Cauldron

Artec 3D

Scanner Report.

Component 1

Model Data	
Poly Report	
1. High Poly Triangle count	2005814
2. Low Poly Triangle count	4990

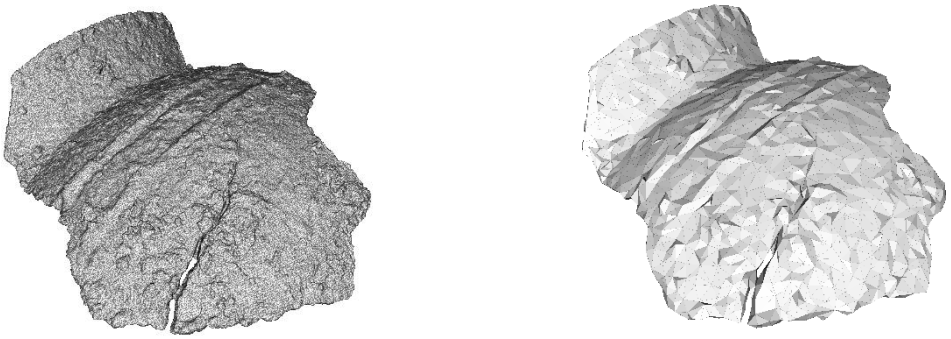

Fig. 1 – HP Model and LP Model

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Component 2

Model Data	
Poly Report	
3. High Poly Triangle count	2377236
4. Low Poly Triangle count	5000

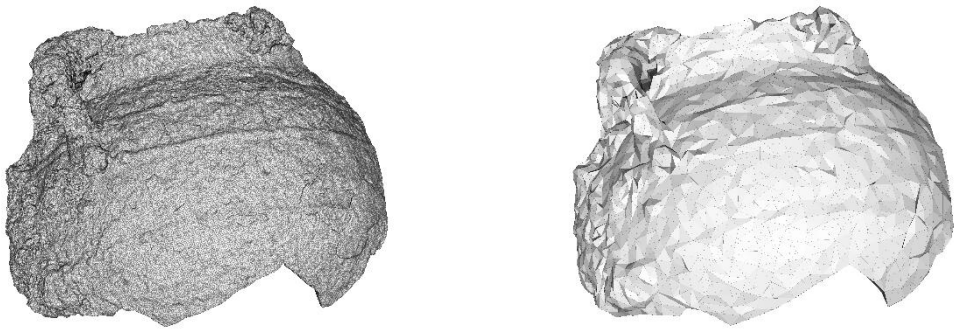

Fig. 2 – HP Model and LP Model

Component 3

Model Data	
Poly Report	
5. High Poly Triangle count	1046038
6. Low Poly Triangle count	4998

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Fig. 3 – HP Model and LP Model

Component 4

Model Data	
Poly Report	
7. High Poly Triangle count	742820
8. Low Poly Triangle count	14862

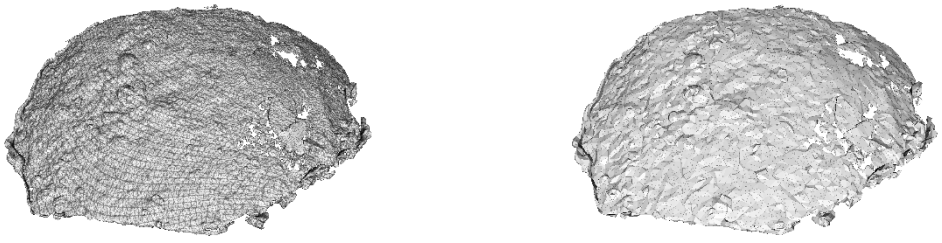

Fig. 4 – HP Model and LP Model

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Component 5

Model Data	
Poly Report	
9. High Poly Triangle count	407564
10. Low Poly Triangle count	14986

