



## Making an Exhibition of ourselves



*AAI&S Exhibition on display in York in September*

The AAI&S travelling exhibition has been getting out and about recently, which is good for raising our profile and getting new members, but Exhibitions Officer **Debbie Miles-Williams** needs help on two fronts.

First, the artwork on display is beginning to look a little battered around the edges, and she would like some new material. If every member were to send in just one example of their work, we would have a library of over 200 images to choose from, ensuring that we could have an exhibition that could be changed on a regular basis and be more representative of the breadth of our membership and the range of their work.

Please have a look through your portfolio, fill in the form enclosed and return it to Debbie with a good copy of your artwork. In view of the fact that some of the exhibition venues are in university archaeology departments, we would particularly appreciate work from student members – it might inspire other students to join!

Secondly, we also need help finding venues for the exhibition and transporting it around. If you know of a likely site, such as a local museum or art gallery, or perhaps an archaeology department, library or art college, get in touch with Debbie; especially if you are willing and able to offer transport. The exhibition panels are not very large or heavy, fold down to about A2 size, and will easily fit in the average boot or back seat.

### *AAI&S TRAVELLING EXHIBITION*

#### *VENUES 2002/3*

25<sup>th</sup>-27<sup>th</sup> March  
Institute of Field Archaeologists Annual Conference 2002, University of Leicester.

17<sup>th</sup> - 24<sup>th</sup> April  
Institute of Archaeology, University of Oxford.

26<sup>th</sup> April - 31<sup>st</sup> May  
Snibston Discovery Park Museum, Leicestershire.

10<sup>th</sup> June - 6<sup>th</sup> September  
Jewry Wall (Archaeology) Museum, Leicester.

9<sup>th</sup>-13<sup>th</sup> September  
British Association Festival of Science 2002, University of Leicester.

14<sup>th</sup> -15<sup>th</sup> September  
AAI&S Annual Conference 2002, York St. John College.

Mid-September – end October  
Donington-Le-Heath Manor House, Leicestershire.

2<sup>nd</sup> November - 2<sup>nd</sup> December  
Charnwood Museum, Loughborough, Leicestershire.

3<sup>rd</sup> - 6<sup>th</sup> April 2003  
TRAC  
Roman Archaeology Conference 2003, School of Archaeology & Ancient History, University of Leicester.

*Currently awaiting confirmed dates from:*  
Nottingham University, Brewhouse Museum, Nottingham Castle, Nottingham; Cambridge University Archaeology Department; Barbican House Museum, Lewes, Sussex.

## NEW COUNCIL

Elections held at the AGM in September brought several new members to join existing Council.

John Hodgson retired as Chairman, and is succeeded by Jo Bacon. Council would like to thank John for his excellent work as Chairman and hope he enjoys a nice rest.

At the time of going to press, other Council officers roles have not been finalised, but the members are as follows:

Steve Allen  
Jo Bacon  
Steven Cheshire  
Judith Dobie  
Deirdre Crone  
Lesley Collett  
Margaret Mathews  
Jane Russell  
Richard Sheppard  
Debbie Miles-Williams  
Melanie Steiner

John Hodgson, Rob Read and Ann Searight remain on Council as co-opted members, and associate member Caroline Needham joins us as co-opted liaison with the Medical Illustrators association.

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### Publication Opportunity

As those of you who attended our recent conference in York will be aware, Mélanie Steiner is producing a publication for the CBA Handbook Series called *Approaches to Archaeological Illustration*.

This book will be supported by the AAI&S and will give members the opportunity to showcase their work. This is a chance to not only get drawings published but also an opportunity to contribute a short article.

Anyone interested in having one of their object drawings included (no pot), with a description of how it was produced, should telephone Mélanie on 01608 810901 or email [taston@clara.co.uk](mailto:taston@clara.co.uk)

## ASSESSMENTS

The second assessment day for this year was held on 19<sup>th</sup> October in London. As usual the standard of work exhibited by the three candidates was extremely high and demonstrated the wide range of archaeological illustration that is taking place today. All three were successful in their application for Full Membership.

**Justin Russell**, from Sussex, whose main work included on-site surveying, plans and sections and a wide range of CAD digital drawings for developer reports and various other publications.

**Carolyn Hunt**, from Worcester, who displayed a wide range of skills from architectural surveying, reconstruction drawings, artefact illustrations to exhibition work.

