

Using 3D Survey Techniques to Record, Interpret and Deconstruct the iconic Cornish Engine House.

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Abstract

This paper explores the way in which new technologies are being used to better understand mining technologies of the past. Until now the monitoring and survey of historic engine houses sitting within the Cornwall and West Devon Mining Landscape WHS has far from reached its full potential. From a 2D perspective the recording of Engine Houses is a laborious, difficult and time-consuming process that, for these reasons, can often lead to incomplete interpretations of their workings. Since 2006 the Camborne School of Mines, University of Exeter, Cornwall Campus, and the Heritage3D project have applied High Definition Documentation - a rapid and highly visual 3D form of survey - to iconic engine houses like Wheal Unity, Chasewater, and the earliest extant examples in Cornwall at Carnon Stream, Devoran, and Wheal Henry, near Truro. The introduction of High Definition Documentation to these sites has had a direct affect on our understanding of them. It has also paved the way for the development of open sourced techniques for modelling, reconstructing and animating Engine Houses. This too will be discussed where relevant.