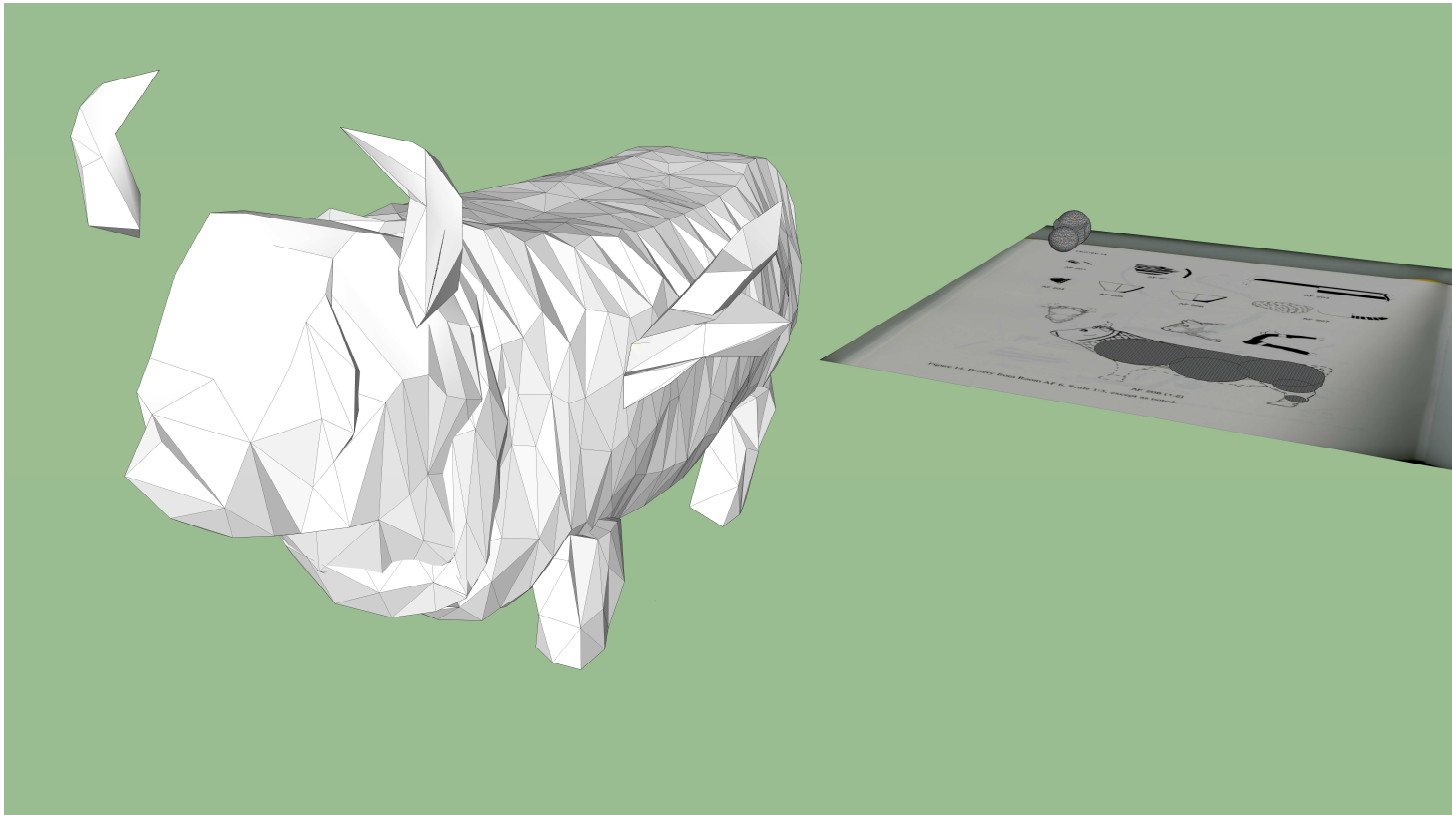


A photograph of ancient stone ruins on a cliffside overlooking a blue sea and mountains. The ruins are constructed from large, grey, rectangular stone blocks, some of which are stacked in a circular pattern. The background features a vast blue sea and distant, hazy mountains under a clear sky. The text "MODELING THE MINOANS IN MAYA" is overlaid in white, serif font across the middle of the image.

MODELING THE MINOANS IN MAYA

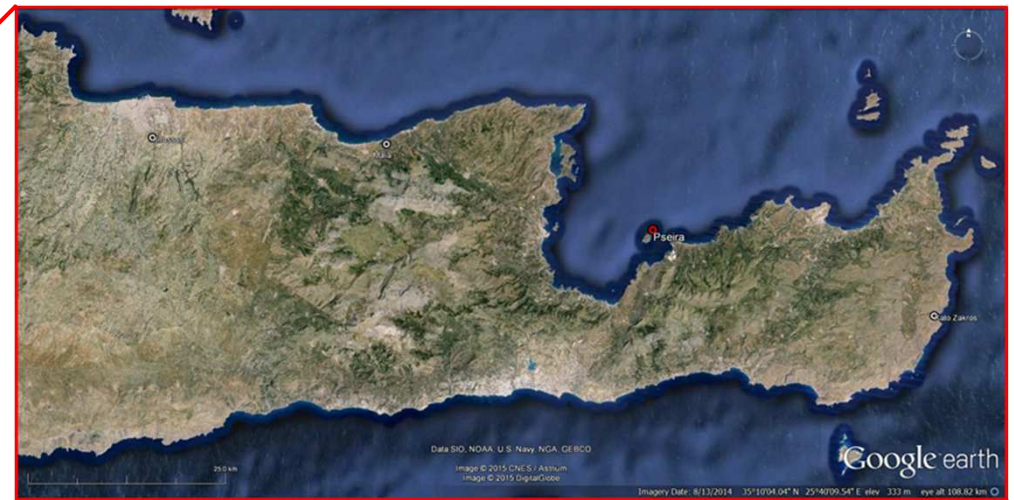
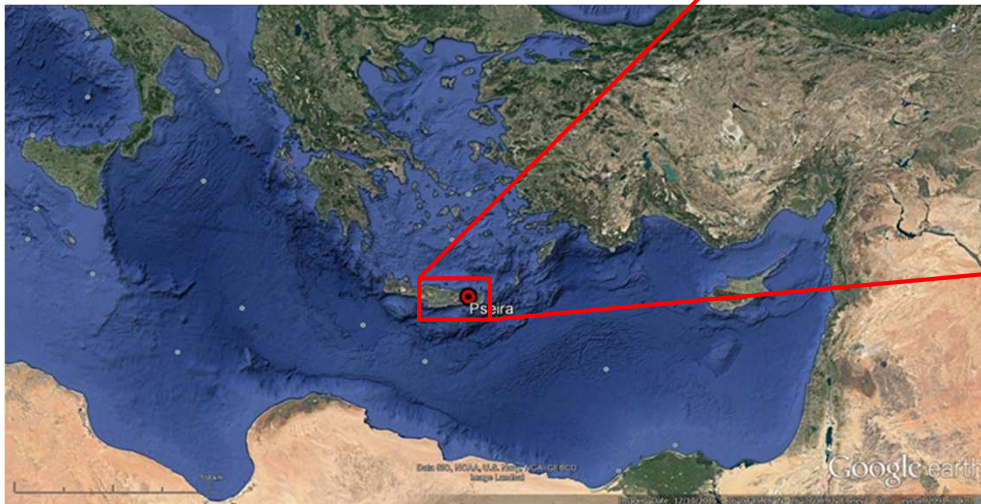
DIGITAL RECONSTRUCTION OF ANCIENT STRUCTURES

