



Gorffennol Digidol Digital Past - 2020

BATH ABBEY FOOTPRINT PROJECT:

From 4D Photogrammetric Recording to Virtual Reality

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In May 2018 Wessex Archaeology began excavation under the floor of Bath Abbey. The peculiar nature of the site and the need for splitting the work into parcels to allow refurbishment works, has led to some experimentation with 4D Photogrammetric recording. A year and a half down the line, the composite 3D model built so far is offering the chance to see the archaeological remains as they have never been seen before, not even by the archaeologists.

When we started the excavation under the Abbey's floor, we wanted to use a methodology that would allow us to rapidly produce a comprehensive record and look at the site as a whole. Wessex Archaeology were already using photogrammetry extensively and our field team was well prepared to carry this out on site, so it was decided to use this to record every single excavation parcel in the Abbey.



Overall it has been a massive team effort which has opened up new possibilities for use of archaeological data, such as the creation of a virtual reality space. This can deliver both an understanding of the site history and more meaningful engagement for the general public. This presentation is a look into 4D photogrammetric recording, an exploration on what it can tell us about the archaeological remains and how we can deliver its results to the community.



Biography

Shônéd has an MSc in Forensic Archaeology which developed her skills in 3D recording of human remains. She joined Wessex Archaeology in 2018. She supports WA projects across the country, carrying out the 3D data capture and processing data sets. She has been working on the Bath Abbey Footprint Project since October 2018.