**Caroline Needham**, from West Yorkshire, who has drawn the more traditional archaeological artefacts, but is presently working in medical reconstruction of bones and skulls demonstrating infectious and orthopaedic disabilities from the past.

Congratulations to all three!

Anyone interested in having their work assessed should contact me via Central Mailing or via email: [Russco40@hotmail.com](mailto:Russco40@hotmail.com) The next assessment day is likely to be in the Spring of 2003.

I would also like to hear from any Full Members willing to put their names forward for a list of panel members the Assessments Officer can call on for future assessment sessions. These are usually held on Saturdays, two or three times a year. The venue can vary depending on the location of assesseees; members of the panel will have their travelling expenses reimbursed.

If you are willing to volunteer for this, please contact me via Central Mailing or via the e-mail address given above, and include details of any specialist knowledge in particular fields, eg. computer software packages, finds specialisms or reconstruction.

*Jane Russell*  
Assessment Officer

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### New Membership category

New graduates in archaeological illustration and/or survey are now eligible for a special grade of AAI&S membership, Licentiate (graduate), a sub-category of the Licentiate level of membership without the requirements of published work or employment in the field. The graduate membership grade will be applicable for two years after graduation, after which it is expected that those concerned will either be practising Licentiate members or will have gone on through assessment to full Membership.

To be eligible, applicants should have a degree specifically in archaeological illustration or survey. At present AAI&S Council is determining which courses are eligible for this grade and what the subscription level will be set at.

# Website revamp

Any members visiting the AAI&S website recently will have noticed a distinct lack of movement, as the site has not been updated for more than a year. This means that vital information on the site, such as the central mailing contact address and subscription rates are out of date, and the 2002 Conference did not make it onto the site at all.

The previous webmaster, Mike Pringle, has had difficulty accessing the site, plus few offers of material, and finally decided that he no longer had the time to deal with it any more. Council has therefore decided that the whole website issue has to be put on a more professional footing.

Previously all AAI&S work, such as the production of Journals, newsletters and technical papers, has been on an entirely voluntary basis, with willing and sometimes not-so-willing volunteers standing for or being co-opted onto Council and undertaking the production of the Association's publications. Recently, however, this system has been failing, as both elected and co-opted Council members have found themselves with insufficient time or resources to devote to Association work. Our publication record has been very poor over the last four years, and the fact that we cannot even keep our website up to date is the last straw.

The website has been the first point of contact for a large number of recent recruits and enquiries, especially from overseas, and should be our shop window, where the aims and objectives of the Association and the skills of our members are on show to the world. It is vital that, if we wish to be respected as a professional organisation, our website is presented in a professional manner.

With this in mind, Council has proposed that the website should be given a thorough overhaul and update, and has asked Steven Cheshire, one of our members who has recently set up his own web design business, to provide costings for a variety of options. Once Council has agreed on a package, Steven will undertake the work on a fee-paid

basis; it is hoped that this will ensure that the regular maintenance and updating of the site will continue with no further long interruptions.

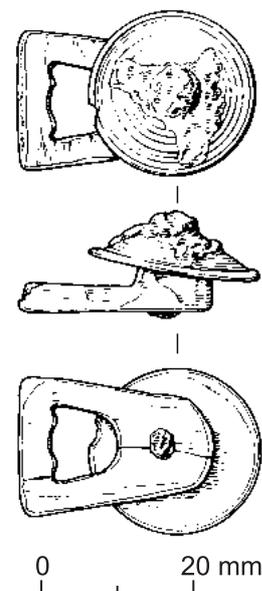
It is also hoped that, once relaunched, the site will be more accessible so that, for example, Council members will be able to make additions and alterations to the site's contents themselves, there may be scope for a members' discussion forum, and the members' portfolio pages proposed last year may get off the ground. For all this to work, of course, we will need the assistance of the whole association – **this means you** – for ideas, contributions, and of course graphics.

*If anyone has any images which could be used as part of the overall design of the site please e-mail to [steven@steven-cheshire.co.uk](mailto:steven@steven-cheshire.co.uk) as 80% compressed jpeg files no larger than 1000 x 1000 pixels at 144 dpi resolution.*

*Images could be reconstructions, small finds/pottery, (good close-up detail works well) and maybe some colour images or photographs such as people/kids/surveying.*

## ON-LINE FORUM FOR ILLUSTRATORS

Steven Cheshire has also set up a discussion forum for archaeological illustrators on his own website ([www.steven-cheshire.co.uk](http://www.steven-cheshire.co.uk)) which has a number of discussions running already. Check it out!



