



Human Skull with battle injuries (3D scan; Historiska Museet 260727)



suit

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Summary

3D scan of skull found on the Battle of Visby, where on 27th of July 1361 the Danes fought Gutnic Peasants

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3D scan of skull found on the Battle of Visby, where on 27th of July 1361 the Danes fought Gutnic Peasants.

The human skull found at the Battle of Visby is a grim reminder of the brutality of medieval warfare. The skull shows clear evidence of a severe axe wound to the head, likely inflicted during the battle. The wound is deep and jagged, suggesting a powerful blow delivered with significant force. The discovery of this skull offers a sobering glimpse into the violent reality of medieval warfare. It serves as a reminder of the human cost of conflict and the lasting impact that violence can have on individuals and communities.

Find further information and historical context on this specific model here:

- http://ortogonline.com/doc/pt_br/OrtogOnLineMag/5/Fotogrametria.html
- <https://nybreaking.com/scientists-recreate-the-face-of-a-medieval-warrior-hit-in-the-face-with-an-axe-in-1361/>
- <https://www.dailymail.co.uk/sciencetech/article-11385285/Scientists-recreate-face-medieval-warrior-hit-face-AXE-1361.html>
- <https://historiska.se/upptack-historien/object/260727>

Source / Credits:

The original model was scanned by the Swedish History Museum (Historiska museet) and published under the Title **Cranium with injuries - 260727** on Sketchfab. The file was licensed under a CC-BY license.

be aware that this is not a CGI object, it is a 3D scan of a (former) living human. handle and **treat it with necessary respect** (so please don't remix it as tissue dispenser or doorknob)

Notes:

be aware that this model is intended to be an educational model or replica for a museum/exhibition in historical context. though it is a scan or a real human skull, it is not 100 % anatomically correct (in a medical context). first of all, the intracranial cavity is solid (with the foramen magnum capped off on the inside) also, due to some degradation, smaller features are not preserved well and eroded or broken off (like parts of the nasal bone or missing teeth) or shifted to places they don't belong

Printing:

i've printed the lower jaw and skull with 0,12 mm layer height (adaptive)
- skull in one piece on P1P takes about 36 hours to complete - removing the supports is a bit fiddly, but when you use organic supports, it is manageable - if you have the possibility to print with soluble supports, i highly recommend doing this - i recommend printing on a raft with a more generous interface layer spacing, to ensure the underside of the parts will be nice too

i thought about splitting up the model - if there is demand, i'll provide some pre-cut / sliced files

This remix is based on



Cranium with injuries - 260727 - Download Free 3D model

by Historiska

Model files



optimized, 500k triangles

2 files



skull.3mf



jaw.3mf



optimized, lowpoly 125k triangles

2 files



skull_lowpoly.3mf



jaw_lowpoly.3mf

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