

**i3 mainz**  
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 Informations- und Messtechnik  
 Fachhochschule Mainz

Römisch-Germanisches Zentralmuseum Mainz  
 Forschungsinstitut für Vor- und Frühgeschichte

**Surveying of Pharaohs in the 21st Century**

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**FIG Working Week 2005 and GSDI-8**  
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**i3 mainz** Documentation and Visualisation of the Statues of Pharaoh Pepi I.



**i3mainz -  
staff**

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**Contents of the presentation**

- Introduction
- Concept
- Recording
- Processing
- Visualisation
- Problems
- Conclusions / Outlook

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**Introduction**

- In 1897 two copper statues Pharaoh Pepi I. unearthed in Hierakonpolis (Egypt)
- Made of copper material
- Dated to the 23rd century BC
- Oldest known life size sculptures made of metal
- Restoration between 1996 and 2003
- Presented in Egyptian Museum, Cairo


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**Introduction**

- Geometric documentation carried out as a part of the restoration, conservation and technological investigation
- Joint project between RGZM and i3mainz in co-operation with the DAI (German Archaeological Institute), the Supreme Council of Antiquities and the Egyptian Museum in Cairo

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**Introduction**




**View of the Sculptures before the Restoration**




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## Introduction



**View of the Sculptures after the Restoration**



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## Concept

- **Demands for the geometrical documentation**
  - generation of geometrically correct plans of rivets to document the techniques of fabrication
  - various visualisations
  - virtual reconstruction
  - animations

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## Concept

- **Concept of Recording**
  - recording of the shape of the sculptures using laser scanning (not in reproduction accuracy)
  - recording of special features (joints, rivets) using close range photogrammetry
  - using the combination of both recording results as a basis for visualisations

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## Concept

- **Concept of Processing**
  - analytical plotting of 3D-vectors from stereo models
  - generation of triangle-based 3D-surface models from point clouds
  - combination of both models