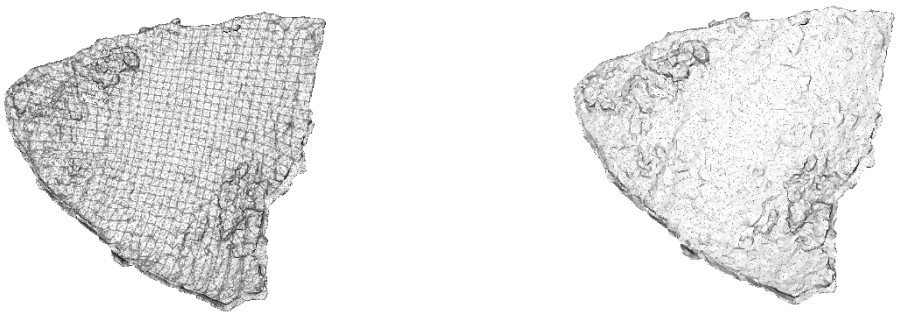

Fig. 5 – HP Model and LP Model

Component 6

Model Data	
Poly Report	
11. High Poly Triangle count	461174
12. Low Poly Triangle count	5000

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Fig. 6 – HP Model and LP Model

Component 7

Model Data	
Poly Report	
13. High Poly Triangle count	223616
14. Low Poly Triangle count	4990

Fig. 7 – HP Model and LP Model

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Texturing Report.

Roughness and Metalness

Fig. 8 – Before texturing with SP

Fig. 9 – After texturing with SP

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PBR Textures Component 1

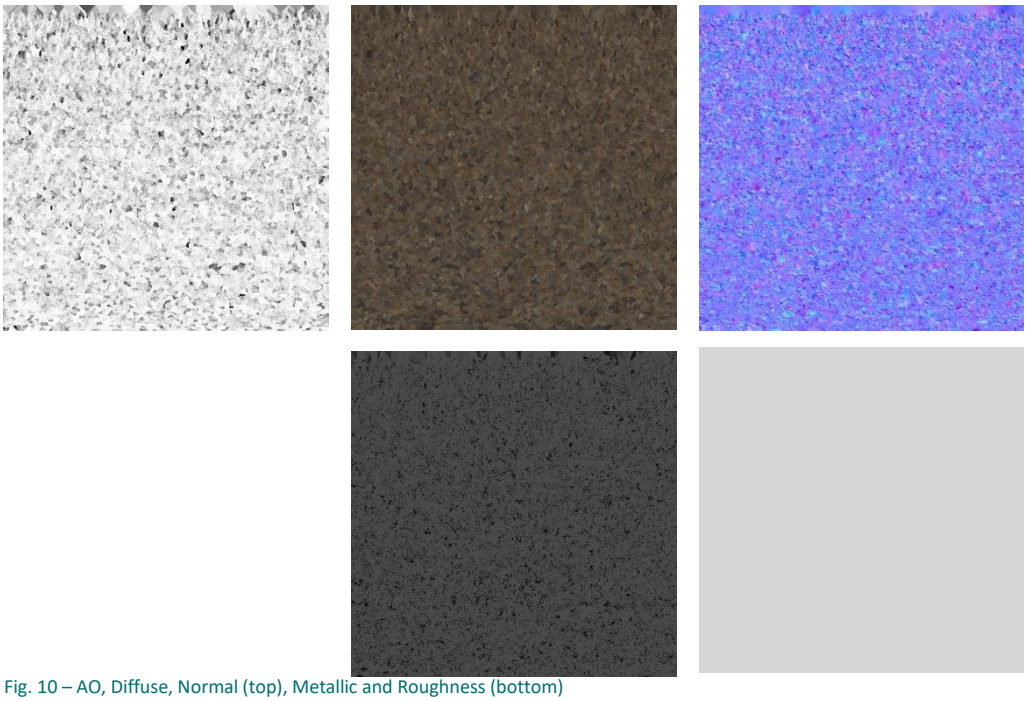

Fig. 10 – AO, Diffuse, Normal (top), Metallic and Roughness (bottom)