Roman bone button fastener, drawn L. Collett ©YAT 2002

## AAI&amp;S Conference 2002:

## YORK



(left): Delegates outside the Merchant Adventurers' Hall and (right) studying work on display

York 2002 kicked off in epic style with a whirlwind tour of the Roman fortress led by Russell Marwood (YAT's answer to Russell Crowe?) who regaled us with tales of his experiences excavating in Roman sewers. Russell asked if we wanted the full five-hour tour, but we politely declined in favour of researching the guest beers on offer in the Royal Oak before dinner.

In the evening Marcus Jecock of English Heritage gave us a detailed exposition of several industrial sites surveyed recently in Yorkshire and Cumbria, with illustrations by our own Tony Berry. Then back to the Royal Oak...

Saturday saw an early start, with William Kilbride explaining some of the benefits and pitfalls of digital archiving, followed by Mike Rains who showed us excerpts from the Silchester project ([www.silchester.rdg.ac.uk](http://www.silchester.rdg.ac.uk)) and York Archaeological Trust's work in progress on the web publication of a site in Walmgate, which uses plans in zoomable, clickable SVG (Scaleable Vector Graphic) format to access excavation and finds information held on a database.

The AGM followed, with several new members being elected to Council, some amendments to the constitution and the election of a new Fellow, Rob Read. (We have also apparently acquired a patron, Time Team's Victor Ambrus.)

The conference organisers kept us all on tenterhooks over lunchtime with the unfolding drama of the proposed afternoon visits – would they take place? But in the end, slightly anticlimactically, visits to York Glaziers' Trust and the Minster masons' yard went ahead as planned.

The conservators at York Glaziers' Trust gave us an enlightening introduction to their work restoring the medieval glass from churches in York and elsewhere, while downstairs in the stonemason's yard, we were shown round the stone-cutting workshops where huge blocks from the quarries are converted into the grotesques, gargoyles, pinnacles and tracery of York Minster. We also visited the masons' drawing office; no computers here, we were told, because they "weren't accurate enough"; although CAD was used for some scale drawings of areas of the Minster, it is seen as no substitute for hand-drawn 1:1 drawings. Some members were particularly interested to know where the draughtsman got his profile gauges from...

Then we all formed a crocodile to the last part of the day's outing, a quick romp through the Viking city of Jorvik and a chance to buy 'scratch'n'sniff' postcards of Viking cesspits. And still time to sample the products of the local brewery on the way back to dinner at the College.



*The usual suspects. Conference 2002 poses for the traditional photograph.*

Dr Patrick Ottaway rounded off the evening, shedding some light on Roman York as exposed through a series of excavations undertaken over the last 30 years. Conference then adjourned to the nearby hostelry, the Three Legged Mare (popularly the Wonky Donkey), for more local research.

Sunday morning gave delegates a chance to look at the wide range of material brought along for exhibition, and to discuss its production with colleagues. Many had brought along a range of their publications and for the most part the displays were a showcase of new developments in the profession.

The last speaker of the conference was a recent graduate of York University whose postgraduate study concerned the options available for the electronic publication of section drawings. It was a brave performance for a relatively inexperienced non-illustrator to face an audience of professionals, but Tina gamely kept going...

After the traditional confusion about who was to take the Conference photograph, and a final offering from the College caterers, we dispersed once more, sorry that we did not have more time to spend in this beautiful city. Next year we meet in London again.

