

Reconstructions and Computer Graphics

At a site like Portus it is often hard to work out the complex building phases of individual structures, or to get a feel for the original landscape. Computer graphics make the site easier to understand by presenting complex archaeological findings in an easily recognisable, but historically accurate, format.

The Portus Project is directed by Simon Keay, with Graeme Earl and Martin Millett. It is a collaboration between many partners including the British School at Rome, the Universities of Southampton, Cambridge, Oxford, Warwick, Bath, Aix-en-Provence and Seville, and the Institut Catala d'Arqueologia Classica. Thanks are also due to Parsifal Cooperativa Di Archeologia (Rome), L-P Archaeology and Opti-cal Survey Equipment Ltd. The project is also grateful to the Duke Sforza Cesarini for continued access to this land. Exhibition design by HistorySpace Ltd and Candy Wall.

www.portusproject.org

1a&b The computer model helps explain the structure of the cisterns as they are excavated.

2 An interior of one of the warehouses, showing the amphorae stored with their spikes buried in sand.

3 Two computer generated images showing different views of the warehouses, from a bird's eye perspective, and from a standing position.

