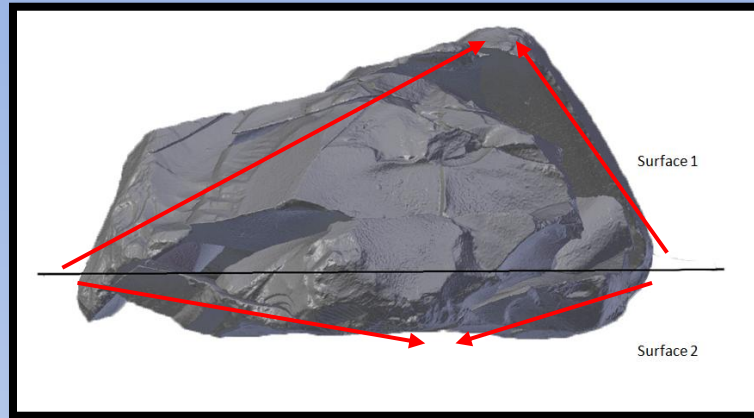
Obtained from:

- Refittings (direct relationships)
- Negatives (direct relationships)
- Handiest gesture
- Core shape and convexities



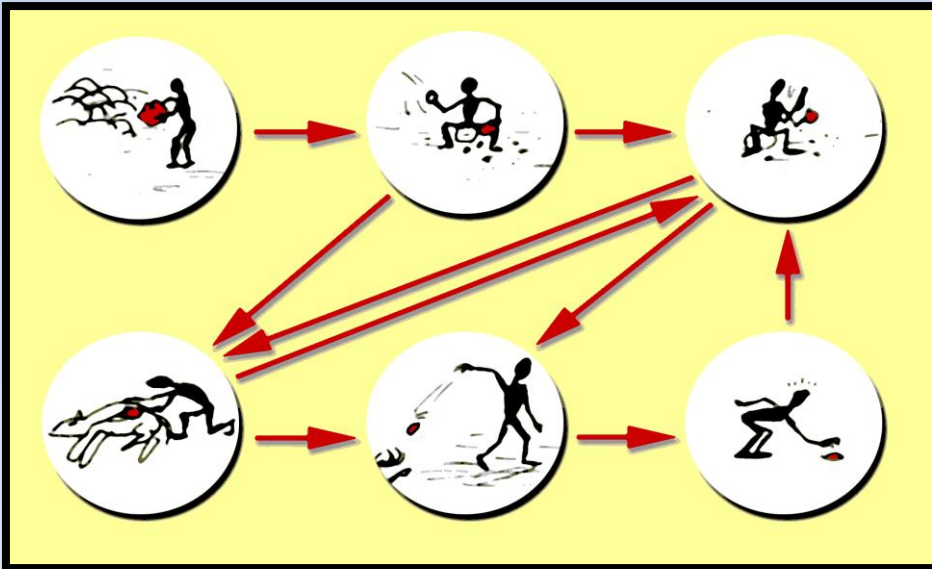
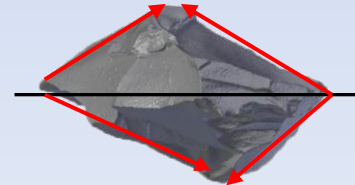
Chaine operatoire
arranged around 2 surfaces

- not hierarchised
- opposite
- adjacent
- secant
- convex?