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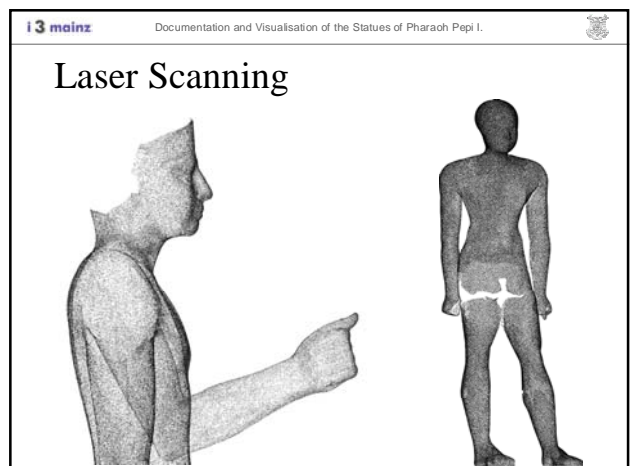
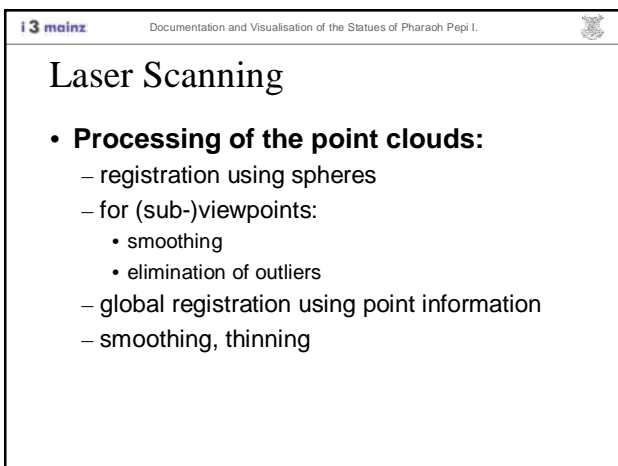
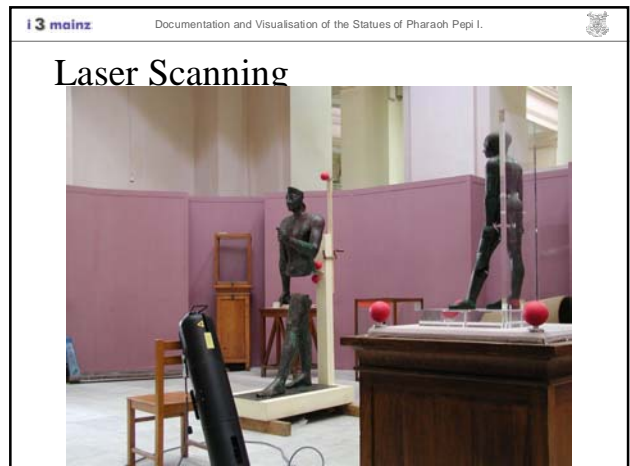
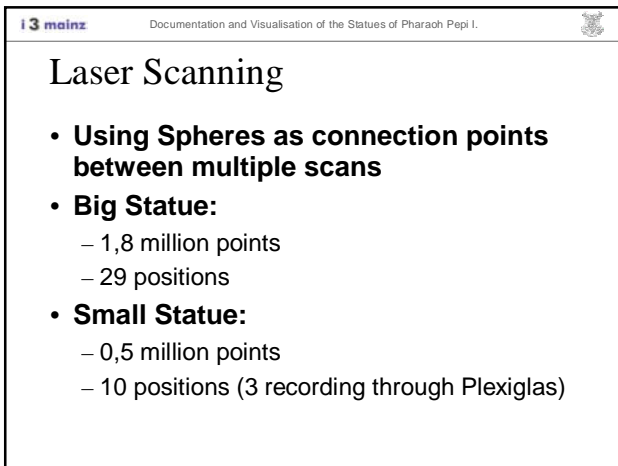
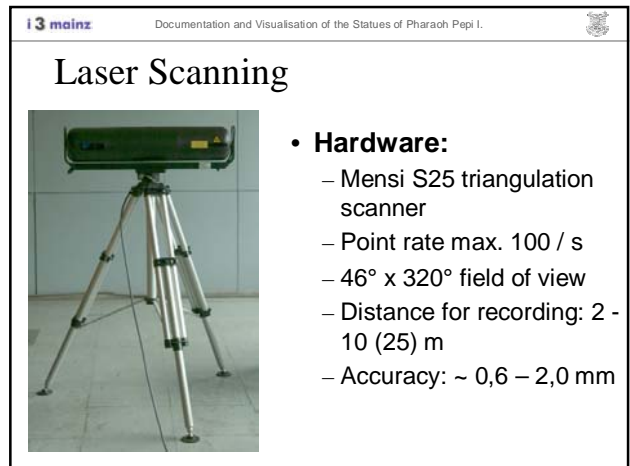
## Concept

- **Concept of Visualisation**
  - visualisation using 3D-visualising software
  - generation of various views
    - parallel projections (plans)
    - perspective view
  - combination of series of images --> animations
  - virtual reconstruction based on comparable objects

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## Recording

- **Cairo, Egyptian Museum**
- **11 days**
- **security controls**
- **high temperatures**
- **restricted working time**



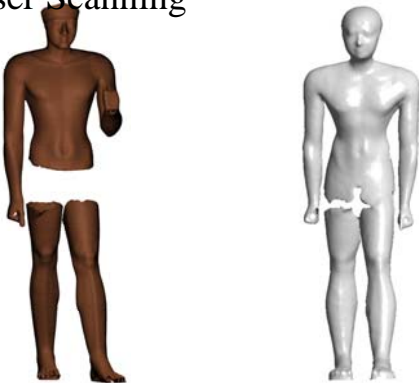
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## Laser Scanning

