

*Images and Artefacts of the Ancient World*. Hrsg. von A. K. Bowman/M. Brady (Oxford u.a. 2005, British Academy – The Royal Society/Oxford University Press, XIV + 150 S., Pb., £ 35,00). [Der Sammelband enthält folgende Beiträge, die im Jahr 2000 bei einer Tagung in London gehalten wurden: 1–5 M. Brady/A. K. Bowman, Introduction; 7–14 A. K. Bowman/R. S. O. Tomlin, Wooden Stylus Tablets from Roman Britain; 15–30 M. Brady u.a., Shadow Stereo, Image Filtering, and Constraint Propagation; 31–34 C. Vandecasteele, Digitising Cuneiform Tablets; 35–43 J. O. H. Swantesson/H. Gustavson, Interpretation of Ancient Runic Inscriptions by Laser Scanning; 45–58 M. Greenhalgh, Virtual Reality, Relative Accuracy: Modelling Architecture and Sculpture with VRML; 59–68 A. W. Fitzgibbon u.a., Automatic Creation of Virtual Artefacts from Video Sequences; 69–76 H. Denard, At the Foot of Pompey's Statue: Reconceiving Rome's *Theatrum Lapidium*; 77–87 L. Van Gool u.a., Modelling Sagalassos: Creation of a 3D Archaeological Virtual Site; 89–98 A. M. Wallace, Three Dimension Laser Imaging in an Archaeological Context; 99–108 J. J. Koenderink, Movements of the Mental Eye in Pictorial Space; 109–113 C. J. Howgego, The Potential for Image Analysis in Numismatics; 115–123 E. Schindler Kaudelka/U. Fastner, Italian Terra Sigillata with Appliqué Decoration: Digitising, Visualising, and Web Publishing; 125–130 R. Cipolla/K. Y. K. Wong, Shape from Profiles; 131–143 R. A. H. Neave/A. J. N. Prag, The Skull as the Armature of the Face: Reconstructing Ancient Faces; 145–150 A. Linney u.a., Reconstruction of a 3D Mummy Portrait from Roman Egypt. Der in erster Linie von Spezialisten für Spezialisten geschriebene Band bietet den an modernen Methoden der Dokumentation und Auswertung interessierten Archäologen viele Anregungen für zukünftige Projekte.] W. Z.