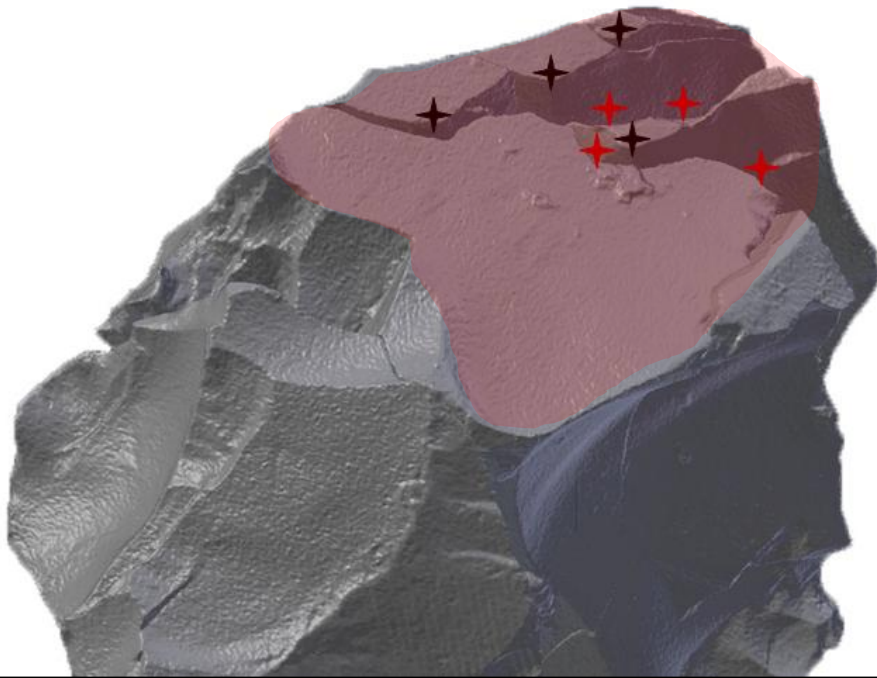
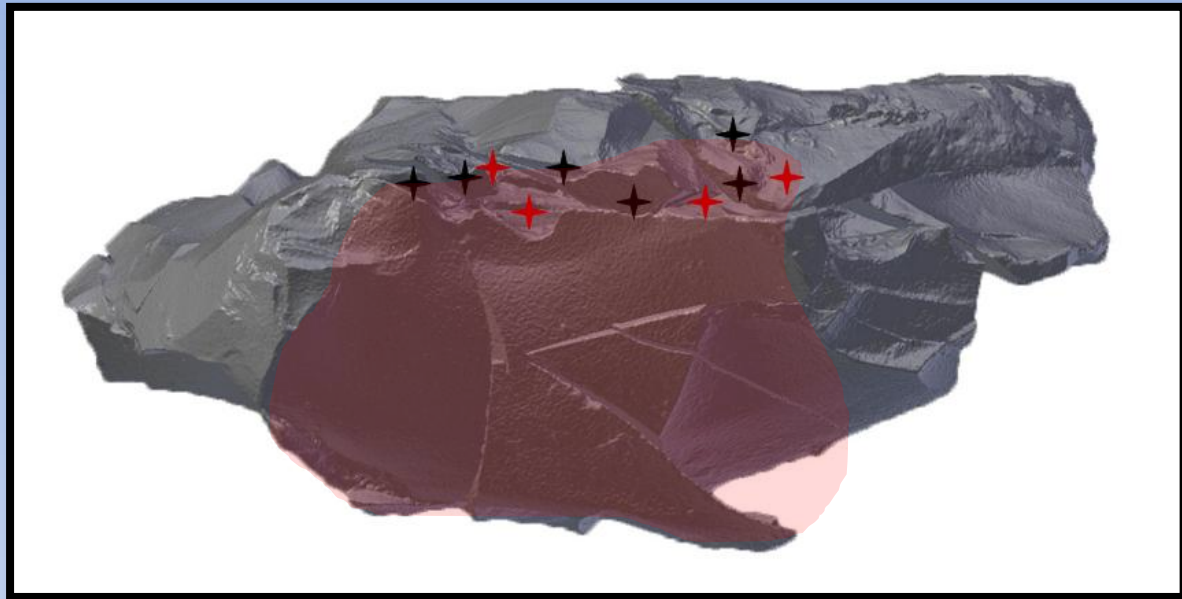
Complete Chaine operatoire:

- collection in stream bed
- preparation
- production
- abandonment



Striking Platforms

- wide and flat
- large flakes detachments



Exploitation:

