

ONE DAY AMONG CREATIVITY AND ARCHAEOLOGY

July 11, 2014 Giuliano De Felice Day of Archaeology, Day of Archaeology 2014, Digital Archaeology, Education, Italy find solutions, food, LH Lab, Propeller aircraft, Psychology, University of Foggia

Living Heritage is a project carried out by several Italian enterprises specialized in digital content industry, in collaboration with the Digital Archaeology Lab (LAD) of University of Foggia. The project aims to use a collaborative production methodology of digital content for archaeology and cultural heritage among technologies, languages and creativity.

In a nutshell, everybody at LH Lab (archaeologists, ICT experts, writers, programmers, digital artists) works under the same roof, imagining new styles for the communication of archaeology. During production activities you can freely interact with other teams, share your work, express your opinion, make questions and, of course, find solutions ...



Be careful! By reading this post you will follow the activities of the creative team. In these days we look a little weird: we are in a hurry, the presentation is scheduled for the end of July.

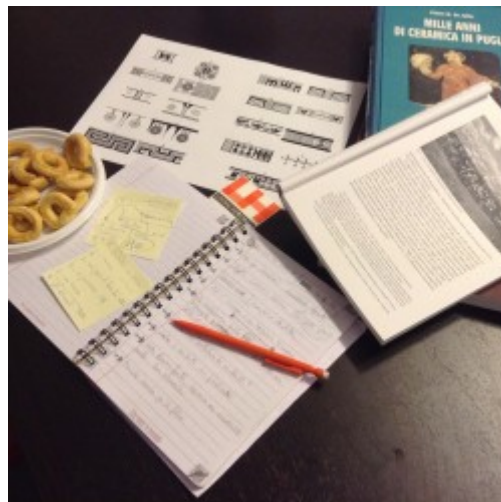


The team is currently working on the production of a series of shorts CG movies about ancient pottery. **Peucetii pottery** actually. Let's see how they work

FIRST STEP: THE RECIPE

You don't need too much to make a story, even about archaeology. It's not so complicated, it's a human activity, and can be easily transmitted to other human beings. The recipe is easy, and the ingredients are just around you.

1- take a pencil and a notebook. Add some books, or other kind of sources. If you want you can crunch something (taralli are perfect) to help the gears of your brain.



2- Add coffee, preferably espresso, as much as is needed.



SECOND STEP: THE HUNCH

OK, all ingredients are ready. So are the utensils. My brain is running. Taralli are finished. Now it's time to look for an idea. To act on a **hunch** ... and dive into imagination and creativity.

"OK guys. What can we say about these jars?"

"Strange objects, aren't they?"

"No, there just vases, like the ones you use everyday"

"I do not use such vases at home!"



"Look here, are they Martians or what? ... — ... We Come In Peace ... — ..."

"Come on!"

"yes, but they're so strange"

"but very normal people made and used them. People who lived, worked and died, a long time ago"

"So, let's describe the life of normal people ..."



THIRD STEP: STORYBOARDING

“Normal people always do normal things. They work, they prepare food, they live with their children. Sometimes they make war”.

We don't know much about them, but they left their passport photos on these vessels!



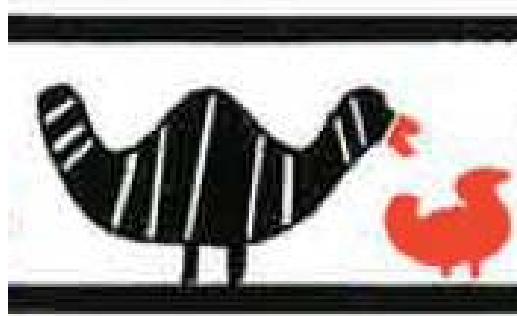
And the pictures of their horses (or dogs?)