PBR Textures Component 2

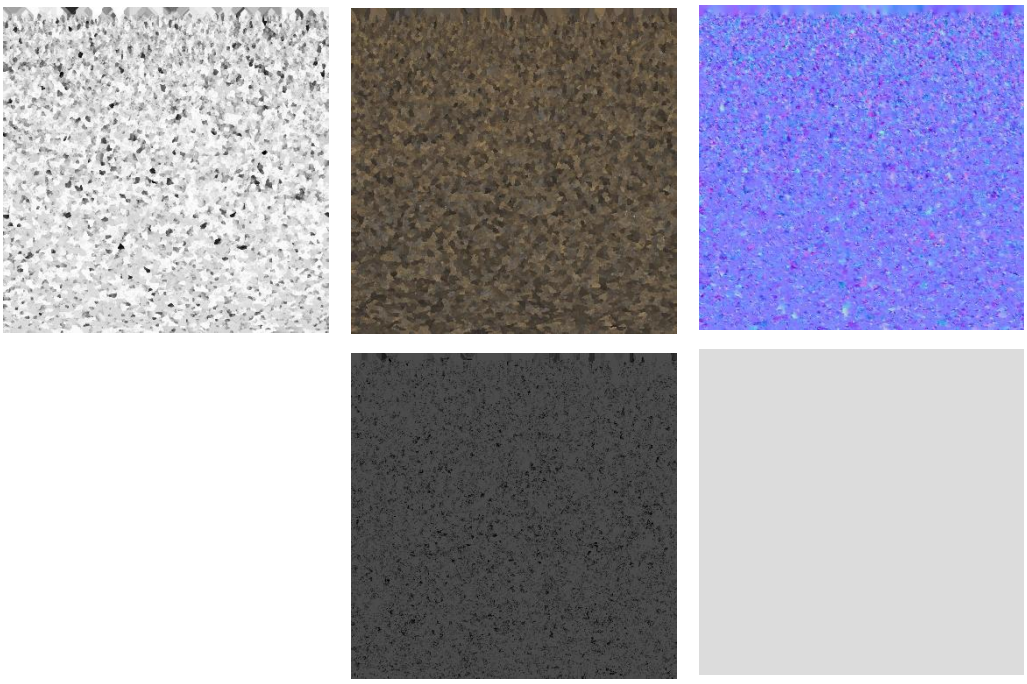

Fig. 11– AO, Diffuse, Normal (top), Metallic and Roughness (bottom)

