

## Supporting Information

### Artefact digitisation

The backed artefacts were initially digitised using a Rexcan DS3 structured-light scanner with 3-4 takes from different angles. These were combined to form watertight 3D models, which were exported as \*.stl files. To prepare images for 2D landmark geometric morphometric analysis, the 3D models were imported into the free and open-source software Blender (Blender Online Community, 2022) and assigned a plain matte-black surface material, then aligned and oriented against a white plane backdrop with a fixed scale bar in the same fashion. A digital rendering of each artefact, so positioned, from a fixed dorsal viewpoint was then captured to provide the base images for placement of 2D landmarks.

### References

Blender Online Community. (2022). *Blender—A 3D modelling and rendering package*. Blender Foundation. <https://www.blender.org/>