BULL RHYTON FROM THE HOUSE OF THE RHYTA

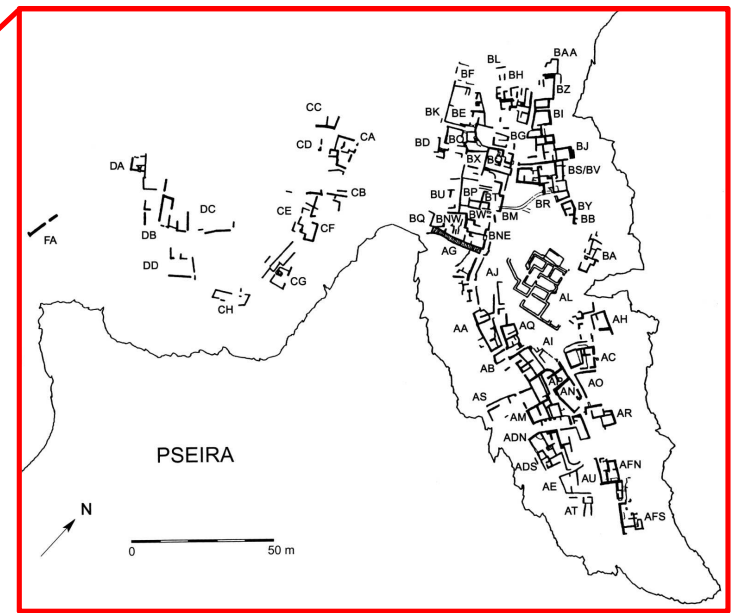


Model by
Kayce Boehm, '18

PSEIRA

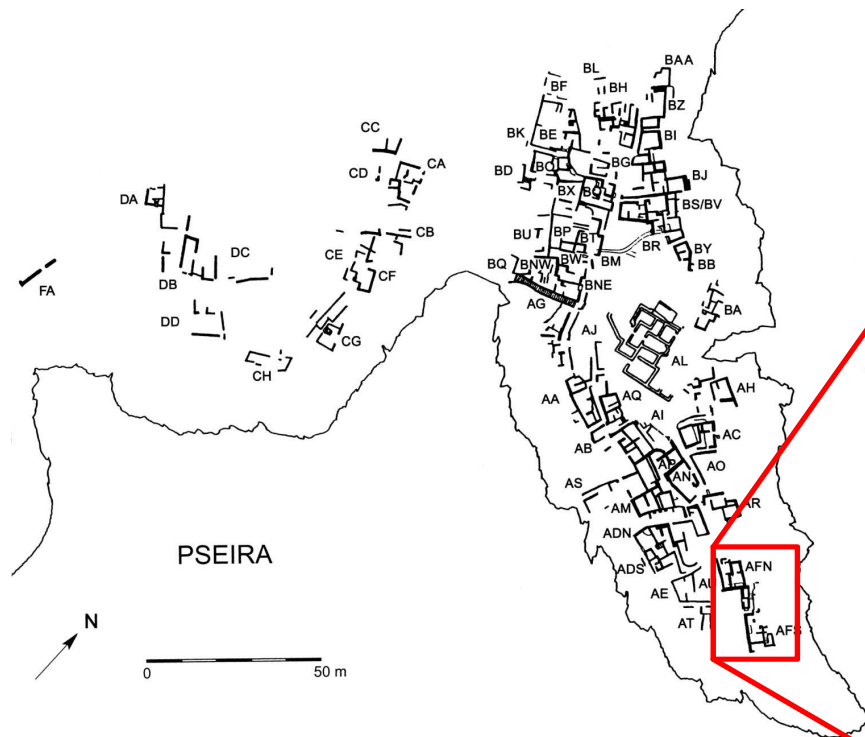


MINOAN PSEIRA

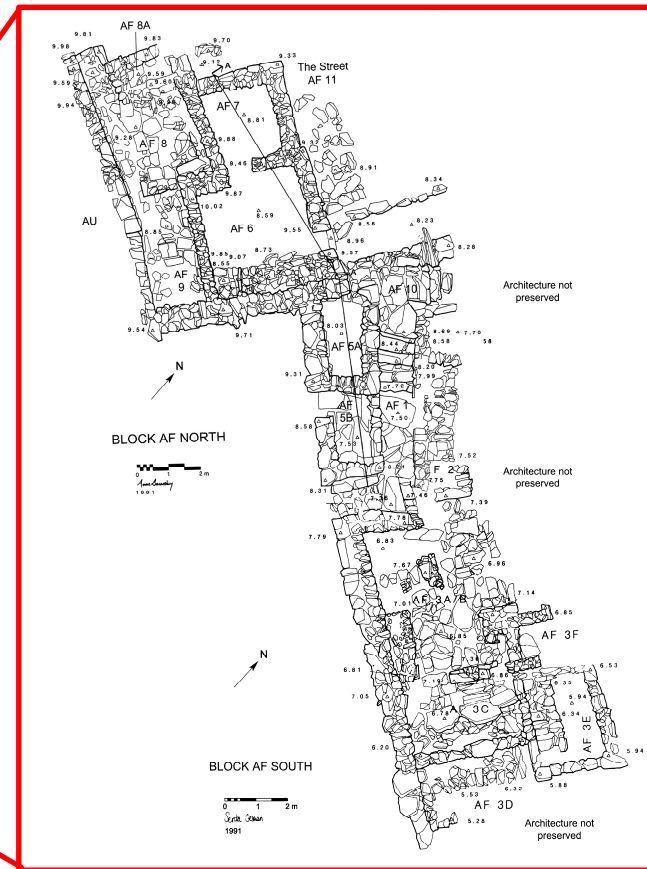


Betancourt 2009, III. 1.2

BLOCK AF, PSEIRA