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PBR Textures Component 3

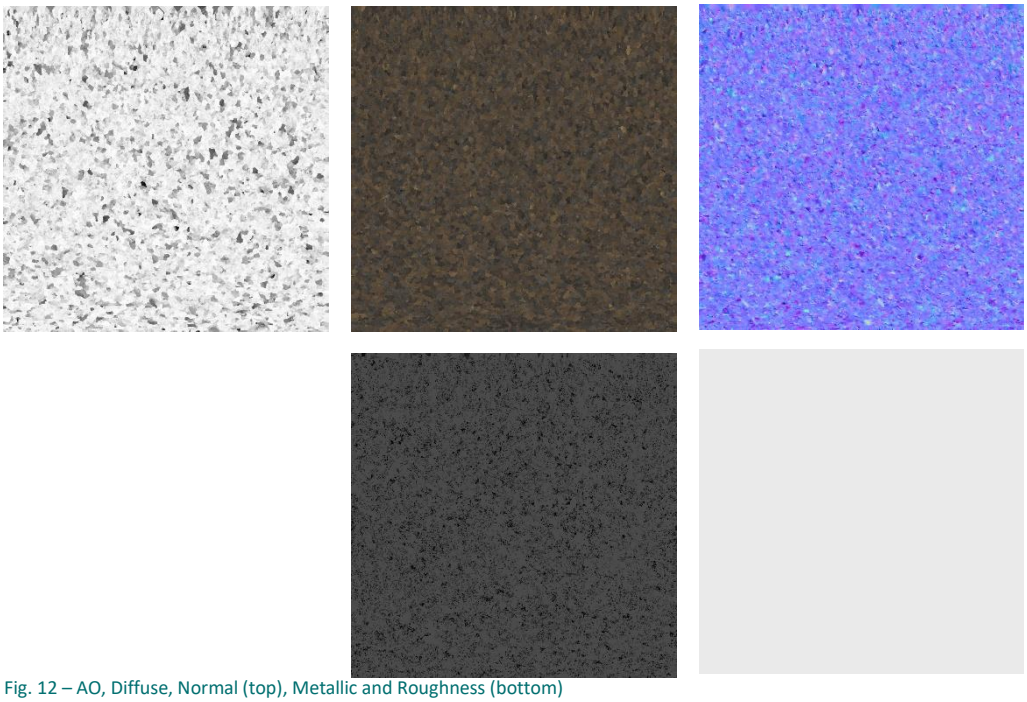

Fig. 12 – AO, Diffuse, Normal (top), Metallic and Roughness (bottom)

PBR Textures Component 4

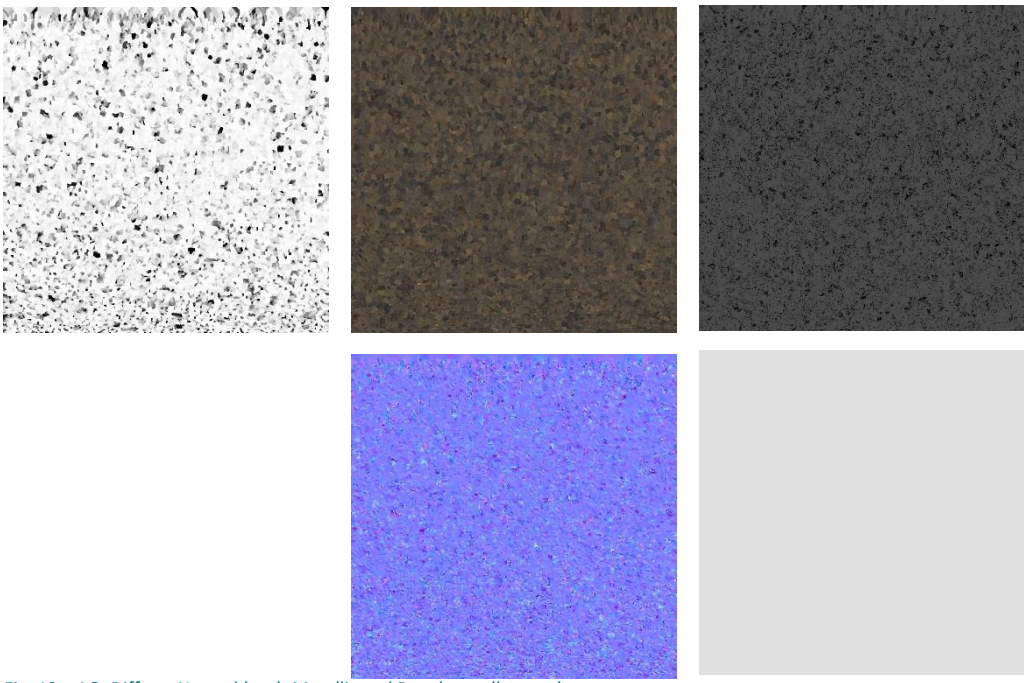

Fig. 13 – AO, Diffuse, Normal (top), Metallic and Roughness (bottom)