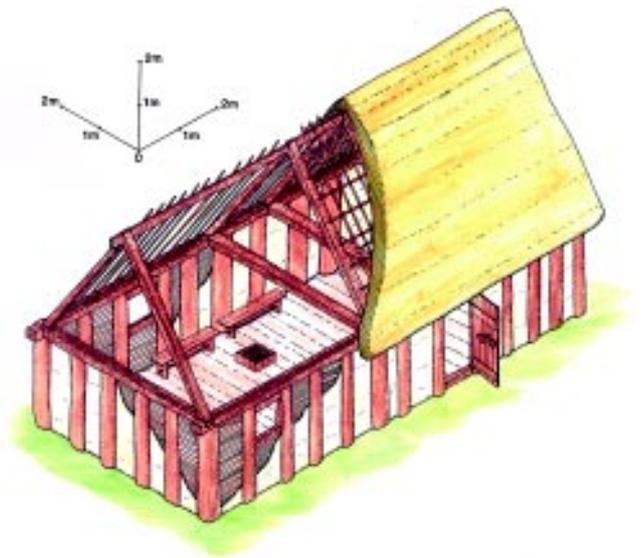


## Archaeological Illustration at the University of Leicester

Examples of work produced by students on the MA Post-excavation Skills course at Leicester, details of which were given in the last AAI&S Newsletter.

Reconstruction of the interior of Leicester Castle Hall by Charlotte Isherwood, Post-excavation Skills MA student 1998, University of Leicester.

(right): Reconstruction of an Anglo-Saxon timber building at Eye Kettleby, Leicestershire by Mike Hawkes, Post-excavation Skills MA student 2000, University of Leicester.



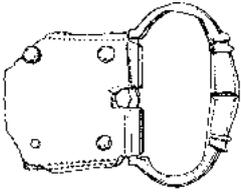
(left): Reconstruction of an Anglo-Saxon village at Eye Kettleby, Leicestershire by Eva Laurie, Post-excavation Skills MA student 2001, University of Leicester.

Reconstruction of an Anglo-Saxon village at Eye Kettleby, Leicestershire by Keith Swift, Post-excavation Skills MA student 2000, University of Leicester.

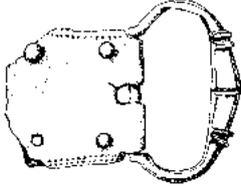


## Archaeological Illustration at Swindon College

*Continuing our roundup of courses available in illustration and survey from last issue, here is a summary of the archaeological illustration degree course at Swindon.*



Swindon College School of Art & Design currently provides a full-time 3-year degree course in archaeological illustration. The programme was developed in collaboration with the AAI&S and is aimed at those who wish to combine their drawing ability with the evaluative and scientific discipline of archaeological research.



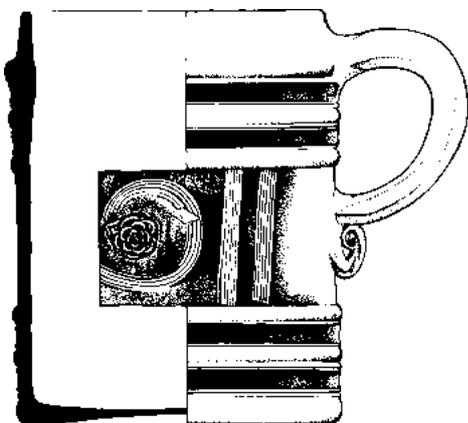
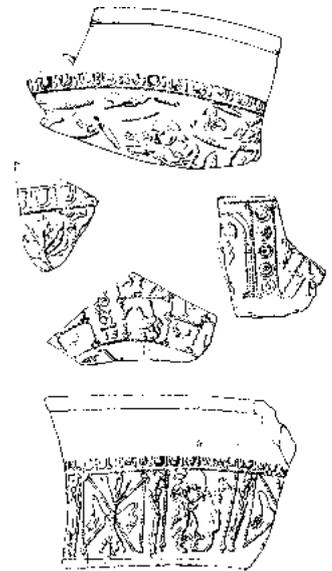
The course shares some general illustration elements with other arts courses, including Visual & Design Studies, Life Drawing, Computer Imaging, Photography and Historical, Contextual and Business Studies. Specialised archaeological illustration courses cover artefact illustration in both black and white and colour, interpretative illustration, reconstruction drawing, site procedure and finds handling.

The first year concentrates on finds illustration, covering a range of artefact types including flint, worked stone, bone, wood, fired clay, leather, iron, non-ferrous metals, glass, pottery, textile etc. Site and museum visits may form part of the course.

In the second year the student will concentrate on the development of professional standards, preparing finished finds illustrations for a portfolio of work. Reconstruction illustration for museum display or popular publication is also covered in this part of the course, with 3D renditions of buildings and figurative illustration to depict human activity and costume etc. A variety of media including computer imaging will be used, and students also receive instruction on print technology and publication design.