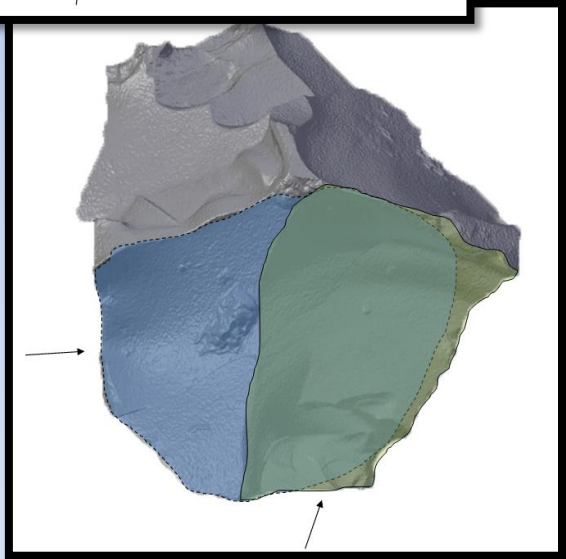
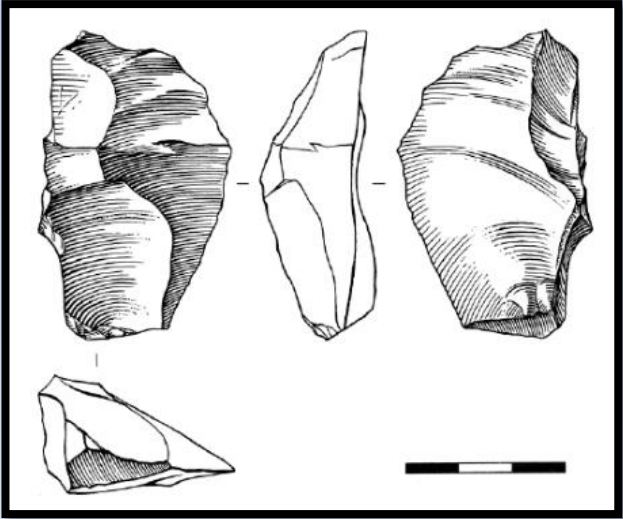
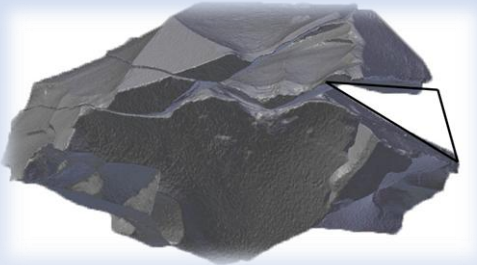
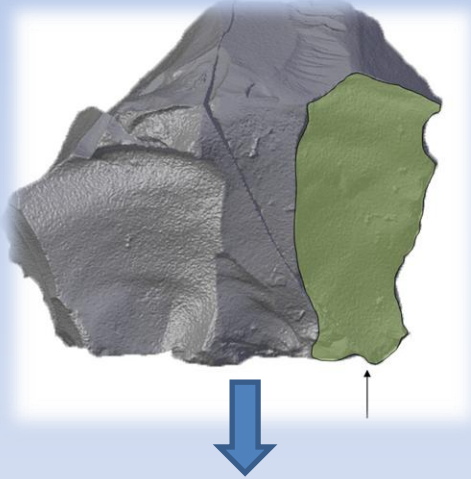
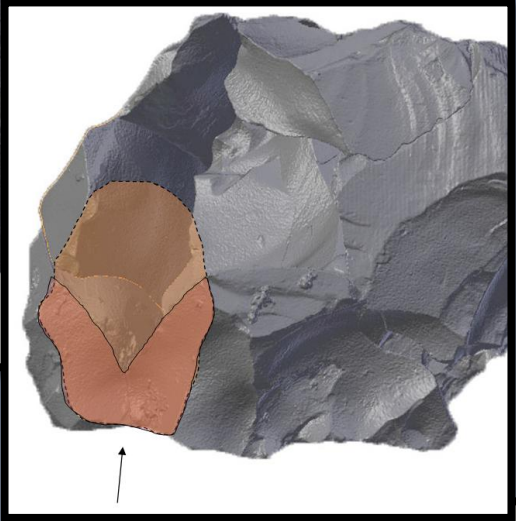
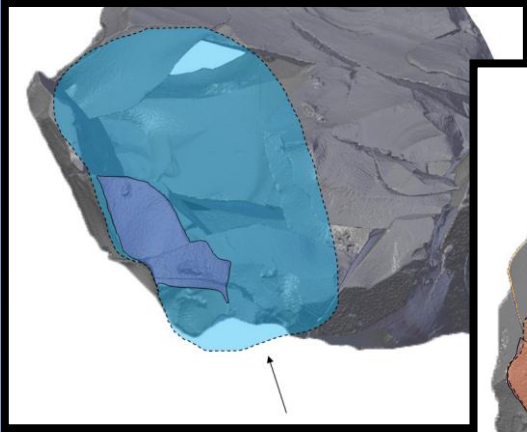
- proximal or lateral portion
- flat/not prepared butt