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PBR Textures Component 5

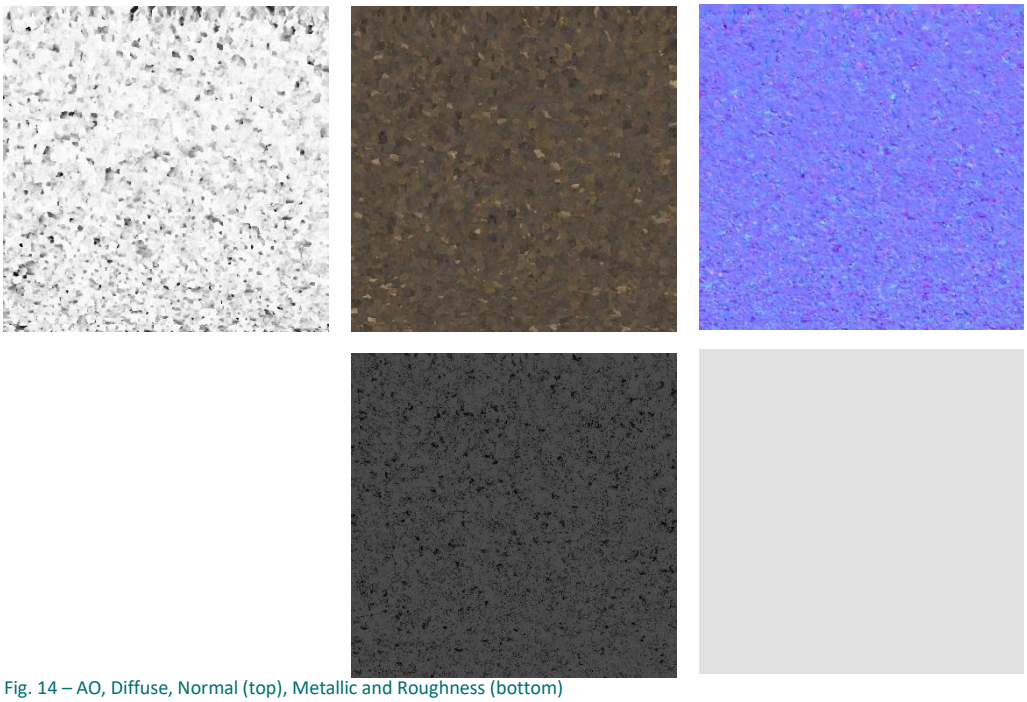

Fig. 14 – AO, Diffuse, Normal (top), Metallic and Roughness (bottom)

