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Ritual Fire at Virtual Stonehenge

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This poster paper presents the creation and testing of ritual fires at a virtual Stonehenge site. This interdisciplinary research project drew together expertise from subject areas including 3D modelling, animation, digital video, music technology and ethnography to begin to reconstruct and visualize the stone circle and Stonehenge site using traditional archive data methods contemporary digital tools and technologies. The researchers are providing collaborative evidence of their methods to demonstrate how virtual models can be used to see, think, interpret and analyse monuments, ritual sites and their uses. The animation accompanying this poster can be viewed on youtube.com which demonstrates how a phenomenological and experiential exploration of a site, might provide archaeologists, historians and heritage visitors with non-destructive interactive experiences and understandings.

The main focus of this poster paper is to show ongoing research on adding physical environmental effects in particular fire to begin to re-construct an representations of ritual practice at Stonehenge. The researchers ask what can be learned by researchers being involved in virtual reconstructions of sites and their evidence of their methods to demonstrate how virtual models can be used to see, think, interpret and analyse monuments, ritual sites and their uses. The animation accompanying this poster can be viewed on youtube.com which demonstrates how a site, might provide archaeologists, historians and heritage visitors with non-destructive interactive experiences and understandings.

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