Final Products

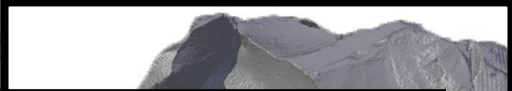
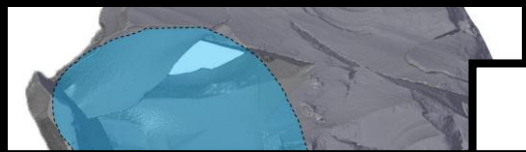
Removed flakes



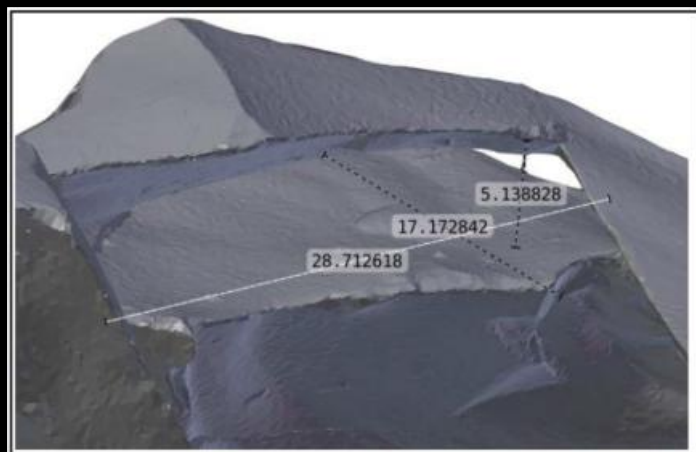
Reconstructed interacting with negatives and 3D holes and gaps



