

PRESSURE FLAKING PHOTOGRAPHY  
OUTLINE

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Tools:

1. Show types of pressure tools - hand pressure tools; long and short composite pressure tool crutch.

Manufacturing  
Techniques:

1. Methods of applying pressure
2. Body positions.
3. Palm-held; with and without rest.
4. Finger-held without pad - Australian technique.
5. Show control of both inward and downward pressures.
6. Show angle of holding pressure tool.
7. Show thrusting position of pressure tool.
8. Show angle of the objective piece.
9. Show types of hand protection.
10. Show the initial use of a flake or blade, rather than a preform.
11. Show the use of a preform for the initial stage rather than a flake or blade.
12. Show the control of the three dimensions - width, length and thickness.
13. Show the first stage of projectile point manufacture - removing the irregularities and straightening the preform or the flake.
14. Show examples of random flaking.
15. Show individual platform preparation for random flake removal.

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16. Show the turning of the edge. First by pressure alone and then with the aid of an anvil.
17. Show the turning of the edge by direct percussion.
18. Show how the margin is straightened and strengthened by removal of overhand left by previously made bulbar scars.
19. Show platform preparation when using the natural cortex.
20. Show using the single plane of fracture as a platform.
21. Show the preparation of a faceted platform surface by flaking at right angles.
22. Show platform with a ground surface.
23. Show platform with a polished surface.
24. Show platform preparation indicating crushing.
25. Show grinding of the lateral margins.
26. Show a series of individual platforms.
27. Show that the angle of the platform must always be away from the dorsal surface of the flake.
28. Show the angle of the platform for collateral and diagonal flaking.
29. Show hinge-fracture; step-fracture; and feathering.
30. Show the control of the depth of the bulb of pressure.
31. Show compression rings, rippling and fissures; and the absence of shatter scars and erailure flakes.
32. Show the spacing of flake scars. (Interval of spacing)
33. Show the sequence of flake scars.

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34. Show using the ridge to guide flake removal and produce parallel flake scars.
35. Show collateral flaking without using the ridge as a guide.
36. Show oblique and diagonal flaking.
37. Show double diagonal, or herringbone (chevron) flaking.
38. Show how to thin or leave the artifact biconvex, depending on the proposed type.
39. Explain the crests and troughs and how they are controlled.
40. Show steep and flat flaking.

Edges:

1. Show the removal of a flake with the platform adhering to leave a sharp edge. (Sharpening technique)
2. Show beveled margins on alternate edges.
3. Show sharp irregular edges and dull edges.
4. Show how edge is made sinuous by retouch.
5. Show how edge is made sinuous on one face and one lateral margin.
6. Show how edge is made sinuous on both faces and both lateral margins.
7. Show serrating technique: serrating with retouch, crushed, one side, both sides, and alternate micro-flake removal.

Basal Aspects:

1. Show thinning, fluting, grinding, polishing, and hafting technique.
2. Show notching: side, corner, and basal techniques.
3. Show notching: unifacial and bifacial removal of flakes; freeing flakes prior to detachment.
4. Show notching: internal expanded notch.

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Tips:

1. Show techniques of tipping the distal end of the projectile point.
2. Show direction of micro-flakes and the use of the micro-burin tech.

Transverse, or Cross, Section:

1. Show longitudinal section - biconvex, convex, sub-parallel and curved. Show plano-convex section indicating the artifact was initially derived from a blade rather than a core or a thick flake.
2. Show diamond or rhombus section. Planned thickness to provide strength which may also indicate a functional need.

Artifacts other than Projectile Points:

1. Show that pressure techniques are also used for artifacts other than projectile points.
2. Show platform preparation for both pressure and percussion.
3. Show the pressure technique of making burins.
4. Gravers.
5. Scrapers
6. Borers.
7. Drills
- 8 Gouges
- 9 Adzes
10. Backing blades and knives.
11. It is unlikely that the completed artifact will show all stages of its manufacture, and there are usually more than one technique involved with only the final stage visible.

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