1. From physical reality to virtual 3D
2. From 3D models to 3D GIS
3. From 3D GIS to archaeological reconstruction
1. From physical reality to virtual 3D

2. From 3D models to 3D GIS

3. From 3D GIS to archaeological reconstruction
1 From physical reality to virtual 3D

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3 From 3D GIS to archaeological reconstruction

Reality-based modelling

Range-based modelling (active sensors)

Image-based modelling (passive sensors)
1. From physical reality to virtual 3D

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3. From 3D GIS to archaeological reconstruction
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Non-real computer graphics

Manual 3D modelling

Procedural modelling
1 From physical reality to virtual 3D

2 From 3D models to 3D GIS

3 From 3D GIS to archaeological reconstruction
1. From physical reality to virtual 3D
2. From 3D models to 3D GIS
3. From 3D GIS to archaeological reconstruction