



Accessing the ephemeral using multifaceted 3D microscopy of bone microwear

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ARTICLE INFO

Keywords:

3D surface texture
Confocal microscopy
Bone technology
Experimental archaeology
Multifaceted

ABSTRACT

Ancient people used perishable resources much as people do today. Such materials do not preserve well in the archaeological record, and so there are types of items that would have been made from animal skins or vegetable matter like clothing, footwear, and containers that are not present in many assemblages. Direct evidence for such items is often lacking, but indirect evidence in the form of microwear traces can be found on more durable materials, such as bone tools, that interacted with these less permanent items prior to deposition. In this study, 3D microscopic methods are applied to quantitatively evaluate traces from three perishable materials (semi-fresh animal skin, processed split leather, and dry bark) on experimental bone tools. Bones were scanned on two objectives (20x and 100x) with a confocal disc-scanning microscope and evaluated using 3D surface texture parameters. Quantitative measurements of the bone surfaces varied at the different scales, but material wear patterns were evident and indicative of the differences in properties of the three materials. This study indicates that the use of 3D microscopic methods on bone tools at multiple scales is useful for understanding how contact with perishable materials affects bone surfaces. This method has the potential to indirectly evaluate ephemeral resources that once came into contact with ancient bone artifacts and reconstruct some of the less tangible aspects of ancient human behavior.

1. Introduction

Humans exploit the resources available to them in any environment, and much of our material culture comes from organic sources such as plants and animals. The vast majority of these products are unlikely to survive over long stretches of time, though there is some direct evidence that human groups used wood and plant fibers as far back as the Middle and Late Pleistocene (Aranguren et al., 2018; Hardy et al., 2013; Hardy et al., 2020; Leroi-Gourhan, 1982; Nadel et al., 1994; Oakley et al., 1977; Schoch et al., 2015; Soffer et al., 2000; Thiede et al., 1985; Thiede, 1997). There is also indirect evidence for the processing of animal skins during similar time frames (Cofflard et al., 2016; d'Errico et al., 2003; Giffigan, 2007, 2010; Haffett et al., 2021; Krueger et al., 2019; Martisius et al., 2020a,b, 2022; Ocobock et al., 2021; Rots et al., 2015; Soressi et al., 2013; Wafes, 2012). While direct archaeological evidence of artifacts made from perishable materials is minimal, these objects undoubtedly made up a substantial portion of ancient peoples' technological and social repertoire (Hurcombe, 2014). Animal skins or other animal parts could have been used for clothing, footwear, shelter,

or containers. Some of these items likely had multiple components that may have come from a variety of other perishable materials. Plant fibers would have been ideal for making cordage or twine, as they are still used today. Unfortunately, it is more difficult to access these parts of the material past since objects made from plant and animal fibers rarely preserve in the archaeological record. The result is a gap in our understanding of ancient lifeways, social dynamics, and the day-to-day lived experience.

Lithic or bone tools, which preserve more readily, offer glimpses into missing perishable items and their function within ancient populations. The validity of these objects as proxies for processes involving perishable materials has been established (e.g., Marreiros et al., 2015; Semenov, 1964). Objects collected during ethnographic research can be compared with archaeological artifacts to develop ideas or inspiration for understanding material culture and processes in the past (Soffer, 2004; Stone, 2011b). While this line of research is insightful, there is a risk in equating the function of an object from one culture to a similarly shaped object from archaeological contexts (Stone, 2011b). Ancient peoples may have been making and using materials in ways that

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ethnographies cannot attest to. Common-sense analogies may also help to deduce the function of artifacts (Stone, 2011b). A particular tool may have certain properties that make it useful for a specific task or certain features of an artifact may point to a clear use. A perforated object such as a pendant would likely have been strung together or sewn onto some other material, possibly with twine made from plant material or a thin leather cord. Even so, certain objects, even those with distinct morphologies seemingly suited for specific tasks, may have been used for any number of purposes in manifold ways.