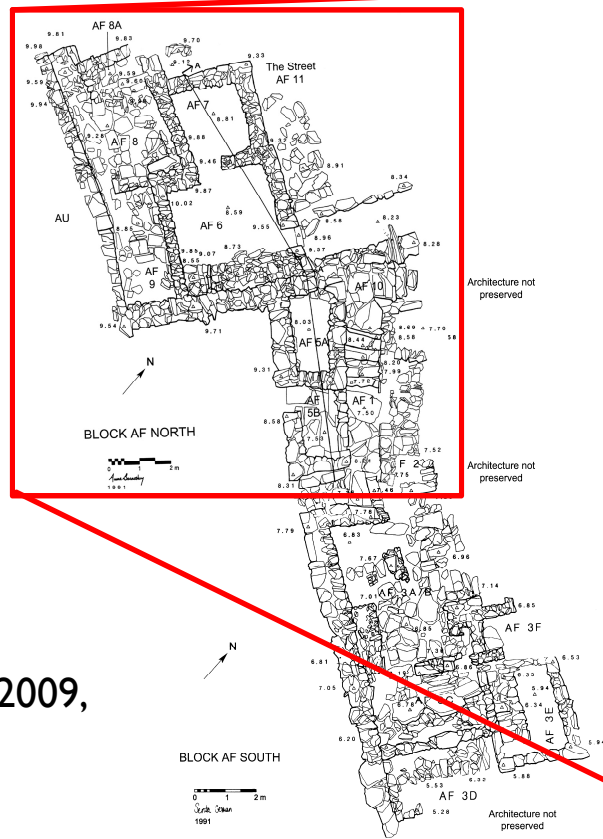


Betancourt 2009, III. 1.2

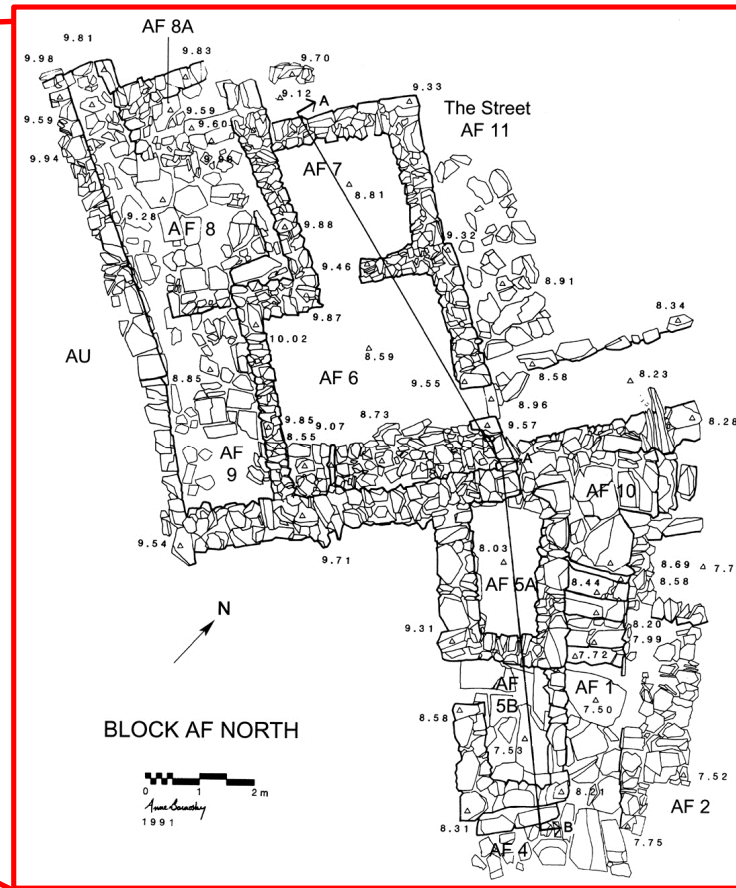


Betancourt 2009, III. 2.1; 2.5

HOUSE OF THE RHYTA



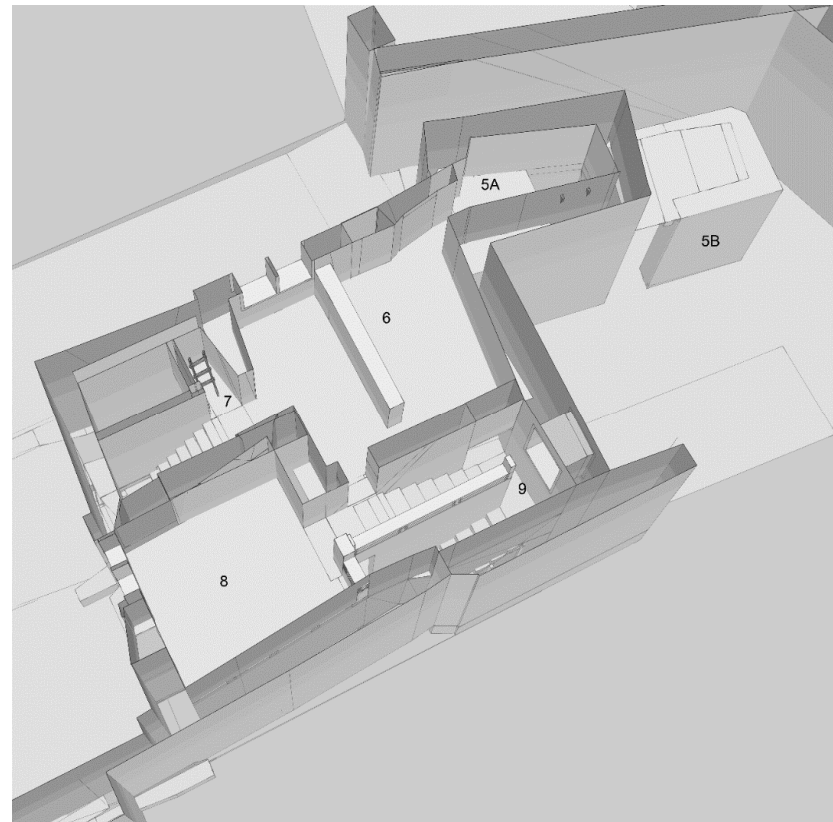
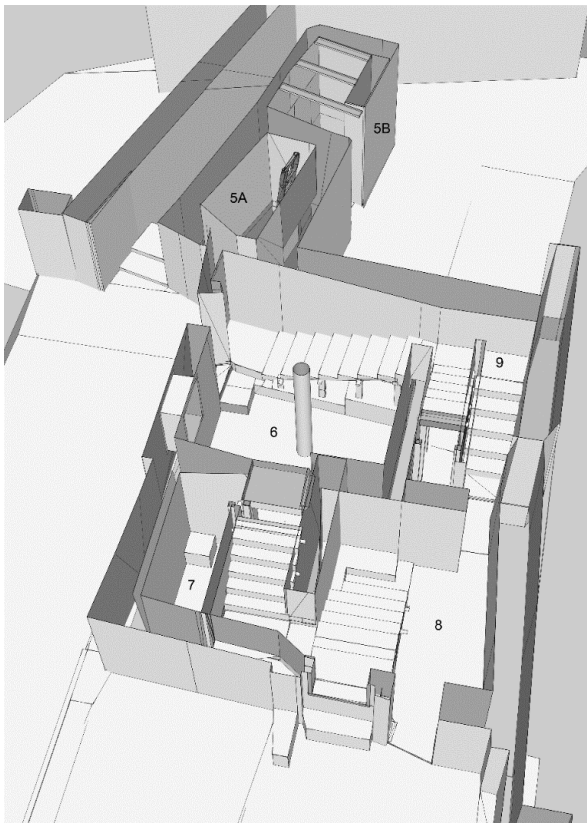
Betancourt 2009,
III. 2.1



