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This handbook is aimed at students and others who wish to learn the techniques of artefact illustration, regardless of ability or previous experience. It includes comprehensive advice on many aspects of archaeological artefact illustration from equipment and materials to the preparation of finished artwork for printing. This profusely illustrated volume treats the various techniques to overcome the difficulties of translating three-dimensional objects into two-dimensional illustrations.

This volume, originally published in 1989, is intended as a practical guide to archaeological illustration, from drawing finds in the field to technical studio drawing for publication. It is also an invaluable reference tool for the interpretation of illustrations and their status as archaeological evidence. The book's ten chapters start from first principles and guide the illustrator through the historical development of archaeological illustration and basic skills. Each chapter then deals with a different illustrative technique - drawing in the field during survey work and excavation, drawing artefacts, buildings and reconstructions, producing artwork for publication and the early uses of computer graphics. Information about appropriate equipment, as well as a guide to manufacturers, is also supplied. An obvious and important feature of Archaeological Illustration is the 120 line drawings and half-tones which show the right - and the wrong - way of producing drawings. This volume will therefore be of interest to amateur and professional archaeologists alike.

This handbook is primarily designed to raise standards and is intended for students and for those working in archaeological illustration. It is a showpiece of some fine illustrators, working in quite different ways. Drawings of objects, made from different materials are shown at their original drawn size as well as at their subsequent, reduced, published scale, so that the techniques used by the draftsman can be clearly seen and appreciated. Objects are described - often by specialists - and then the illustrators themselves describe their different drawing methods and approaches - giving step-by-step guides to how the illustrations were put together.

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The Archaeologist's Field Handbook: North American Edition is a hands-on manual that provides step-by-step guidance for archaeological field work. Specially designed for students (both undergraduate and graduate) and avocational archaeologists, this informative guide combines clear and accessible information on doing fieldwork with practical advice on cultural heritage management projects. The Archaeologist's Field Handbook presents firmly grounded (pun intended!), essential, practical archaeological techniques and clearly elucidates the ethical issues facing archaeology today. A wealth of diagrams, photos, maps and checklists show in vivid detail how to design, fund, research, map, record, interpret, photograph, and present archaeological surveys and excavations. The Archaeologist's Field Handbook is an indispensable tool for new and aspiring archaeologists as they venture into the field.

Cultural heritage is a vital, multifaceted component of modern society. To better protect and promote the integrity of a culture, certain technologies have become essential tools. The Handbook of Research on Emerging Technologies for Architectural and Archaeological Heritage is an authoritative reference source for the latest scholarly research on the use of technological assistance for the preservation of architecture and archaeology in a global context. Focusing on various surveying technologies for the study, analysis, and protection of historical buildings, this book is ideally designed for professionals, researchers, upper-level students, and practitioners.

Light has a fundamental role to play in our perception of the world. Natural or artificial lightscapes orchestrate uses and experiences of space and, in turn, influence how people construct and negotiate their identities, form social relationships, and attribute meaning to (im)material practices. Archaeological practice seeks to analyse the material culture of past societies by examining the interaction between people, things, and spaces. As light is a crucial factor that mediates these relationships, understanding its principles and addressing illumination's impact on sensory experience and perception should be a fundamental pursuit in archaeology. However, in archaeological reasoning, studies of lightscapes have remained largely neglected and understudied. This volume provides a comprehensive and accessible consideration of light in archaeology and beyond by including dedicated and fully illustrated chapters covering diverse aspects of illumination in different spatial and temporal contexts, from prehistory to the present. Written by leading international scholars, it interrogates the qualities and affordances of light in different contexts and (im)material environments, explores its manipulation, and problematises its elusive properties. The result is a synthesis of invaluable insights into sensory experience and perception, demonstrating illumination's vital impact on social, cultural, and artistic contexts.