Microwear traces left from the use of an object can provide the necessary supplemental information for inferring an artifact's function. This has been accomplished using tribological principles for how two objects interact with each other (Bradfield, 2020a; Chomko, 1975; Lemofine, 1994). Based on material properties, specific traces produced during contact and friction of known materials should be reproducible and therefore identifiable on the surfaces of archaeological materials (Semenov, 1964). Experimental studies on a wide variety of materials have been undertaken to test these principles and build reference collections for assessing object functions (e.g., Buc, 2005; Campana, 1989; Lemofine, 1997; van Gijn, 2007). Varying experimental approaches attempting to replicate past human actions or focusing on assessing basic material principles are useful for evaluating potential artifact uses. Combined, these approaches have the potential to build a more complete understanding of materials present in the archaeological record (Marrefiros et al., 2020).

Compared to stone, tools made from bone are ideal for assessing wear from perishable materials because they are softer, accumulating well-developed microwear traces more readily than harder materials. They also tend to be used repetitively for long stretches of time to transform materials into something else entirely. Animal and plant material can be made into garments, sewn together, or woven into baskets, nets, and other useful objects. A great amount of work has been dedicated to assessing wear on bone from perishable materials at both low and high magnifications (Buc, 2005, 2011; Buc and Loponte, 2007; Campana, 1989; Christidou and Legrand, 2005; d'Errico et al., 1984; Griffiths and Bonsall, 2001; Legrand, 2007; Lemofine, 1991; Lemofine, 1997; Mafrot, 2003; Olsen, 1984; Shipman and Rose, 1988; Sfidera, 1993; Stone, 2011a, 2013; van Gijn, 2007; Legrand and Sfidera, 2007). A key recognition based on this corpus of work is that volume deformation and alterations to the microtopography or microrelief of bone surfaces must be evaluated at different scales (e.g., Bradfield, 2022; Buc, 2011; Legrand and Sfidera, 2007). A combined approach has helped microwear analysts to evaluate interacting materials and use their observations and understanding of material properties to assess how certain materials affect bone surfaces. Plant fibers, for example, have thick rigid cell walls that are often internally lignified. These can be reasonably predicted to cause wear on bone in a planar fashion with minimal edge rounding while producing structured and aligned striations (Stone, 2013; Stone, 2011a). On the other hand, animal fibers, rich in keratin and collagen, do not have rigid cell walls, are less orderly, and often incorporate particles from other sources. This combination may wear bone substantially by rounding the surface borders, invading all layers of the microtopography, while producing striations of varying shapes and sizes (Stone, 2013; Stone, 2011a). Even with a well-founded understanding of perishable material wear on bone, the inherent variation in all these materials can confound interpretations (Stone, 2013; Stone, 2011a).

While not a universal solution to this issue, a quantitative method that assesses measurable differences of certain surface features should limit any potentially objective decisions based on ambiguous features. 3D microscopy methods combined with the analysis of surface texture parameters has been used in recent years to more often measure the microtopography of stone tools (Evans and Donahue 2008; Evans and Macdonald 2011; Giusca et al. 2012; Ibáñez et al. 2018; Macdonald et al. 2018; Macdonald et al. 2019; Macdonald et al., 2020; Pedernana et al., 2020; Stemp and Chung 2011; Stemp et al. 2015; Stevens et al. 2010; Werner 2018) but also bone surfaces (Bradfield, 2020b; d'Errico and

Backwell, 2009; Lesnik, 2011; Martisfius et al., 2018; Martisfius et al., 2020a; Sfinet-Mathiot et al., 2021; Vietti, 2016; Watson and Gleason, 2016). With the ability to quantify how differing perishable materials wear and alter bone microtopography, statistical modeling can fine-tune our understanding of the resulting differences and ultimately that of ancient artifacts used on such materials. To apply these methods to archaeological bone artifacts and have confidence in the results and interpretations, foundational methodological development is critical. For example, since bone is composed of organic materials subject to diagenesis and other post-depositional processes, it is not yet clear how these various processes affect the microtopography of bone and therefore the measurements used in surface texture analysis (Martisfius et al., 2020a). Likewise, additional experimental analyses focused on assessing bone tools used with different actions on various contact materials and using a multifaceted approach is needed (Bradfield, 2022; Lesnik, 2011; Watson and Gleason, 2016; Legrand and Sfidera, 2007).

