

Digital Stonehenge Illustrations

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Abstract. Visual and spatial technologies are revolutionising how archaeology and many other disciplines interpret the past in relation to the contemporary world. This collection of digital illustrations describes the results of an interdisciplinary art and design approach to rebuilding and visualising phase 3vi of the Stonehenge site. The 3D digital research team based at the School of Art, Design & Architecture collaborated with music technologists, sculptors and game designers to gather, interpret, re-imagine and digitally re-model historical and contemporary data on Stonehenge to create a 3D reconstructions of Stonehenge phase 3vi.

3D Digital Design group at the University of Huddersfield have created a digital illustration & design collection of Stonehenge.

Designed by E. Unver & A.Taylor, 2012. School of Art, Design & Architecture.













