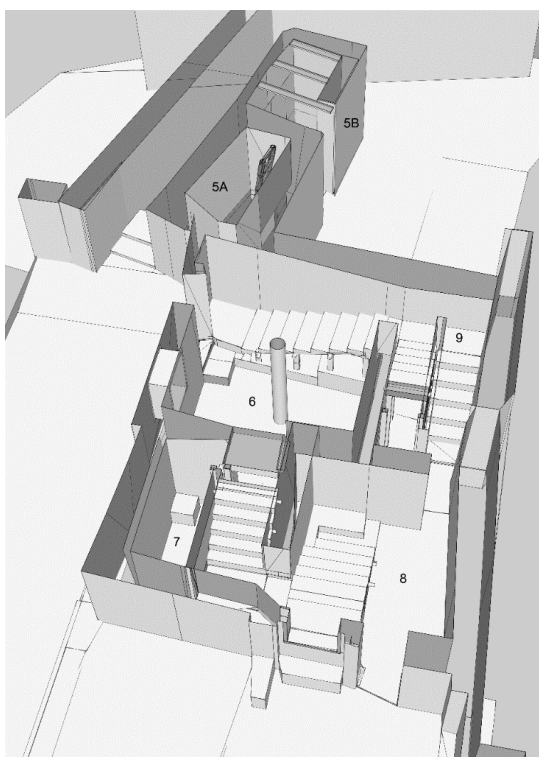
Betancourt 2009,
III. 2.5

LOWER FLOOR

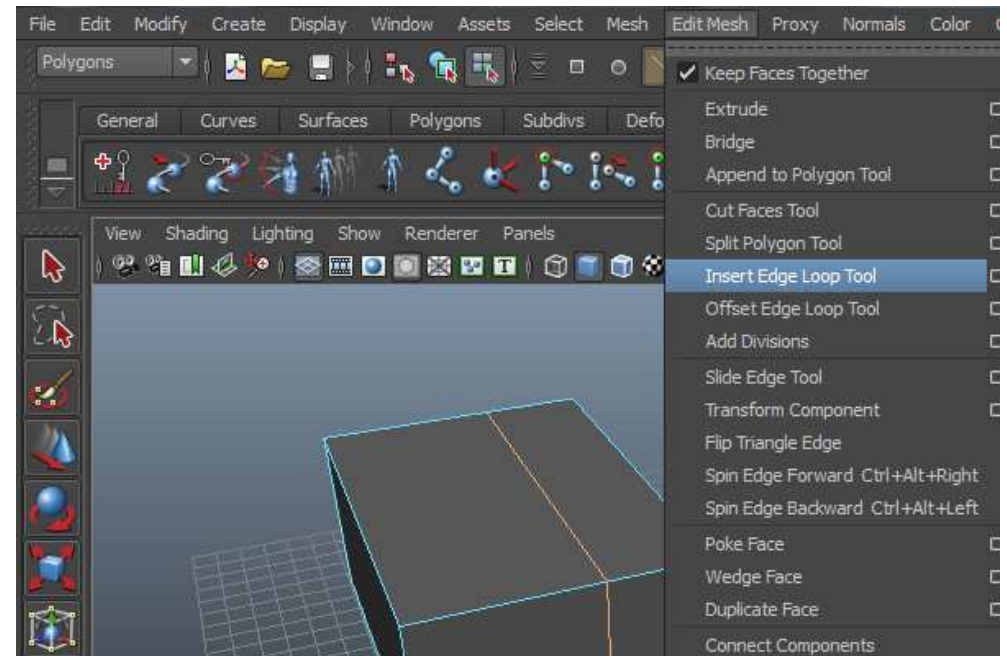
UPPER FLOOR



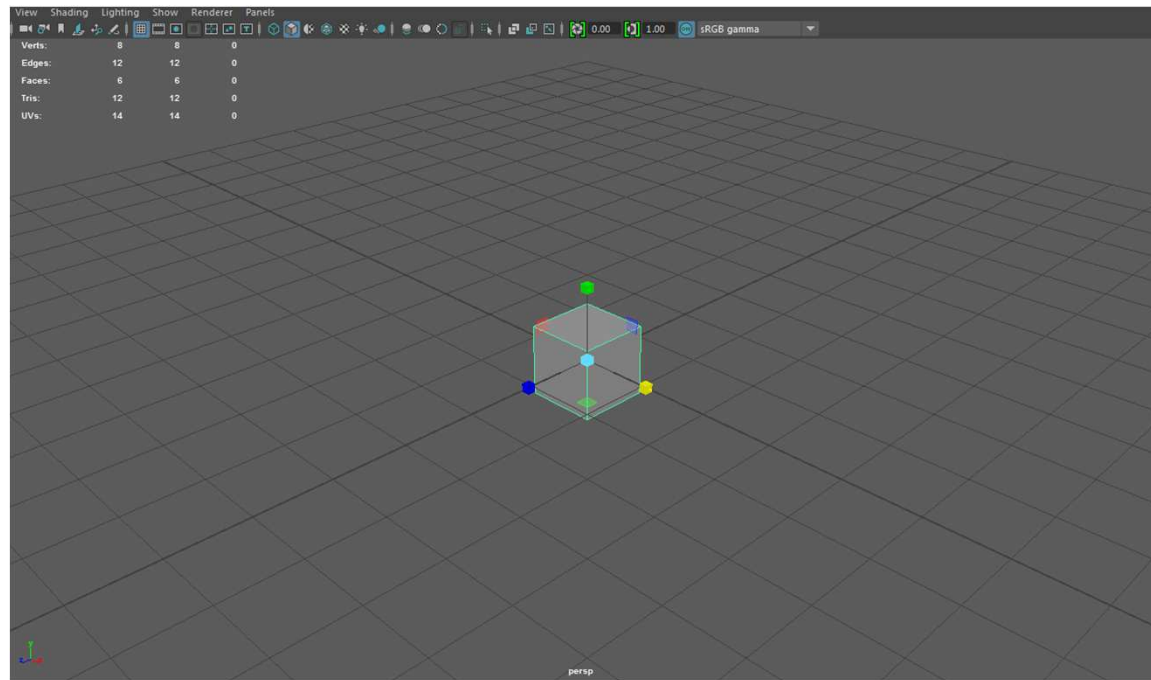
ROOM 8



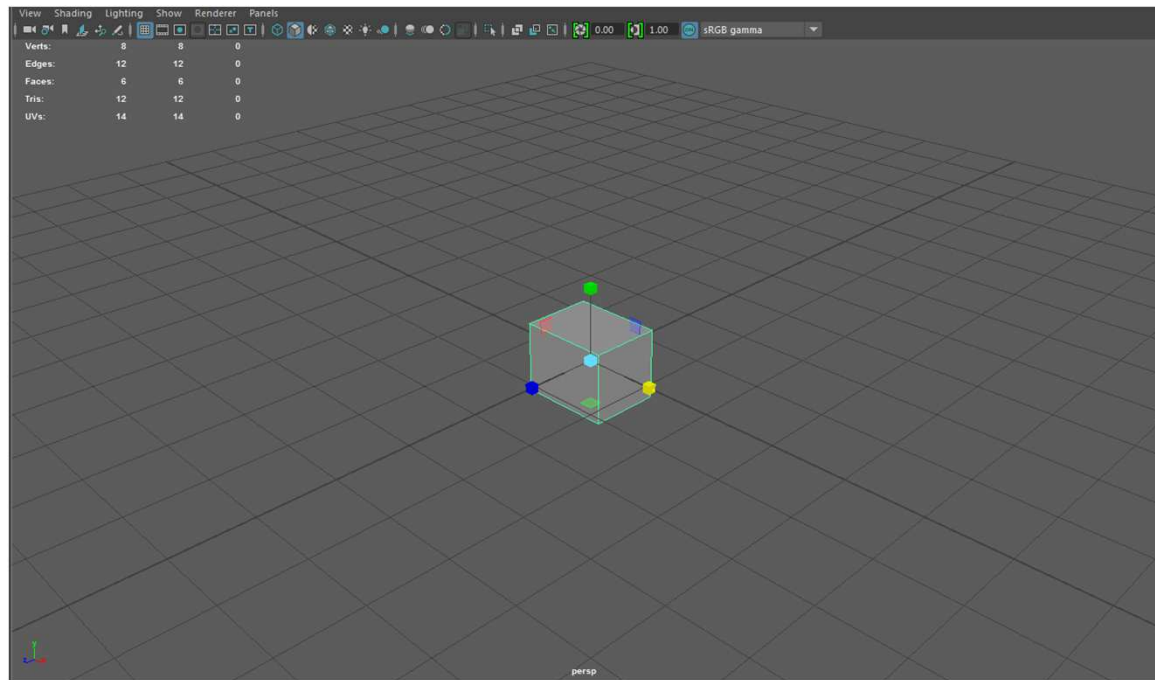
SOFTWARE FOR CREATION PROCESS



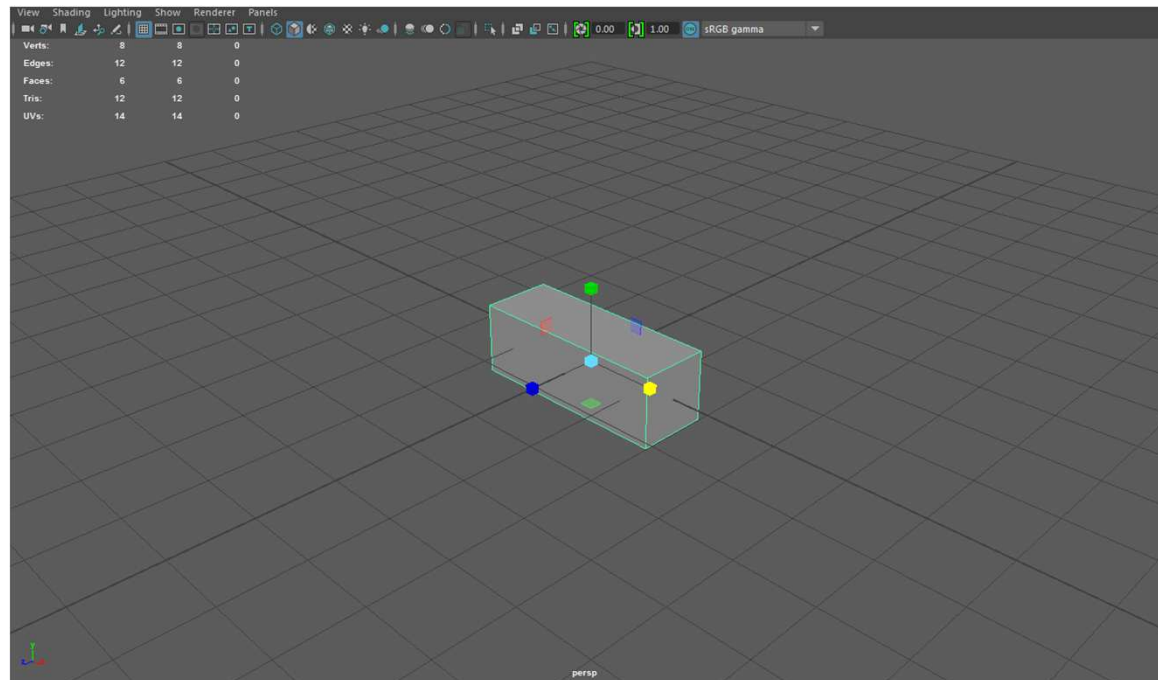
LEARNING MAYA: BOX MODELING