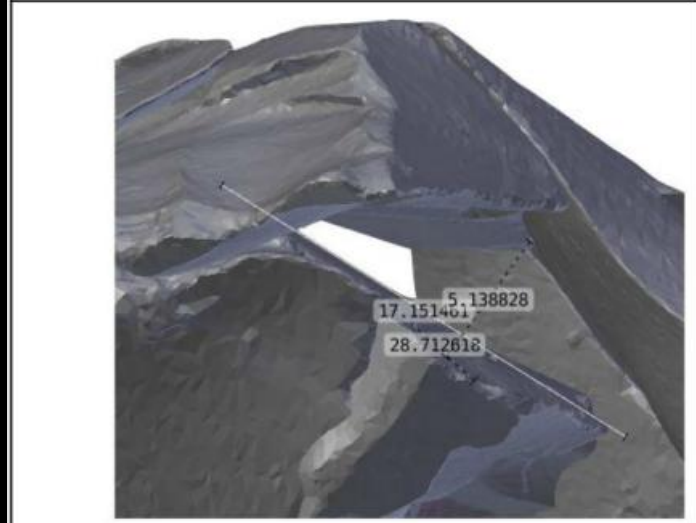
Final Products



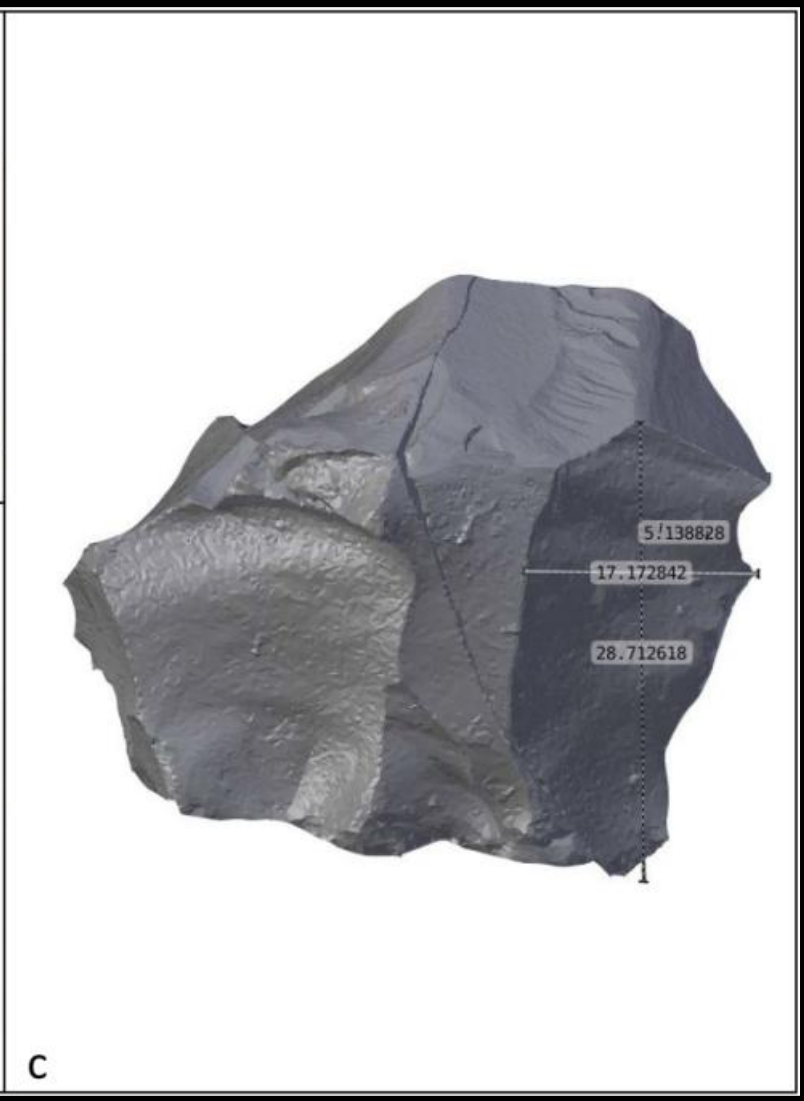
Recon
negati



a

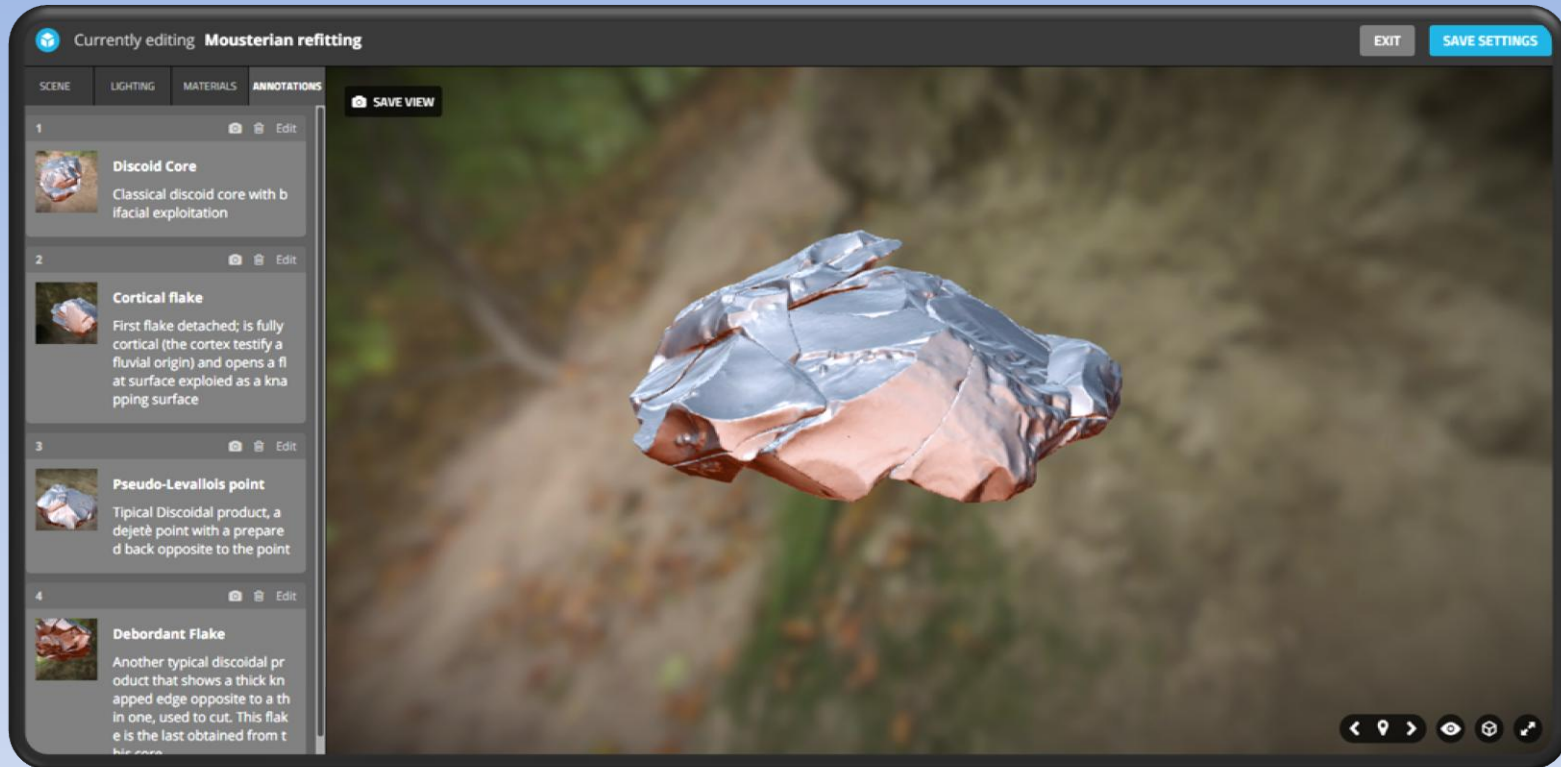


b



c

Divulging: publication on SKETCHFAB



Advantages:

- Free access to everybody
- Easy advertisement (social network, online papers)
- Direct comparison

Limits:

