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## A preliminary study on methods for a pictorial acquisition of archaeological finds

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### Abstract

In this paper we propose a system that could help the archaeologist in his work. First we present an overview of our complete project, of which this preliminary study is the first step to find out whether the process of archiving archaeological finds could be automated. Next, we present two different acquisition methods, stereo-acquisition and structured-light-acquisition to get the 3D-surface representation ( a so called 3D-object model) of a sherd. Based on the output from preliminary processing, we present the possibilities which can be applied on the object model. The final result of our system is the automatic generation of a profile section of a sherd.

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