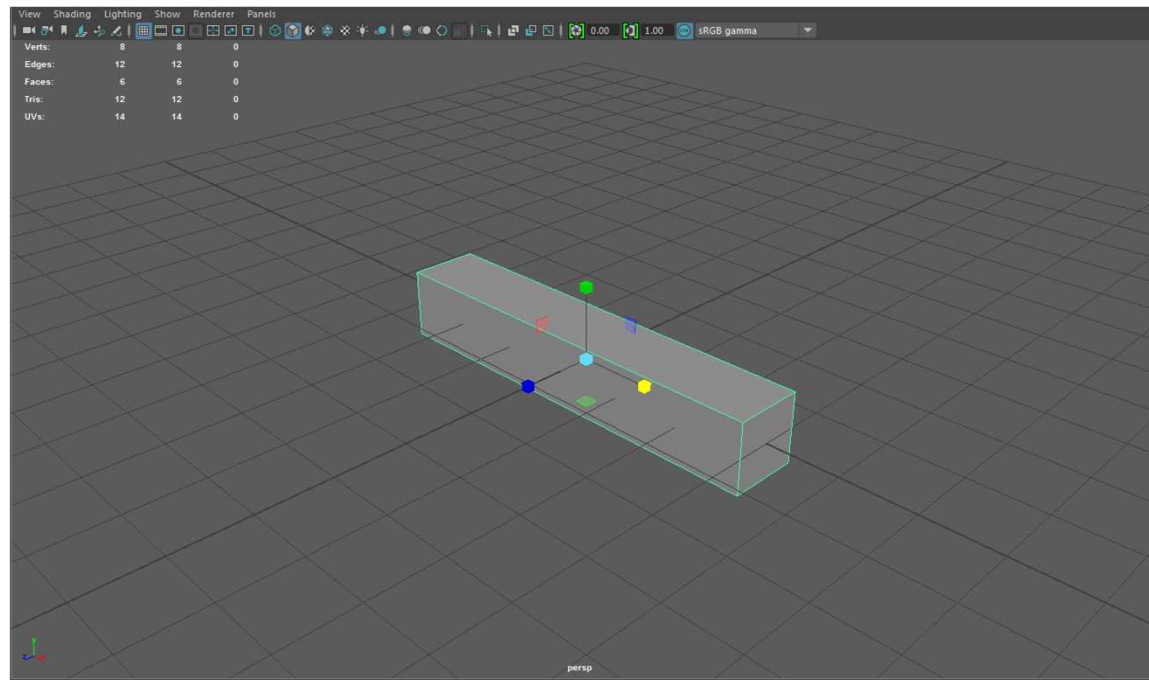
LEARNING MAYA: BOX MODELING



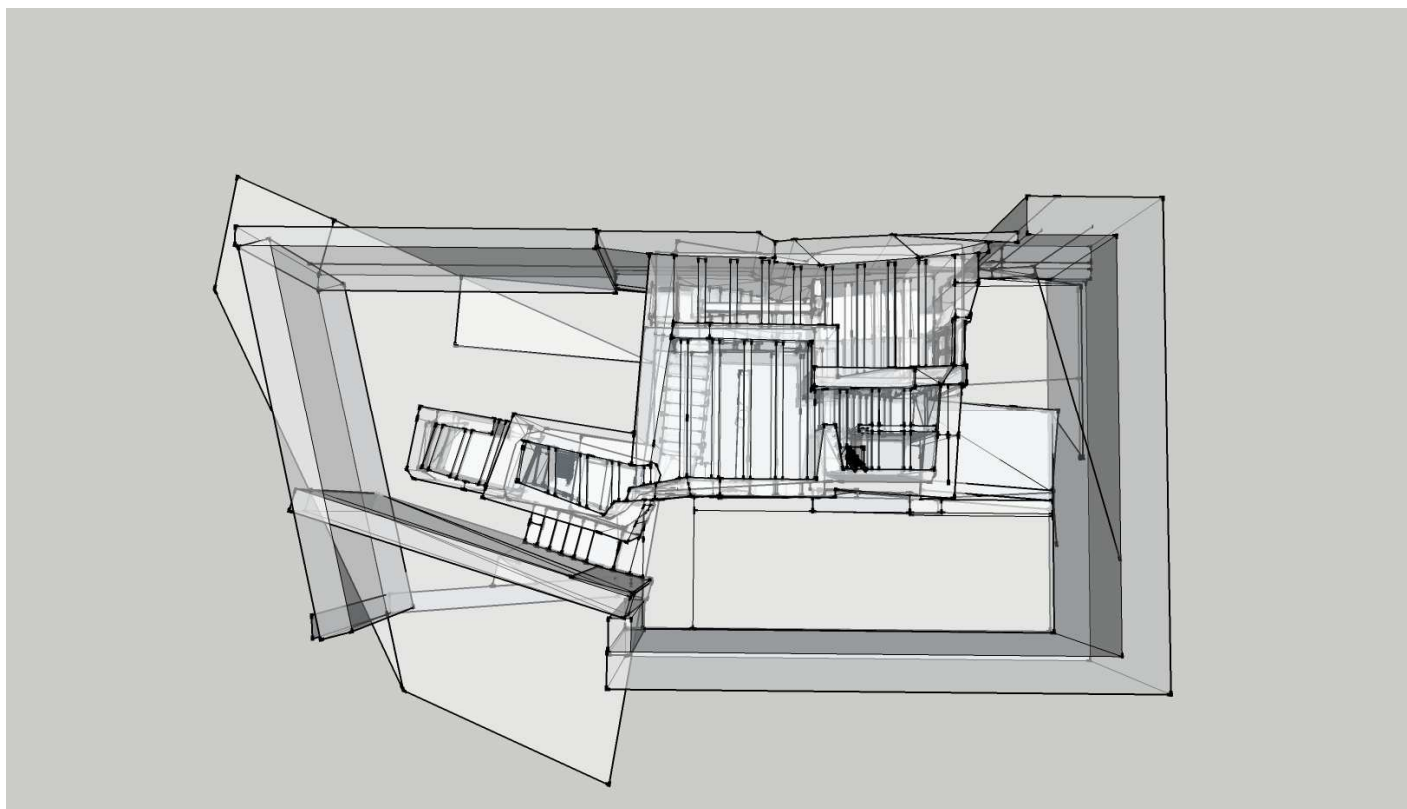
LEARNING MAYA: BOX MODELING



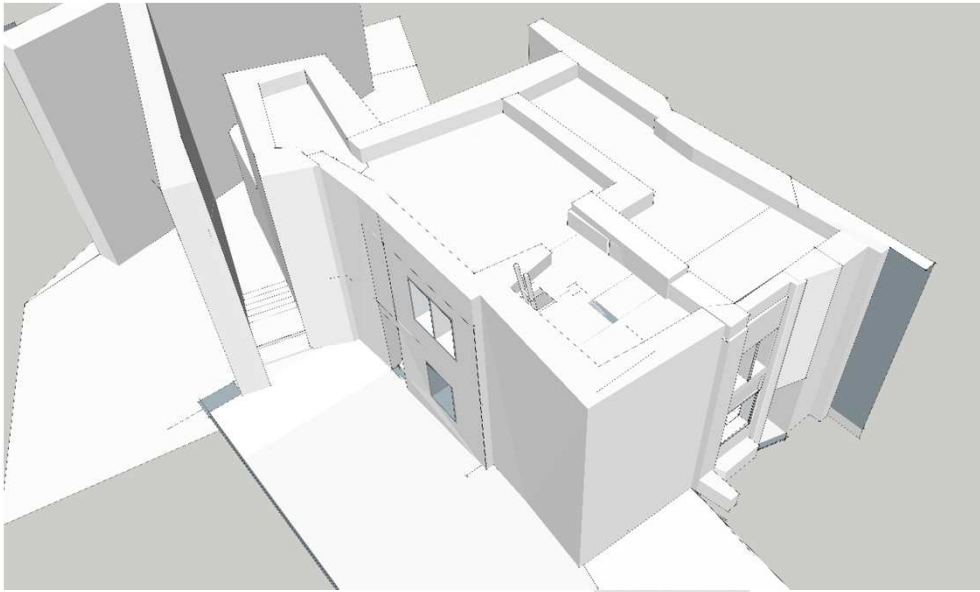
LEARNING MAYA: BOX MODELING



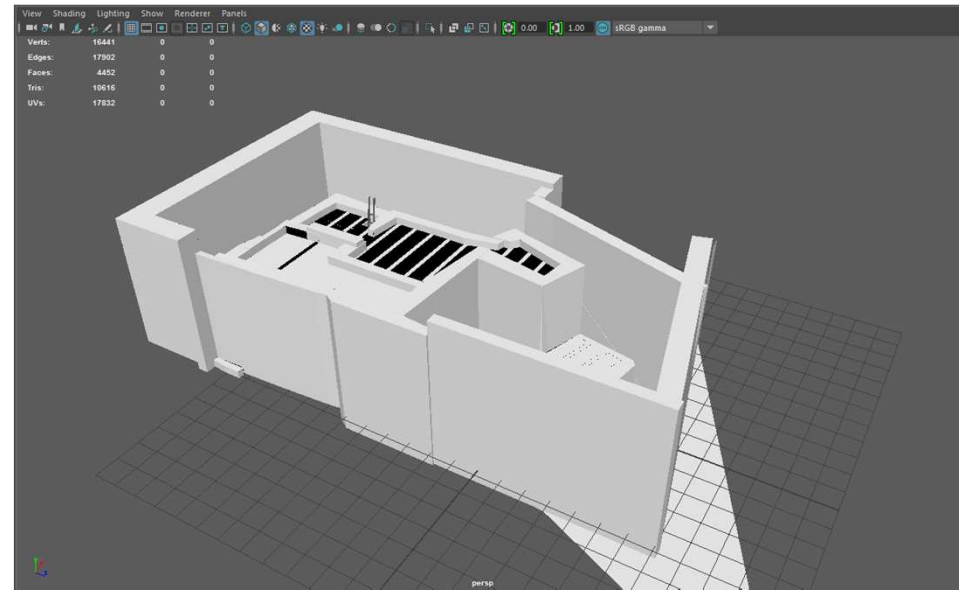
WORKING WITH LEGACY DATA



TRANSLATION FROM SKETCHUP TO MAYA

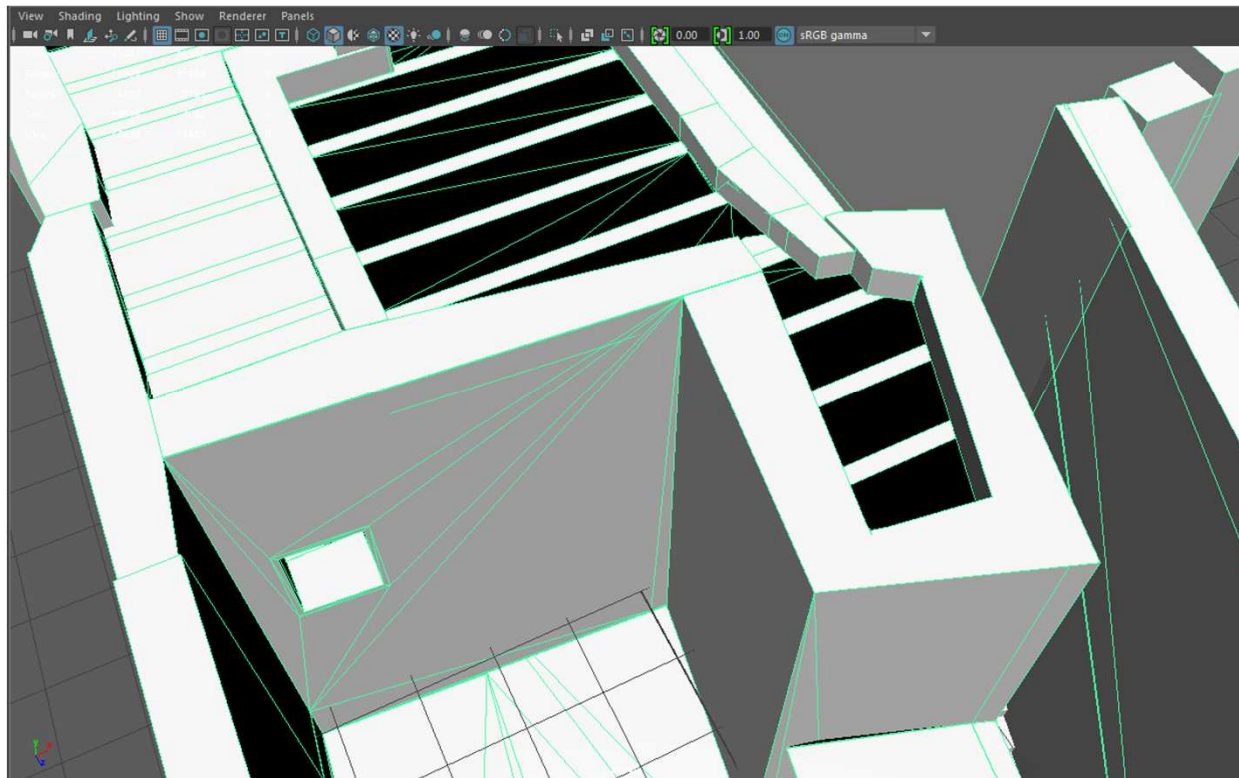


