LOCUS

Modeling

In partnership with the Art, Art History, & Design and Media & Information Departments

12/1/2016 | 3:00-4:30 | REAL Classroom 3 West, Main Library

Time	Description
3:00 – 3:10	Welcome (Brandon Locke)
3:10 – 3:20	Archaeology and 3D Modeling (Autumn Beyer)
3:20 – 3:30	3D Modeling of Archaeological Human Remains: Digitally Preserving and Reconstructing Past Populations Through Photogrammetry (Jack Biggs)
3:30 – 3:45	DISCUSSION
3:45 – 3:55	Participatory 3D Model-Building: What Can Multimodality offer Urban Planning? (Jack Hennes)
3:55 – 4:05	Environmental Computer Simulations: A Look Under the Hood (Stuart Blythe)
4:05 – 4:20	DISCUSSION
4:20– 4:30	Close (Kristen Mapes)

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