And their weapons



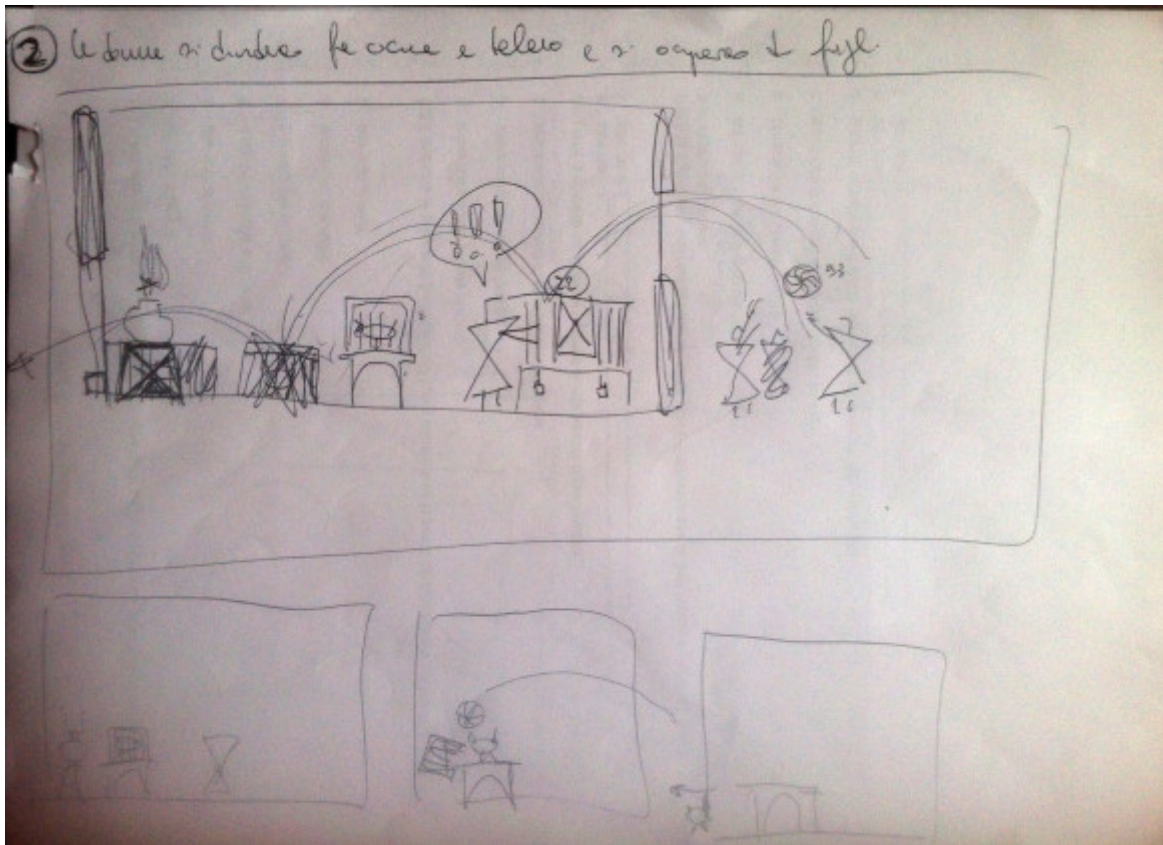
Chickens



And what's this? A beach ball?

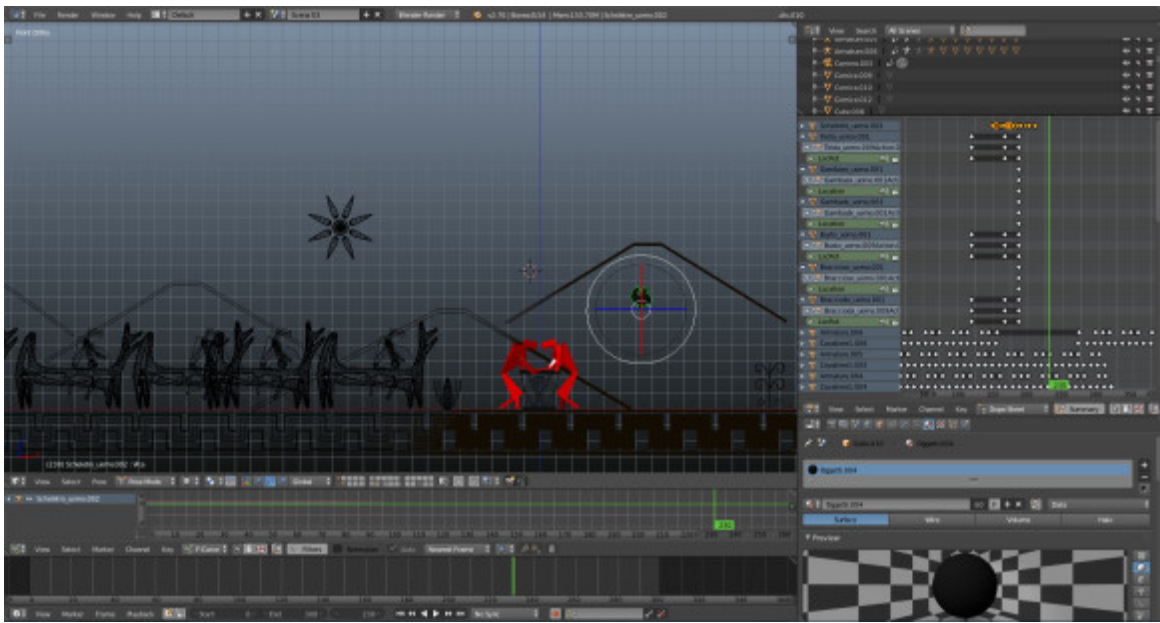


Let's try to put everything together, and draw a storyboard.