- **Modelling:**
  - software:
    - initially using Mensi 3Dipsos
    - later using Raindrop Geomagic Studio
  - processing:
    - triangulation
    - filling of holes, res. cutting
    - adapt resolution / number of triangles
    - export


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## Laser Scanning



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## Photogrammetry



- **Recording:**
  - Rollei 6008 metric medium format camera
  - image format 6 x 6 cm<sup>2</sup>
  - 11 x 11 Réseau
  - 40 mm lens
  - colour slides
- **Processing:**
  - Analytical Plotter Zeiss P3


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## Photogrammetry

- **shootings with two exposure times**
- **illumination with additional lamp**
- **big statue:**
  - 16 convergent images for triangulation
  - 10 stereo models
  - reference points with targets
- **small statue:**
  - 12 stereo models (5 recording through Plexiglas)
  - given reference points at the Plexiglas structure

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## Photogrammetry



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## Photogrammetry

- **Preparations:**
  - Big statue:
    - measurement of all reference points in all images
    - calculation of a bundle adjustment to determine the reference point co-ordinates
    - result: point accuracy: 0,3 mm
  - Small Statue:
    - definition of the reference system by the Plexiglas structure



## Photogrammetry

- **Processing:**
  - stereo plotting using analytical plotter Zeiss P3
  - data recording into Micro Station
  - processing of all structures of interest as 3D-Polylines
  - further editing using AutoCAD

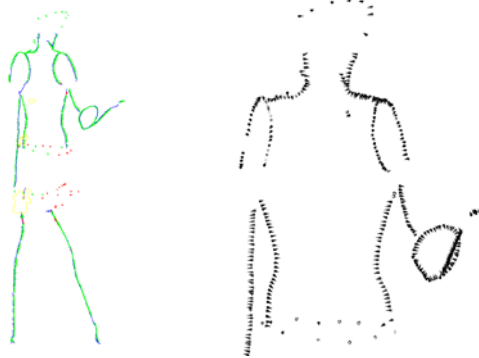


## Photogrammetry

- **Processing :**
  - combination of the plots from different directions
  - coding of various tools using AutoLISP
  - generation of cones and tori for the representation of rivets and holes



## Photogrammetry



## Visualisation

- **Using 3D Studio Max® Software**
- **File formats:**
  - Wavefront OBJ (surface models)
  - Autodesk DXF (special structures)
- **Combination of the object models with the vector data**

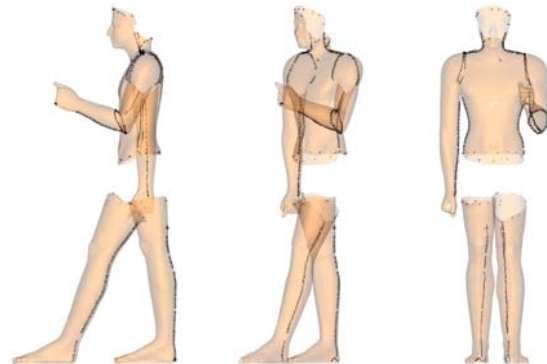


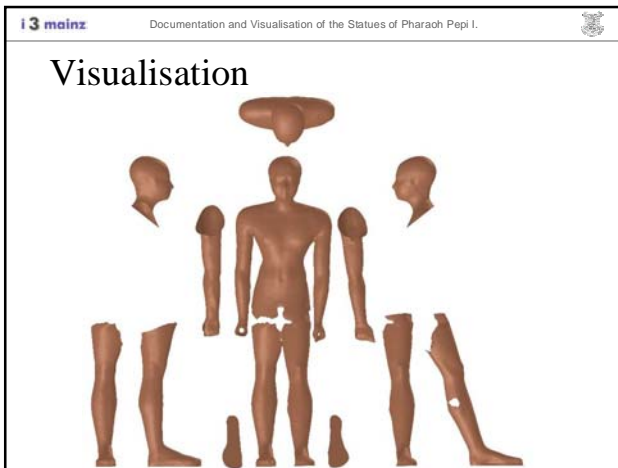
## Visualisation

- **Usage of**
  - artificial textures
  - semitransparent surfaces
  - different textures for interior and exterior
  - light sources
- **Generation of parallel projections and perspective views**
- **Generation of animations**