- Unique piece (.obj file)
- Not demountable (no interaction)
- Only annotations

<https://sketchfab.com/models/9926470b878244f985d8835123a43ee1>

Behavioural economy of the Neanderthal knapper

Expedient and opportunistic behavioral economy

- all actions carried out within the site
- expedient use of raw material

Concentration = lithic workshop waste

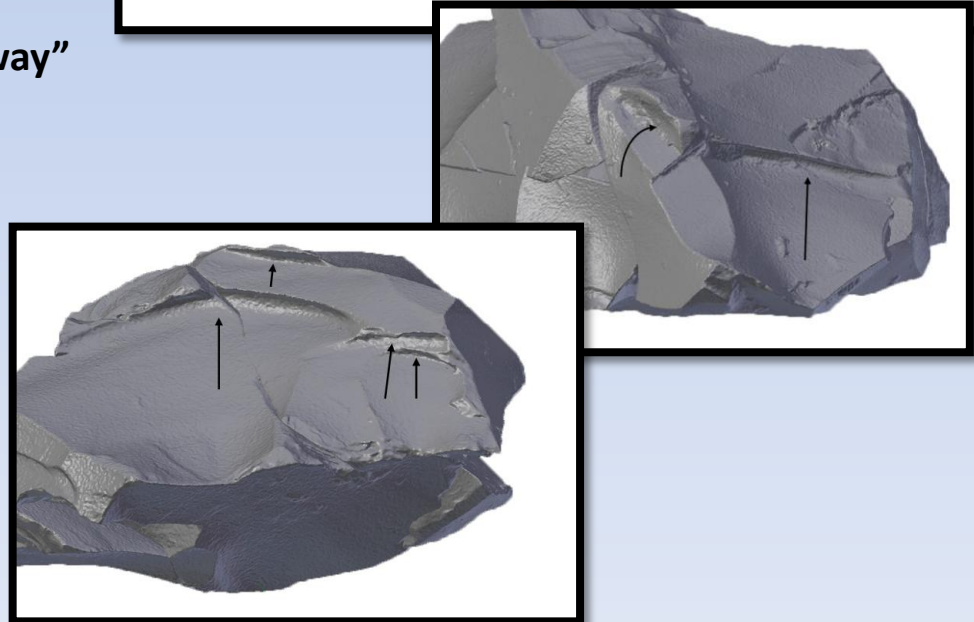
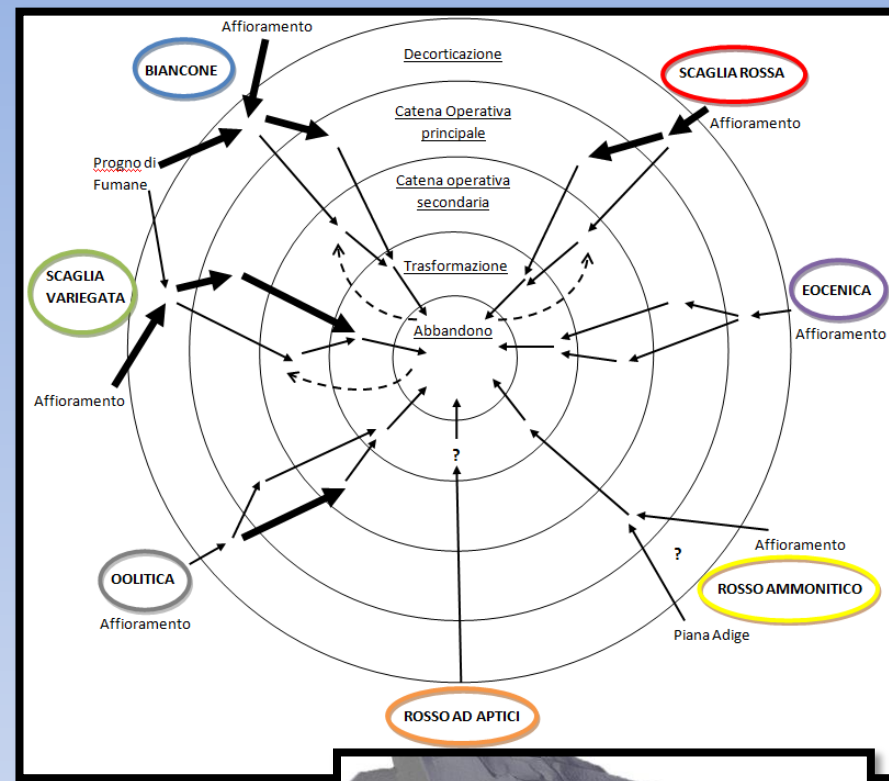
- only residual is present, primary products have been picked up

Clearly Discoid reduction concepts, “manual way”

- but it doesn't show the entire variety of Fumane's discoid

Clear concepts but low care, approximation in gestures or not high skills?

- knapper not very accurate or careful
- (relative) low productivity



Conclusions:

Excellent impact and many benefits:

1. Maneauvrability
2. Interaction
3. Preservability
4. Reality of representation
5. Spreading