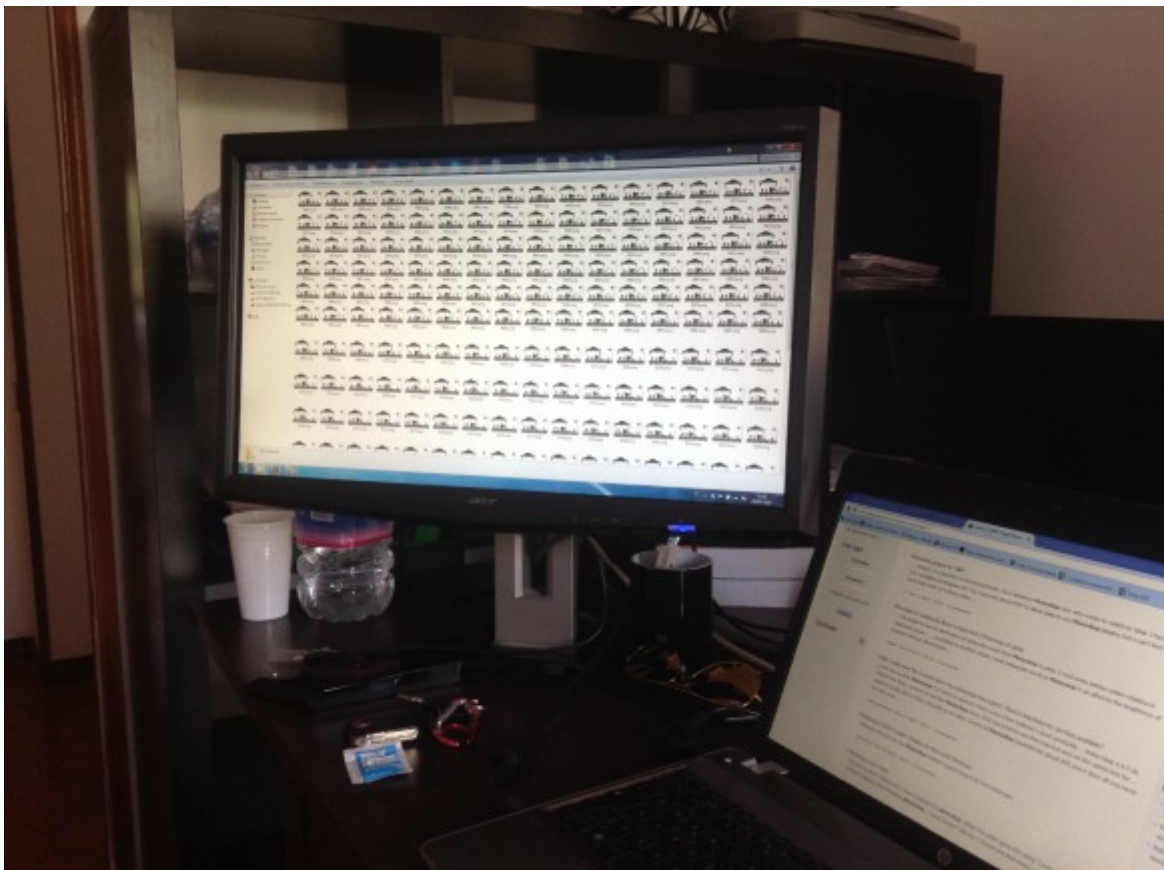
FOURTH STEP: PRODUCTION

Now it's time to work. Modeling, Rigging, skinning, and animating.



FIFTH STEP: RENDERING

This is the relaxing step. Just take a breathe and let the machine work for you.



in the while you can rest, or play table football



THE END

What? Did I forget something? Oh, you're right, I just forgot the end of the story. But the machine is still rendering ..

Want to see the final result? Keep in touch with us and please follow Living Heritage on [Twitter](#) and [Facebook](#). The best is yet to come!