PBR Textures Component 6

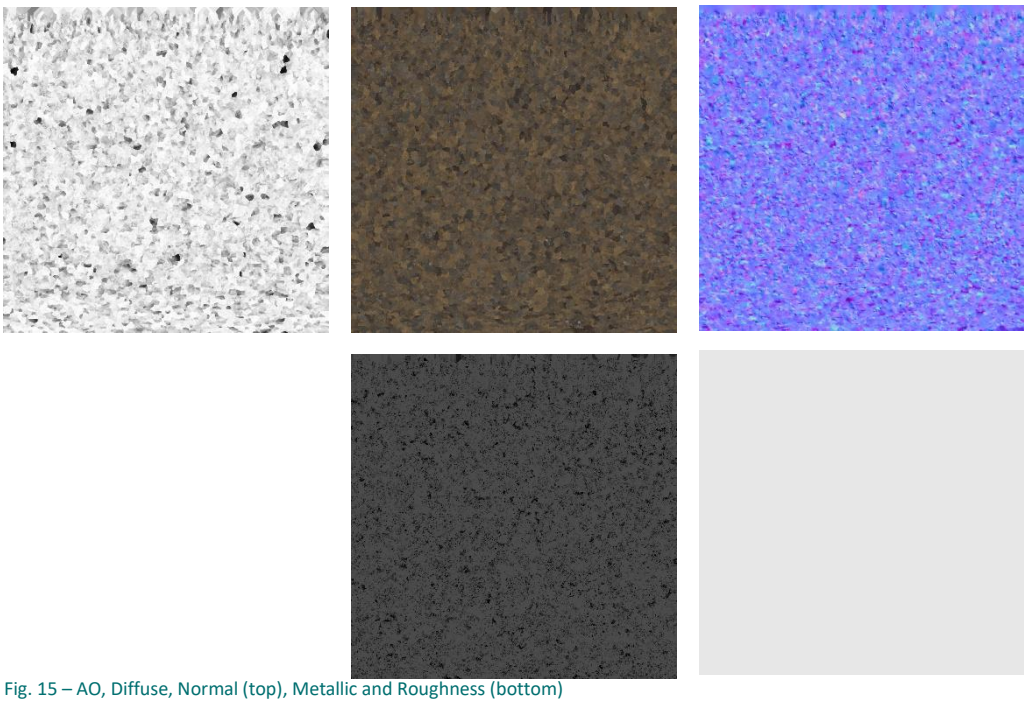

Fig. 15 – AO, Diffuse, Normal (top), Metallic and Roughness (bottom)

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PBR Textures Component 7

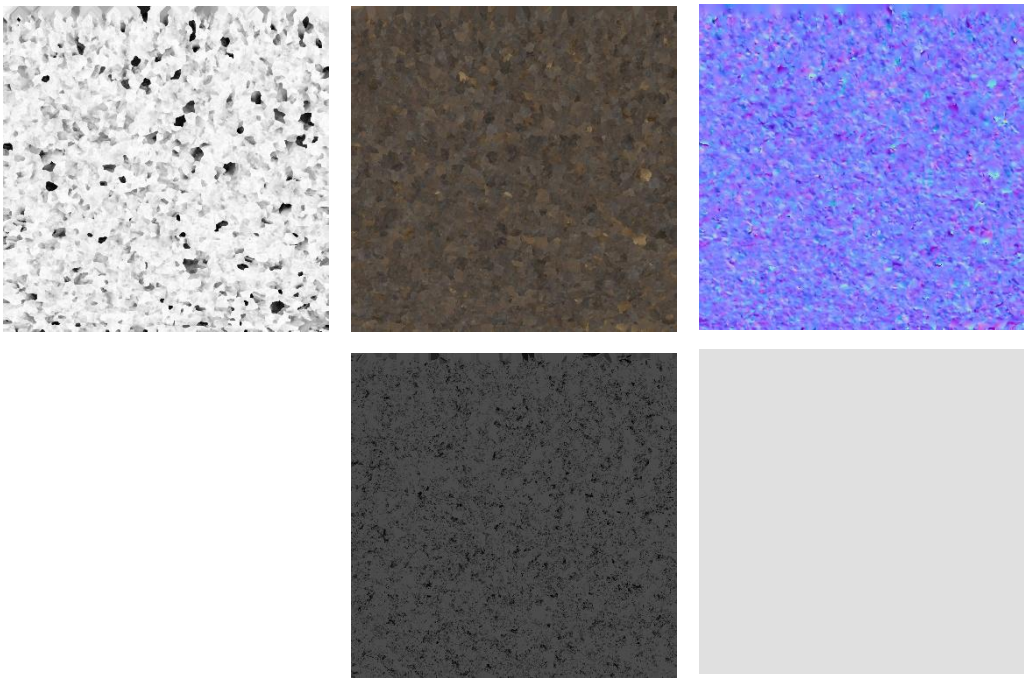

Fig. 16 – AO, Diffuse, Normal (top), Metallic and Roughness (bottom)

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Blender Report.