This study builds on previous work that used a mechanical setup to control multiple variables and assess how bone wears due to contact with different perishable materials (Martisfius et al., 2018). Surfaces were then analyzed using confocal disc-scanning microscopy and 3D surface texture analysis software. Here, some of the same analytical methods are used, but bones are worn in a less controlled way to see if similar results are obtained. If this is the case, bone surface analysis is one step closer to accurately assessing objects with unknown uses. Because different features are more apparent at different scales, applying this method using two different magnifications should provide varying results, not just in the values obtained across magnifications, but in the relationship of the materials to one another. Therefore, the multifaceted approach presented here will provide a more complete understanding of the raw material properties of bone, various perishable materials, and how they interact with each other.

2. Materials and methods

Five *Cervus elaphus* ribs from the same individual were obtained from a hunter. All ribs were cleaned and processed using a small amount of detergent and macerated for several months at the Zooarchaeology Laboratory at the University of California, Davis. After processing, the ribs were left to dry before any experiments were performed. The rough, irregular ventral end of the ribs were removed using a hammerstone. Ribs were further shaped through grinding against a dry ground stone until the modified, distal end of the experimental tool was spatula shaped. Grinding was most often performed at an oblique angle or transversely to the grain of the bone. Modifications were thorough, altering the working end of the bone so that overlapping grinding traces were visible over the entire surface area to be utilized. Two of the five ribs used in this study were reworked after their initial use to obtain additional samples. In total, nine tools were manufactured and used for this experiment.

Each experimental tool was used on one of three materials: semi-fresh skin (goat, *Capra hircus*), processed split leather (cow, *Bos taurus*), and dry bark (flinden, *Tilia*). The goat skin was obtained from a farmer and came from a young animal. This skin was stored in a freezer for several months prior to its use in this experiment. The skin's membrane was removed and the internal surface was partially worked using other tools. No external abrasive substances were added to the skin at any point during the experiment. The bone tools made in the current study were used in the later stages of the process when the skin was beginning to dry out. The processed split leather was obtained from a department store and was soft and supple. The bark was obtained from Archeoshop, an experimental archaeology vendor, and came in strips from 1 to 2 cm wide.

One individual used three tools to work each material for 40 mins, most often with longitudinal and oblique motions. Tool use was not undertaken to achieve an altered state of the worked material, but rather to ensure that wear traces were well-developed on the surface of the

distal portion. This was done because the tool shape used in this experiment may not have had a real-world application for each of the materials worked.

Once a tool was used on one of the three materials, the distal portion (~10 cm) was grooved and snapped off and curated for analyses. Unfortunately, one of the bones used on the skin was subsequently damaged and could not be further studied. Therefore, eight bone tools were analyzed (Table 1).

2.1. 3D surface texture analysis

Each bone tool was scanned at two magnifications with a confocal disc-scanning microscope (μ surf mobile, Nanofocus AG, Oberhausen, Germany), using a 20x (field of view = 0.8 mm²) and 100x lens (field of view = 0.16 mm²). The 20x lens was chosen to allow for a direct comparison of data with a previous study (Martisfius et al., 2018). The 100x objective was selected to ensure sufficient contrast to the lower magnification used here. The numerical aperture values for the 20x and 100x objectives are 0.4 and 0.8, respectively. This difference should affect how the scans are acquired given that the different values relate to each objective's ability to gather light and resolve fine detail, with higher values generally producing more accurate results (Caflandra et al., 2019; Leach, 2011).

