This project investigated excavated archaeological artefacts in the Dakhleh Oasis, Egypt. The adoption of **3D reconstructions and innovative elements** in the research enabled me to identify common traits, artisanal productions, and possible exchanges between close areas. **The survey** and the comparison of archaeological data with the antiquities market **raised issues of cultural heritage preservation and protection** by establishing that a number of tombs were looted in recent times.

**New tools I’m interested in:**

- TFQA

**How I use my favourite tools to enhance my research/work:**

- **3D reconstruction tools,** **photogrammetry,** and software to **enhance colours** (faded after millennia), **shape,** and **materiality** were critical to study and reassemble the archaeological material, **especially when fragmentary,** and because there is no high tech available in the desert. The data collected, allowed me to identify and analyse the artisanal production, classify the collection, and demonstrate that the cemetery was richer than initially stated in the 1990s.

Comparing and analysing archaeological data, extracted thanks to the digital tools, with artefacts from online auctions, antiquities trade and private collectors, I was able to **identify illicit activities in the Oasis and retrace artefacts in the art market.**

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