

Ancient Human Face

An experiment to simulate an ancient human face from parts of skull that found in archeology site, A sculpture uses plasticine and wax to forming facial structure, refer facial muscles from medical information and head muscles, that begin by attaching parts of skull with appearance assumed that has disappeared and newly casted with resin. Then sculpt facial muscles piece by piece to complete. Including sebaceous glands, salivary glands and then mask the virtual skin with pores, wrinkle, hair, eyebrows, bread and coating naturally skin color.

Conclusion As simulate ancient human face not to find correct way because cannot identify the certainty of face shape. It's an only experiment to find the process to forming human face by sculpture, step – by – step, and refer documentary in each step of work systematically. It can be developed in archeology and anthropology.