

Overview of a numerical modelling approach of Neolithic settlements: the instance of the Pointe de la Tranche (France)

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Abstract

The present study is a component of a doctoral thesis on Neolithic settlements in Western France, approached through digital modelling. Although 3D technologies are already employed in the research on megalithic architecture, their utilisation on settlement site is still relatively rare. This investigation focused on the southern coast of Île d'Yeu and the prehistoric barred spur site, la Pointe de la Tranche. The site was excavated from 2010 to 2013, revealing two Late Neolithic enclosures. New fieldwork, including a drone video survey, was added to the data collected during this campaign. The results of this study corroborate and expand upon those of previous investigations, particularly with regard to the different modules utilised in the construction process. The initial hypothesis that existing data could create 3D scenes for new information was partially confirmed. This study's innovation lies in its scale and site type, suggesting further investigation into data reuse and the necessity of the modelling of certain structures.

CCS Concepts

• Computing methodologies → Modelling and simulation; Computer graphics; • Applied computing → Arts and humanities