The final year focuses on an individual project of research and artwork, plus a dissertation on an agreed research topic. The year culminates in an exhibition.

Assessment on the course is by continuous assessment via seminars, regular tutorials, written assessment feedback for each module, a research-based dissertation and a final major exhibition. Successful students currently achieve a BA (Hons) Design degree delivered in partnership with Cranfield University, although it is proposed that in future students will achieve a BA specifically in Archaeological Illustration, validated by the University of Bath.



Entry requirements are 5 GCSE passes at grade C or above and/or two GCE A levels (any grade) plus successful completion of an Art Foundation, GNVQ Advanced, Access or National Diploma Course. Consideration is given to mature applicants without formal qualifications but with relevant experience in the design or archaeological industry plus a strong drawing portfolio. All applicants will be required to provide a portfolio of their work at interview, which forms the main selection procedure.

For further details write to Swindon College, Regent Circus, Swindon, Wiltshire, SN1 1PT, telephone 0800 7312250 or visit the website at [www.swindon-college.ac.uk/archaeological](http://www.swindon-college.ac.uk/archaeological)

• *Plans are in progress to develop a possible MA course in archaeological illustration; at present a start date of September 2003 is hoped for. It is envisaged that AAI&S will be involved in an advisory capacity in setting up the curriculum and monitoring standards in this course.*

## HEADLAND ARCHAEOLOGY

### Archaeological Illustrator

**SALARY: £12,300 – £16,500**

Headland Archaeology Ltd is looking for a motivated individual to work as part of our busy graphics team. Applicants must be able to demonstrate a sound understanding of the standard conventions and traditional techniques needed to undertake the position.

As illustrator, the applicant will need to be flexible and able to undertake a wide range of illustrative tasks. The successful applicant must be able to work to a deadline and be able to negotiate and prioritise their workload with the graphic and project managers.

Headland Archaeology runs a 100% digital graphics department. Applicants are not expected to be able to illustrate digitally; however they must be able to demonstrate good computer skills. Training in the use of company software will be provided if necessary.

All Headland Archaeology staff must be able and prepared to work in the field. An understanding of field excavation techniques and the on-site recording process is essential.

#### Key responsibilities:

- Illustration for reports and publication
- Digital illustration of plans, small finds and pottery
- Preparation of posters and displays
- Involvement in the Headland Archaeology website
- Field illustration, survey and excavation
- Membership of AAI&S or IFA would be desirable.

The post is based in our Edinburgh office. This is a full-time post with a 6-month probationary period. Please send a 1-page CV, covering letter and samples of your work to:

Mike Middleton, Graphics Manager, Headland Archaeology Ltd., 13 Jane St., Edinburgh, EH6 5HE

Tel: 0131 467 7743

E-mail: [mike@headlandarchaeology.com](mailto:mike@headlandarchaeology.com)

*An opportunity  
for experienced, adventurous illustrators  
to join the largest British excavation programme ever carried  
out abroad.*

## 5 weeks, Bulgaria, July/August 2003

**Applicants are sought to join a team of eight illustrators to prepare publication drawings of ceramics and small finds, working alongside other members of the post-excavation team.**

*THE TRANSITION TO LATE ANTIQUITY* represents a major British programme, having involved the excavation of a late Roman city (Nicomopolis ad Istrum), a late Roman fort and intensive field survey, exploring the changes which divide the Roman Empire from Early Medieval Europe. The excavations have produced fine ceramic assemblages from well-stratified deposits and numerous complete and exotic finds in precious metals, copper alloy and iron.

All expenses are paid and in addition some remuneration is available for those with the appropriate experience.

For further details contact the Director,  
Andrew Poulter,  
Dept. of Archaeology, University of Nottingham,  
University Park, Nottingham NG7 2RD  
Email: [Andrew.poulter@nottingham.ac.uk](mailto:Andrew.poulter@nottingham.ac.uk)

## FREELANCE ILLUSTRATORS REQUIRED

**Humber Field Archaeology**, based in Hull, East Yorkshire, undertake archaeological fieldwork and research in the Yorkshire and Humber region. They are currently seeking to make contact with freelance illustrators based in the same region who could be employed on a project-by-project basis to produce artwork of publication standard ranging from CAD-based site plans (AutoCAD 2000+) through to illustration of pottery and other artefacts; paste-up, preferably by digital means, would also be required. Those engaged would be expected to travel to our offices, when necessary, for liaison and transport of objects.

