

Animation of the Cultural Landscape of Hisban and Vicinity in Jordan

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Abstract

In today's markets, archaeological publishing, to be relevant, must include on-line presentation of findings using various technologies for rendering results using 3-D visualization and animation media. The goal of the present project is to build capacity here at the Institute of Archaeology in deployment of animation technologies for rendering of archaeological findings and narratives. To this end our team of two graduate students and one undergraduate student are using a software developed by EsriArcInfo called CityEngine. The software allows us to animate the story of long-term change in the agricultural landscape and occupational history of Tall Hisban as shown in the paintings in this poster.



Tall Hisban

Animation team

