

A lecture, free and open to the public:

## “Architectural, Pictorial, and Virtual Environments: Making Space for the *Oculus Mentis* of Ancient Theatre”

Professor Richard C. Beacham, King’s College London

May 13, 7 pm  
Paterson Hall 303  
Carleton University

Professor Beacham is a leading authority on the use of 3D visualisation of historical buildings and the computer modeling of cultural heritage artifacts. Much of his work involves the research and visualisation of historic theatre sites and stage settings, and he has directed such projects on the theatres of Pompeii and also the Roman Villas of Oplontis and Boscoreale.

He was a co-founder School of Theatre Studies at the University of Warwick, where he taught for over 30 years, and has held positions at Yale, UC Santa Barbara, and the Getty Centre in Los Angeles. In 2005 he moved his research team, the King’s Visualisation Lab, to King’s College London, which is now a part of the Department of Digital Humanities.

Professor Beacham is a co-chair of *The London Charter for Computer-based Visualisation of Cultural Heritage*, an internationally esteemed and influential benchmark. He has authored over 7 books and 60 articles, and collaborated on several major international multi-disciplinary research projects. He has translated and published comedies by Plautus, which have been presented both under his own direction upon a replica Roman temporary stage and at the National Theatre of Great Britain.

Professor Beacham’s lecture is the keynote address for the Digital Humanities Workshop, May 13-15, at Carleton University. For further information please see the website:

<https://carleton.ca/religion/2016/digital-humanities-workshop-may-13th-14th/>

The workshop is supported by the Social Sciences and Humanities Research Council, the Carleton Faculty of Arts and Social Sciences, the College of Humanities, 1125@Carleton, and the Edgar and Dorothy Davidson Fund.