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Art 103

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Reading 3

Q1. From the podcast, how has our understanding of what dinosaurs really look like evolved? Describe the progression of how we portrayed them and how might this affect our understanding of what Archeology is saying about them.

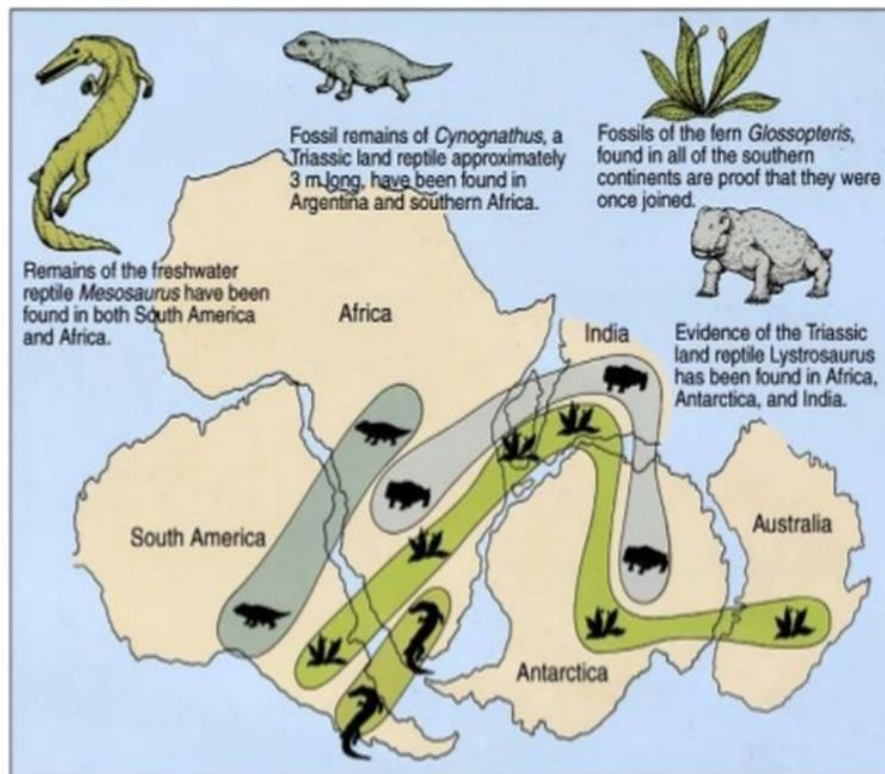
We used to assume that dinosaurs are stupid, slow, and slooby in the past. We thought that they did not have a society until we found the fossils. Their fossils help us understand that they actually did gather in groups and they were intelligent and fast. We portrayed the dinosaurs based on the bones/ fossils only. We cannot accurately illustrate a complete dinosaur using only their skeleton. Because nobody has ever seen a dinosaur before, there's no correct description about the dinosaurs and that might affect our understanding of what Archeology is saying about them. We do not know exactly how they looked like.

Q2. The artist/archaeologist John Conway who is doing interpretations of dinosaurs is obviously taking liberty with what could be the actual truth of how these creatures existed. What other fields of science, creative based disciplines and forms of studies use similar techniques that remind you of this method or process. Please elaborate with your examples both written as well as images and links.

Another field that uses similar techniques that reminds me of this method of interpretation is geologist/geology. Like archeologists, geologists collect the remains of plants and animals around the world. A type of plant/animal appears on more than one continent, and the continents are not related to each other. Geologists use these as evidence that the continents were once all connected.

(<https://www.calacademy.org/explore-science/evidence-of-plate-tectonics>)

Fossil Evidence



When continents are reassembled into Pangaea, we find a remarkable alignment of fossil remains for organisms of that age. Organisms that developed later do not follow this pattern.

Q3. First, summarize in your own words the characteristics of 'Material Speculation' as described in the second article. Then given this article's examples for possible future products, how can this same technique also be used to create objects that refer to the past?

Material speculation is the collection of the hypothetical artifacts created to be experienced in daily life, as well as the diversity of possible scenarios that these encounters produce. Counterfactual artifacts do not necessarily have to fit the logical sense and can be created in other possible worlds. This same technique can also be used to create objects that refer to the past by developing an specific objects to have better features (for example: we changed the physical buttons on the old phones to the virtual touch on the screens)

Q4. What are the 4 most common kinds of artifacts listed in the readings? As these are broad categories can you list, some more specific ones?, They may be either a part of these categories as a subtopic or maybe not under these classifications at all. List 4 more categories and give examples.

The 4 most common kinds of artifacts listed in the readings are historical, cultural, technological, and modern artifacts. Other categories are transportations (Ex: the aircrafts boneyards in the US), weapons (The Relics Of London Hammer, the sword in Adam Savage's Home Office of Movie Artifacts), toys (LEGO WALKING by jucama776), and personal artifacts (the UTAH teapot, Tupac's Nose Ring)