



Introduction

This poster explores the possibility of using archived excavation photographs to produce 3-D models using photogrammetry. Specifically, we used previous excavations into a slag mound at Khirbat en-Nahas (KEN), an Iron Age smelting site in Faynan, Jordan, as a case study. The slag mound (Area M) was excavated in 2002 and 2006, and these excavations were welldocumented with digital photographs. Due to its depth (~6.5 meters), the edges of the sounding eroded over time, filling the excavation and partially destroying the stratigraphic sections (Fig. 1). Thus, the excavation photographs provide a critical record of the completed excavation prior to its collapse.



Fig. 1: Photograph from 2014 of collapsed Area M slag mound excavation.

Using the workflow described here, we successfully created a digital 3-D model of the Area M excavation using these photographs. Moreover, by combining the model of the slag mound with a new site-wide model of KEN created in 2014, the Area M excavation could be situated within the larger context of the site in 3-D (Fig. 2). Finally, we explored one method for sharing this 3-D data in virtual reality using Sketchfab.



Fig. 2: Site-wide model of Khirbat en-Nahas produced in 2014 (photography and model by Matthew D. Howland).

Everything Old is New Again: Using Archived Photography to 3-D Model Previous Excavations in Faynan, Jordan

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Workflow & Methods

-Collected archived photographs of the Area M slag mound excavation from the lab server in the UCSD Levantine and Cyber-Archaeology Lab.

-Converted all available photos to TIFs and imported into Agisoft Metashape software to produce textured 3-D model of Area M. Exported as .obj file (Fig. 3).

-Imported 3-D model of Area M and site-wide Khirbat en-Nahas model (previously produced) into Blender software.

-Aligned Area M model with site-wide model using points of similarity (in this case, the edges of the excavation and the remaining architecture) (Fig. 4).

-In Blender, cut Area M from the site-wide model to remove the collapsed area (Fig. 5).

-Smoothed the intersections of the two models by adjusting the polygons of the mesh to fill any gaps or unnatural angles.

-Saved the new combined model before decimating the file to reduce its size. Exported decimated, combined model as single file.

-Downscaled resolution of texture image files in Photoshop to match Sketchfab restrictions.

-Uploaded final combined model to Sketchfab (which includes 3-D functionality – see QR code in bottom right).

Before



Fig. 5: Before and after screenshots showing Area M as it appears in the 2014 site-wide model (Before) and after it was replaced by the Area M model produced using the archived excavation photographs (After).



Fig. 3: Area M model produced using archived excavation photographs.



Fig. 4: Screenshot of models being aligned/combined in Blender. The sitewide model was cut down (circular portion) to reduce computational strain.

-Combining the new Area M model with the sitewide model contextualized this excavation area in 3-D for the first time.

-The combination of Agisoft Metashape and Blender allowed for easy production, editing, and combining of 3-D models.

-By uploading the model to Sketchfab, the Area M excavation and site-wide KEN model can now be revisited and visualized in 3-D by scholars, the general public, and other stakeholders (see below).

-This project provides a case study for applying a similar method to any project with archived excavation photographs.

-The entire process could be improved by georeferencing both models which should automate their combination and would also allow for including other geospatial data such as artifact locations.



Results & Conclusions

-Archived excavation photographs were an excellent resource for photogrammetry.

-The rigorous photography strategy used during the excavation provided enough photographs (251 total) and overlap for producing a 3-D model.

-The new 3-D model provides a valuable, highquality record of the excavation prior to its collapse.

Check out the model on your phone!



Scan this QR code using your phone camera or QR app.

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