

Contents

1	Seeing Things: Heritage Computing, Visualisation and the Arts and Humanities	1
	Eugene Ch'ng and Vincent L. Gaffney	

Part I The Material World

2	More Than Just a Sum of the Points: Re-Thinking the Value of Laser Scanning Data	15
	Henry Chapman, Eamonn Baldwin, Helen Moulden and Michael Lobb	
3	Resolving the Carving: The Application of Laser Scanning in Reconstructing a Viking Cross from Neston, Cheshire	33
	Roger H. White	
4	A Theoretical Framework for Stigmergetic Reconstruction of Ancient Text	43
	Eugene Ch'ng, Andrew Lewis, Rolf Erlend Gehlken and Sandra I. Woolley	
5	Multi-Touch Tables for Exploring Heritage Content in Public Spaces	67
	Chris Creed, Joseph Sivell and John Sear	

Part II What Surrounds Us, Shapes Us

6	Visualising Space and Movement: A Multidisciplinary Approach to the Palace of Diocletian, Split	93
	Vincent L. Gaffney, Gareth Sears, Chris Gaffney, Armin Schmidt, H. Goodchild, M. Lobb, T. Sparrow, D. Tomcik, Branko Kirigin, Ante Milosević and Vedran Barabrić	

7	Reconstructing a Painful Past: A Non-Invasive Approach to Reconstructing Lager Norderney in Alderney, the Channel Islands	119
	Caroline Sturdy Colls and Kevin Colls	
8	Urban Scrawl: Reconstructing Urban Landscapes Using Documentary Sources	147
	Eleanor Ramsey	
9	Crossing Borders: A Multi-Layer GIS Mapping Framework for the Cultural Management of the Mundo Maya Region.	169
	Žiga Kokalj, Peter Pehani, Helen Goodchild, Vincent Gaffney and Krištof Oštir	
10	Situating Cultural Technologies Outdoors: Empathy in the Design of Mobile Interpretation of Rock Art in Rural Britain	183
	Areti Galani, Aron Mazel, Deborah Maxwell and Kate Sharpe	
11	Digital Reconstruction of Archaeological Sites and Monuments: Some Experiences in South-Eastern Sicily	205
	Cettina Santagati, Mariateresa Galizia and Graziana D’Agostino	

Part III The World’s a Stage

12	Simulation and Visualisation of Agent Survival and Settlement Behaviours in the Hunter-Gatherer Colonisation of Mesolithic Landscapes	235
	Eugene Ch’ng and Vincent L. Gaffney	
13	Visualising Large-Scale Behaviours: Presenting 4D Data in Archaeology	259
	Philip Murgatroyd	
14	Time and Tide: Modelling the Effects of Landscape Change on Population Support in the Southern North Sea	275
	Simon Fitch	
15	“There’s an App for That”: Building Smartphone Applications to Improve the Ergonomics of Landscape Study, Analysis and Interpretation	297
	Lawrence Shaw and Keith Challis	

Part IV Onwards and Upwards

**16 Preserving Our Digital Heritage: Information Systems
for Data Management and Preservation 311**
Julian D Richards, Kieron Niven and Stuart Jeffrey

**17 Digital Heritage: What Happens When
We Digitize Everything? 327**
Harold Thwaites

18 Digital Heritage: Concluding Thoughts 349
Eugene Ch'ng, Vincent L. Gaffney and Henry Chapman

Visual Heritage in the Digital Age

Ch'ng, E.; Gaffney, V.; Chapman, H. (Eds.)

2013, XXIX, 361 p. 151 illus., 106 illus. in color.,

Hardcover

ISBN: 978-1-4471-5534-8