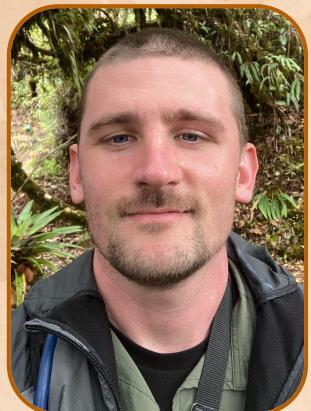




A Virtual Excavation Experience



About Us



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Scott LaRocca

Team Lead

Recorder

Architect

Release Manager

Mentor

Back-end Developer

Back-end Developer

Front-end Developer

3D Modeler

Meet Dr. Sharp



- Dr. Sharp is a anthropological archaeologist here at NAU.
- She has dedicated over a decade of her life to studying overlooked groups in archaeology in Peru's Lambayeque region.
- She now envisions a project for a archaeology experience that would allow for people to practice with the archaeological process and educate the community.





The Problem

- No real equital way to practice the archaeological process.
- This process includes
 - *Survey*
 - *Excavation*
 - *Analysis*



Previous Softwares

- Information was lazily presented.
- Little to no interaction with the world.
- Artifact scans were hard to access/examine.

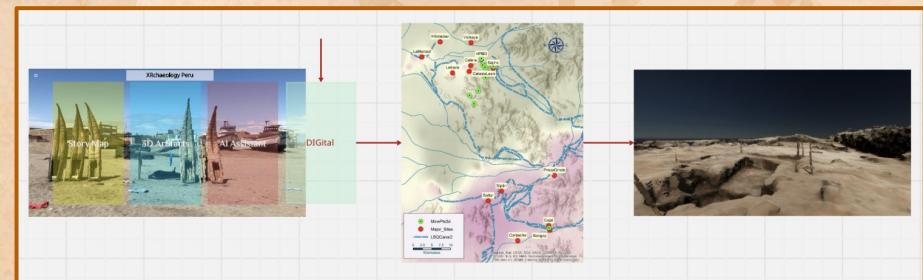
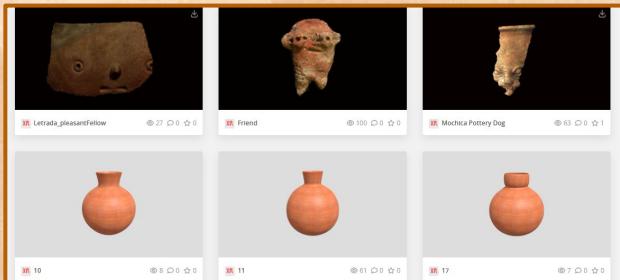




Plans for Development



- Step-by-step excavations
- Analyzing 3D artifacts.
- Interactive AI assistant.
- Bi-weekly client meetings.
- Bridging the gap between field schools and VR.
- Lightweight Web VR experience (Unity).



Conclusion

- Working to create a web-based VR experience.
- Improving on existing challenges.
- Before / After.



THANKS!

Do you have any questions?



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