## Visualisation

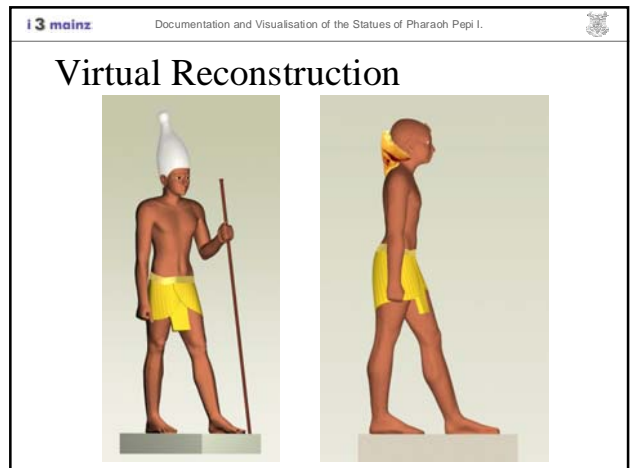




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## Virtual Reconstruction

- **Using 3D Studio Max® Software**
- **Aim:**
  - Impression of the possible original appearance of the sculptures
  - not a photorealistic presentation
- **Modelling of the vanished parts using objects of comparison**
- **Object models from the internet e.g. ears**

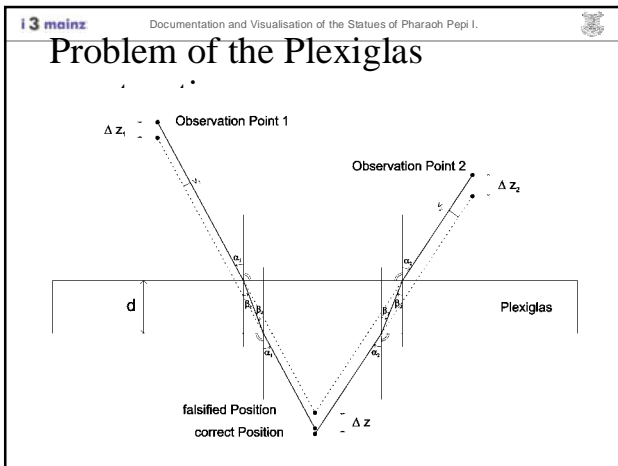


Animation of recorded structures and virtually reconstructed objects

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## Problems

- **Scanner:**
  - accuracy / calibration
  - point rate
- **Software:**
  - modelling software
- **Plexiglas construction of the small statue**



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### Problem of the Plexiglas

construction

- identical approach for Photogrammetry and Laser Scanner
- modelling correction values
- coding of a tool to correct the incorrectly measured data

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### Problem of the Plexiglas

construction

- **Verification of the approach by control measurements using Leica XYZ**
- **Evaluation of different factors:**
  - refraction index
  - geometrical configuration
  - thickness of the plate
  - variation of the observation points
- **Average offset by Plexiglas in the data: ca. 7mm**

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### Conclusions

- **approach combines advantages of both methods**
- **accuracy of the surface models allows visualisations and measurements, but not reconstructions**
- **combination of the data allows illustrations with higher information content as compared to single data sets**

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### Conclusions

- **visualisations ease understanding of construction principle**
- **virtual reconstructions can be created in different versions easily**
- **caution is advised with specifications on accuracy!!!**

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### Outlook

- **combination of different techniques still important**
- **3D-scanning will establish in documentation**
- **standards for documentation?**
- **expected development:**
  - hardware: scanner (possibly combined with other sensors e.g. cameras for texture)
  - software: modelling, registration



Thank you for your attention!