SKETCHUP



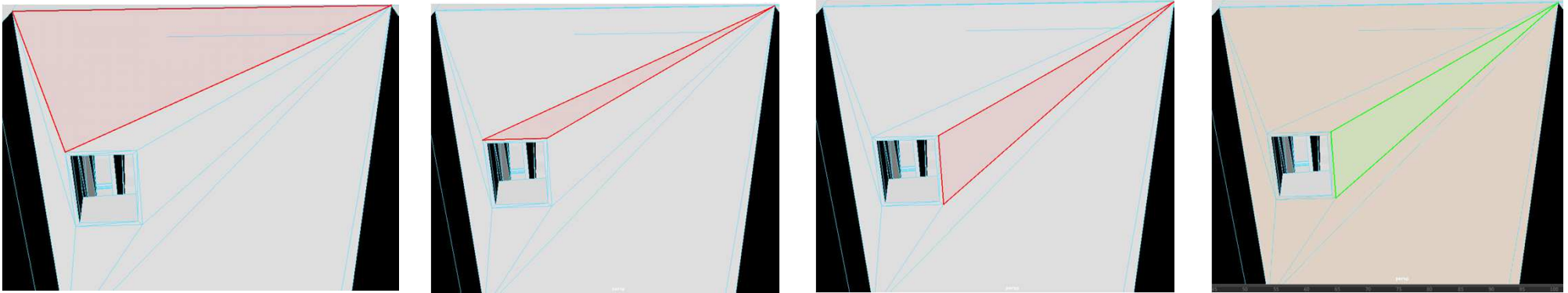
MAYA

TRANSLATION FROM SKETCHUP TO MAYA



Each wall was converted into many unnecessary triangles.

TRANSLATION FROM SKETCHUP TO MAYA



To fix this, each extra polygon would need to be deleted, with care given to the precise geometry.

PHASE 3: NEW VERSION OF MODEL:



