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HONG KONG BAPTIST UNIVERSITY

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FACULTY OF ARTS AND SOCIAL SCIENCES

CHRP Digital Humanities Workshop Series

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Visualization and Art and Archaeology

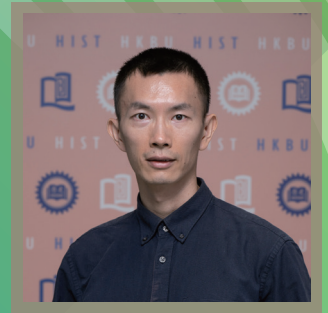
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Abstract:

Visualization technology include many aspects such as 3D scanning and modelling, aiming at representing the concrete, material world in a digital world in various formats. 3D Visualization technology based on real-life objects and space is one of the techniques used extensively nowadays in archaeological studies. However, this field is often criticized as being a fancy record-keeping approach lacking in-depth research. I attempt to argue that we can at least associate this technology with the search for identical products that were industrially manufactured in the ancient worlds to conduct some meaningful research.

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