Model Reconstruction

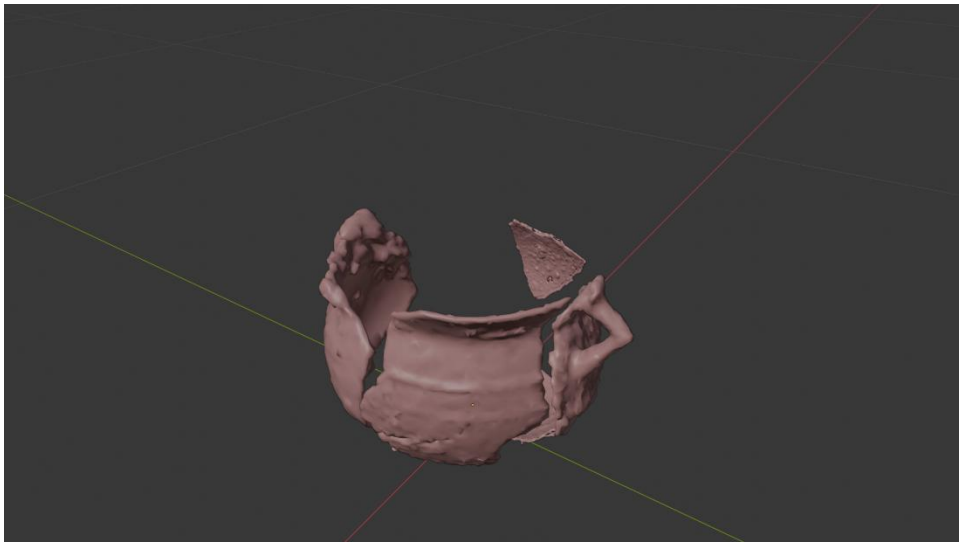

Fig. 17 – Hypothesis

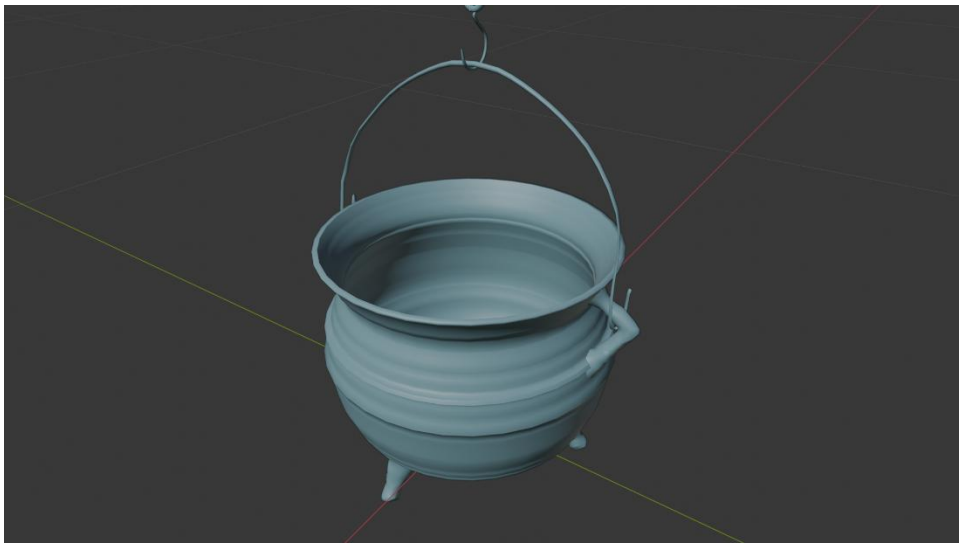

Fig. 18– Restoration

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Rendering

Fig. 19 – Rendered image of the final model

Fig. 20– Rendered image of the restored model

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Fig. 21– Process of Restoration

Fig. 22– Render of the Restored Model in a Context

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Data Sheet.

Data

Cauldron	
Site	Timespan Museum
Origin	Strath of Kildonan
Creator	-
Technique	Casting
Material	Cast Iron
Date	Pre-Clearances Period
Purpose of Production	Fishing
Size	25x39x24

Description

The broken pieces of a corroded cast cauldron were found in 2013 during an excavation of a pre-Clearances longhouse in the Caen River Valley, in the Strath of Kidonan. The presence of tripod feet and looped swing handles suggests it was used over an open fire. It typically took the form of a witch's cauldron. A fragment was retrieved from within the wall next to the house entrance and possibly signifies a Highland tradition where iron was inserted into the house apertures, including doorways, fireplaces, and window sills, to prevent evil spirits from entering the home.

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