NEW MODEL



NEW MODEL



NEW MODEL



SECTIONS



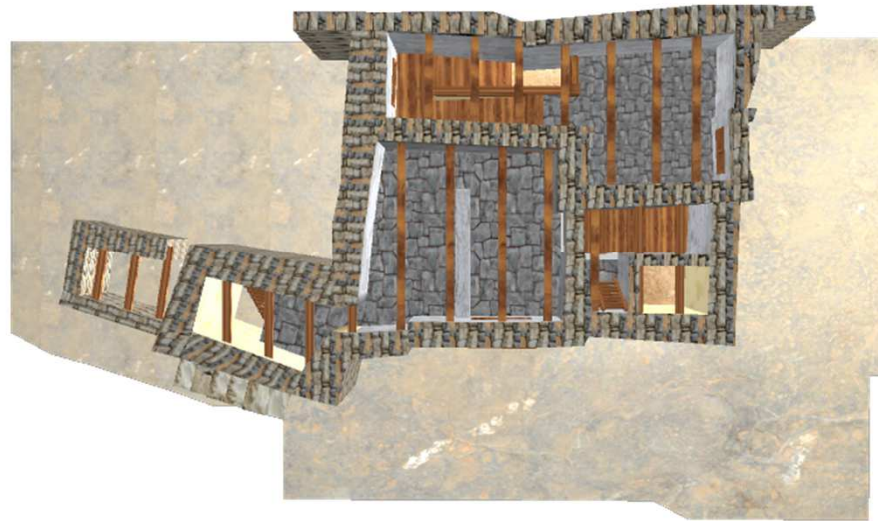
SECTIONS



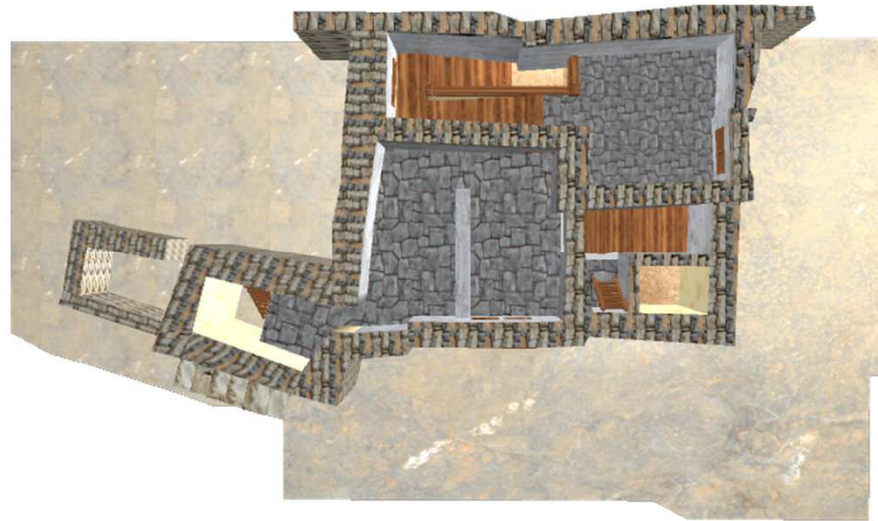
LAYERS



LAYERS



LAYERS



LAYERS



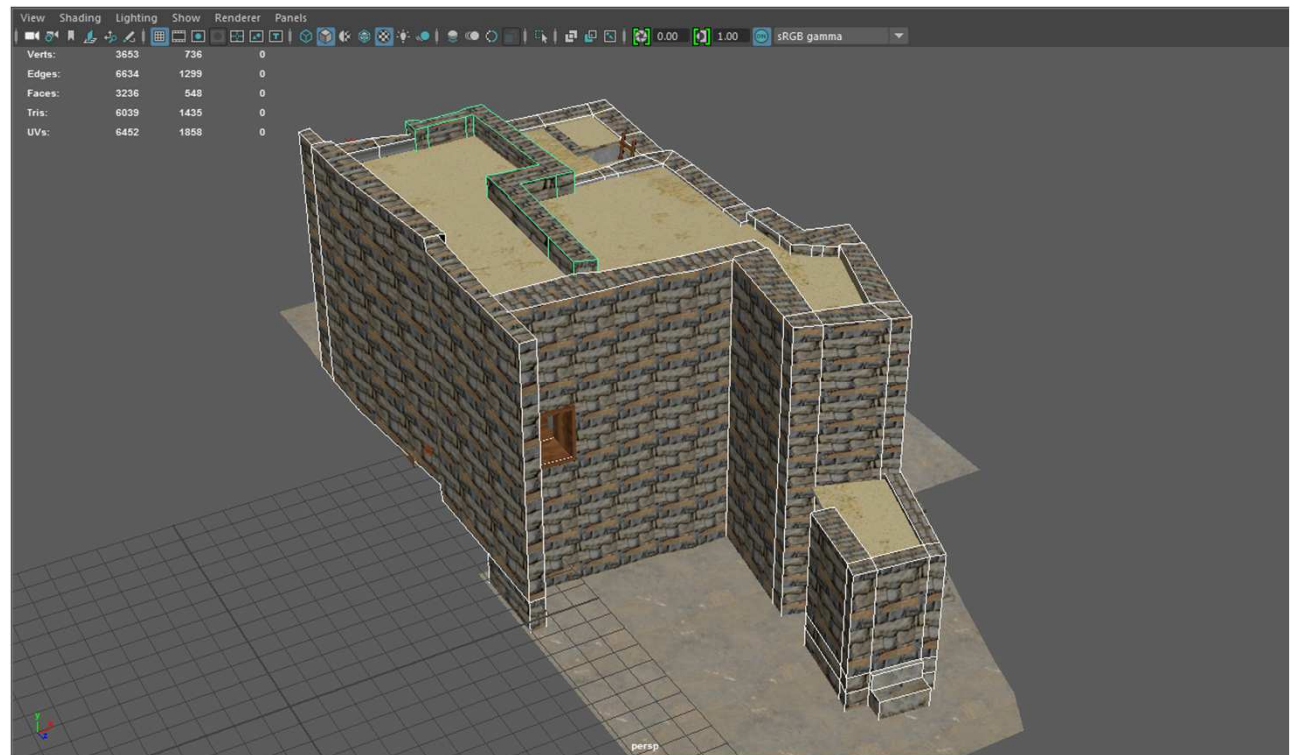
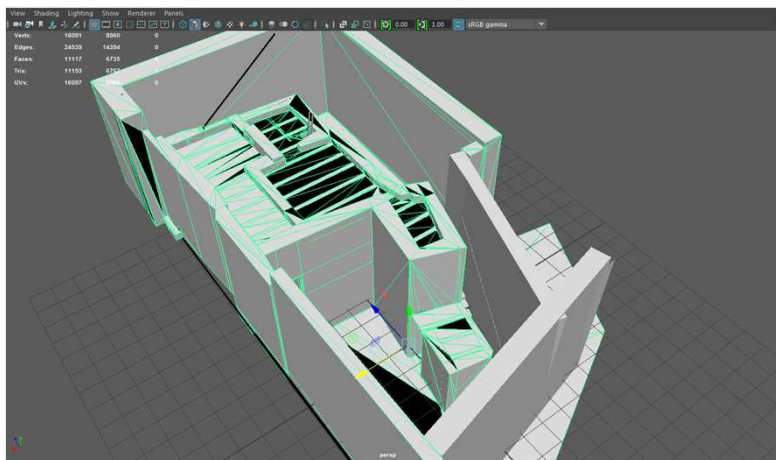
LAYERS