Please send expressions of interest, plus relevant examples and rates (day rates and estimated unit rates per object) to:

Ken Steedman/Trevor Brigham, Humber Field Archaeology, The Old School, Northumberland Avenue,

HULL, HU2 0LN

Tel: (01482) 217466; Fax: (01482) 581897



#### YORK ARCHAEOLOGICAL TRUST

would like to hear from freelance illustrators and designers in order to produce a list of those available to undertake possible freelance work in the next six to twelve months.

As we move towards 100% digital publication methods, we are looking for computer-literate people with expertise in Adobe Illustrator and Photoshop, and/or with AutoCAD, web design, 3-D graphics or desktop publishing skills.

Please contact:

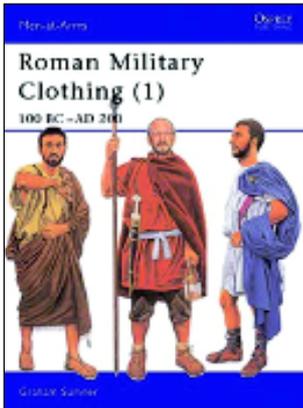
**[icollett@yorkarchaeology.co.uk](mailto:icollett@yorkarchaeology.co.uk)**

with a brief CV and samples of your work. Please include details of rates and availability.

## NEW BOOKS

*A brace of new titles from Osprey Publishing, which might be of interest to the reconstruction illustrator.*

Osprey books specialise in military history, and produce a huge number of titles aimed at re-enactment enthusiasts, wargamers, and others of a similar bent. Although concentrating on a rather narrow aspect of the past, the series maintains a very high standard of illustration, and this is seen in two of their latest releases:



### Roman Military Clothing (1): 100 BC – AD 200

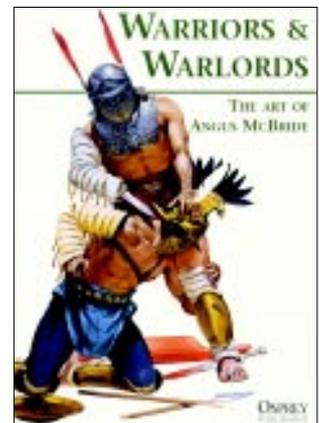
Written as well as illustrated by AAI&S Member Graham Sumner, this book examines the evidence which allows the reconstruction of costumes worn by Rome's legionaries and auxiliaries throughout the empire. Although a lot of work has previously been done on arms and armour, Graham fills out the picture with details of cloak and tunic designs, evidence for dyes and dyeing, legwear, even socks and scarves. Meticulous research into the literary, sculptural, pictorial and archaeological evidence results in a series of striking colour plates.

*Roman Military Clothing (1)* by Graham Sumner MAAIS  
Osprey Men-at-Arms no. 374, Osprey Publishing, 2002  
Paperback, £8.99

### Warriors and Warlords – the Art of Angus McBride

Angus McBride has illustrated more than 80 Osprey books, producing stunning reconstruction paintings of warriors of all periods from late prehistory onwards. This collection of some of his most memorable images also includes some previously unpublished work, detailed commentary on each illustration and an interview with the artist providing insight into his method of working, his professional opinions and experience and advice to budding illustrators.

*Warriors and Warlords – the Art of Angus McBride*  
Osprey Publishing, 2002  
Hardback, £20.00



## CONTRIBUTIONS

The Editor welcomes contributions from members and non-members on any remotely relevant subject. We can cope with most formats and welcome contributions on disk (Zip, 3.5" floppy or CD); please post to **AAI&S Central Mailing address** (see right)

Hard copy is acceptable for shorter articles.

Drawings or graphics of any kind are particularly welcome: *high-quality* clean photocopies, camera-ready artwork or digital format. (Colour work may be limited by space and budget available.)

Deadline for next issue: **February 2003**

Newsletter Editor: **Lesley Collett MAAIS**

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## CONTACT:

### Central Mailing address:

AAI&S  
c/o University of Reading  
2 Earley Gate,  
PO Box 239,  
READING  
RG6 6AU  
UK

**E-mail:**  
info@aaais.org.uk  
**website:**  
www.aais.org.uk