LAYERS



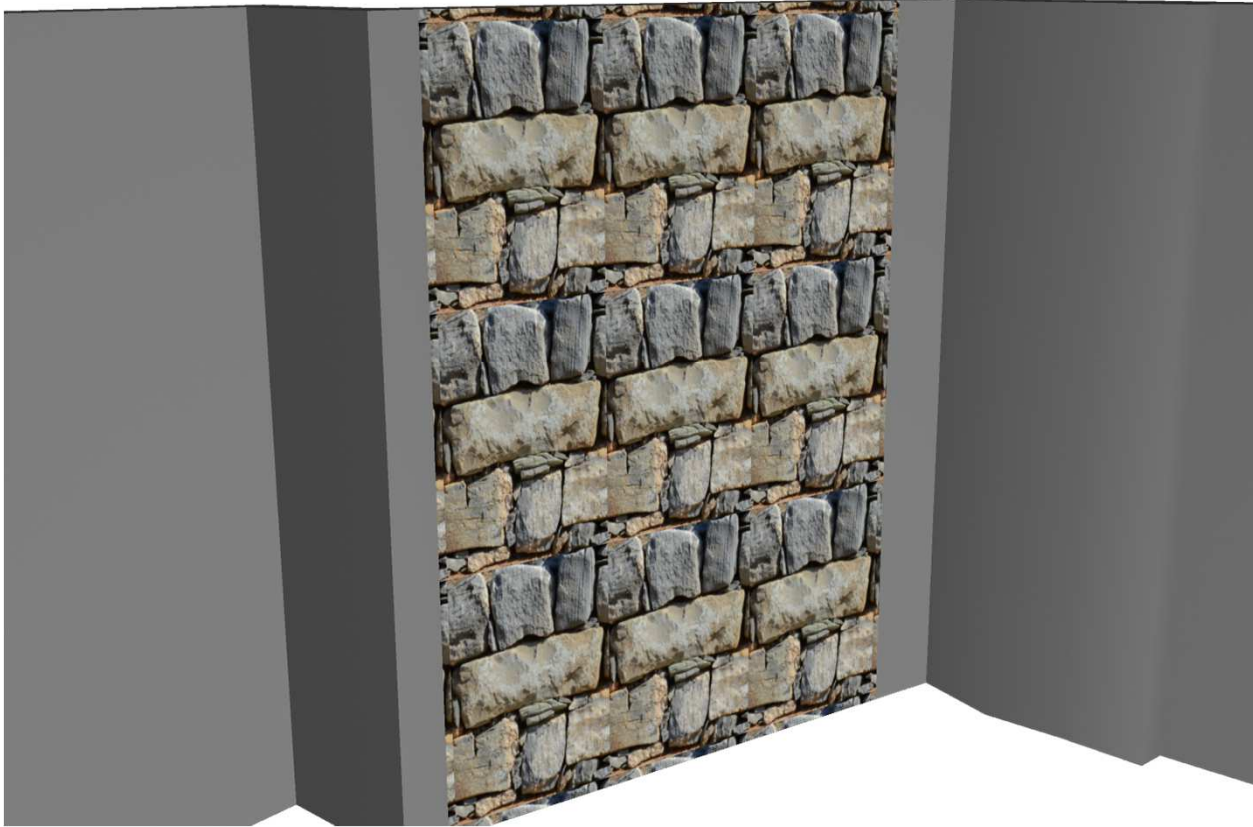
SURFACE OF THE NEW MODEL



TEXTURES AND MATERIALS

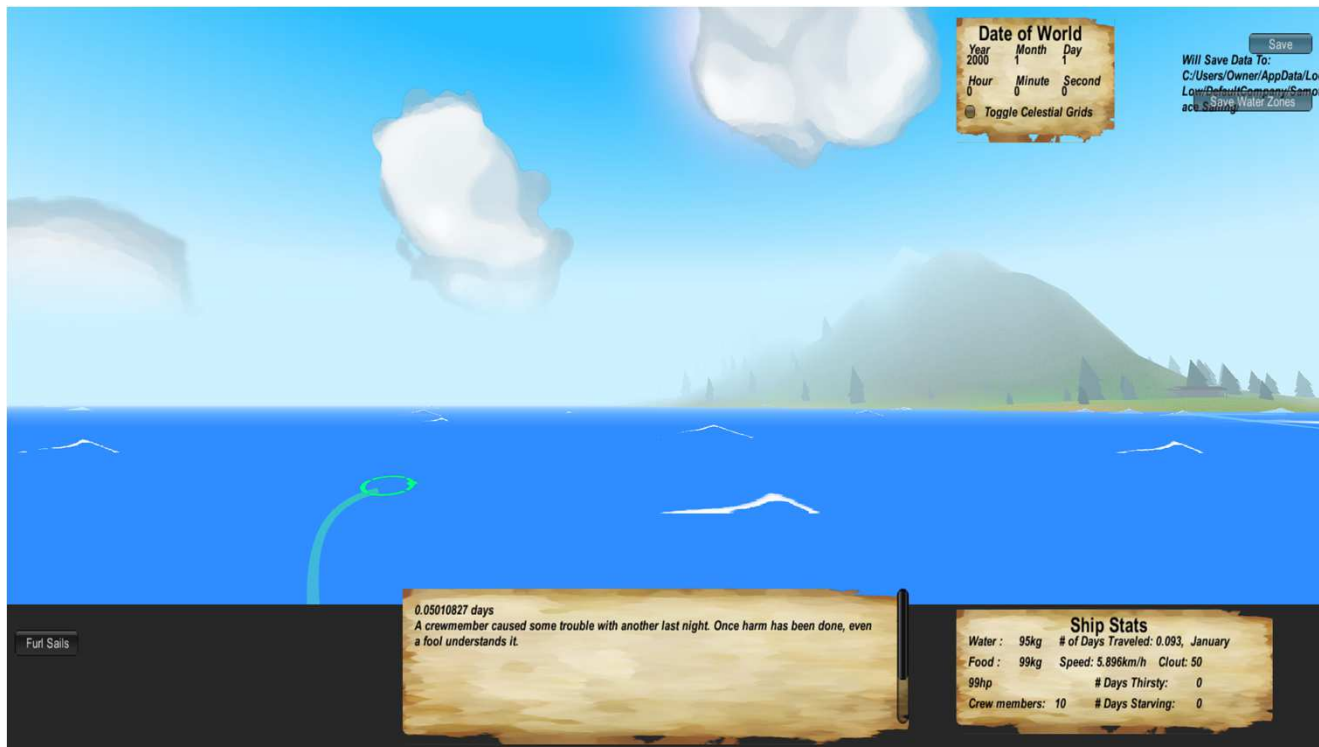


TILING, REPETITION, PATTERN



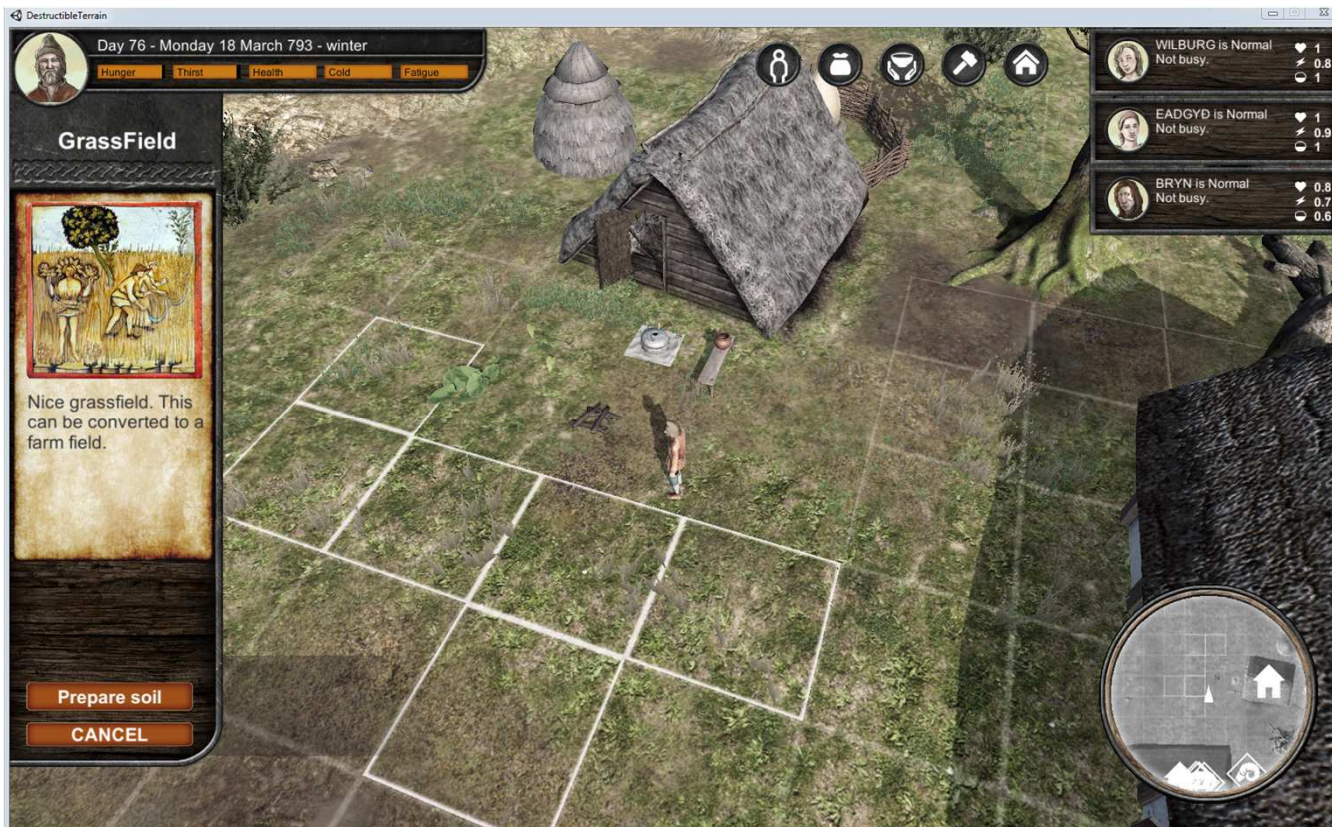
Sample of textured wall

SAMOTHRACE MARINER



Samothracian Networks blog,
<https://scholarblogs.emory.edu/samothraciannetworks/>

SAXON



Saxon, a video game created by Lennart Linde of Goethe-Universität Frankfurt am Main

THANK YOU