All artifacts were orientated with the object's longitudinal axis along the X-axis of the μ surf mobile and the distal end (tip) positioned at the extent of the X-axis. From this point, a grid was setup from a central (C) position in the active working area of each object, most often 3.375 and 1.35 mm proximally from the tip for the 20x and 100x, respectively (Fig. 1). Only one objective lens can be attached to the μ surf mobile at a time, so all scans on the 20x lens were taken prior to those on the 100x. Porous surface areas impeded systematic sampling, so five scans were captured within the main grid area at each objective were captured (Fig. 1). A small number of scans taken with the 100x lens were located within the scans taken at 20x (Fig. 2). Quality of scans were reviewed and accepted for further study if 95% or more of the surface points were measured (Martisfius et al., 2018; Schufz et al., 2010; Schufz et al., 2013a). Lesser accuracy scans were re-measured by altering brightness, exposure, gain, or pitch values until 95% of the surface was captured.

Meshed axiomatic 3D models of each scan were made within MountainMap Premium v. 7.4.8076 Analysis software by Digital Surf (Besançon, France) following standard procedures: leveling (LS-plane), outlier removal (edge and isolated outlier removal, with normal strength, and fill in points <225, noise removal), non-measured points fill (smoothing method), and form removal using a polynomial of 2nd degree (Martisfius et al., 2018; Martisfius et al., 2020a; Schufz et al., 2010; Schufz et al., 2013a; Schufz et al., 2013b).

Nine surface texture parameters were selected for quantification using ISO 25178, isotropy, and scale-sensitive fractal analysis (SSFA).

Table 1

Experimental and confocal microscope scan details. Bone tools derive from one of five separate ribs, each used on one of three materials (dry bark, split leather, and semi-fresh skin), and had up to five usable scans taken at each objective (20x and 100x).

Bone tool	Material	Number of usable scans	
		(20x)	(100x)
1	Dry bark	5	5
2	Dry bark	5	5
3	Dry bark	5	5
4a	Split leather	5	5
4b	Split leather	4	5
4c	Semi-fresh skin	3	5
5a	Split leather	5	5
5b	Semi-fresh skin	5	5
5c	Semi-fresh skin	0	0

Parameters were chosen to be representative of nine main characterizing surface features (height, density, area, slope, peak sharpness, plateau size, volume, complexity, and direction) described in Schufz-Kornas et al. (2020) and based on previous experience assessing diagnostic alterations to bone microtopography as well as on the predicted differences in perishable materials (Fig. 3).

2.2. Statistical analysis of surface texture parameters

A subset of the nine surface texture parameters chosen for quantification were statistically analyzed using Bayesian modeling. Since many parameters are correlated, four relatively independent parameters were chosen based on pairwise scatter plots. Further, three of these parameters (*Sa*, *Sal*, and *Spc*) were used in a previous study employing the same statistical model allowing for a direct comparison of data (Martisfius et al., 2018). An additional parameter (*Smr1*, upper material ratio) used in the Martisfius et al. (2018) study could not be included here because it was unobtainable at both 20x and 100x magnifications. Instead, a fourth parameter (*Smr*) representing the same characterizing feature is used here.

Bayesian modeling was employed following previous protocols (Martisfius et al., 2018; Martisfius et al., 2020a; Sfinet-Mathiot et al., 2021). Three increasingly complex statistical multivariate mixed models of the form $Y = XB + ZU + E$ (see Anemiyi, 1994) were employed for the four log-transformed parameters from 77 meshed axiomatic 3D models making Y a 4x77 matrix (Table 2). M_0 , the empty model with no fixed effects XB , includes random effects ZU and residual error E . The idiosyncratic effects of individual ribs and measurement locations are represented by ZU , where U , an 82x4 matrix, contains a column of 5 unique rib effects and 77 measurement location effects and a second column of the four surface texture parameters. Z is a 77x82 matrix of zeros and ones indicating the rib and measurement location of each scan. E is a 77x4 residual matrix. The dimensions of XB are dependent on the number of fixed effects in the model. M_1 includes the fixed effects material and magnification, while M_2 also includes the interaction of material and magnification. Leave-one-out cross-validation (LOO) scores of the models (Vehtari et al., 2017) found the most complex design (M_2) to generate model predictions best (Table 2), so B in M_2 contains 6 fixed effects for each of the four surface texture parameters resulting in a 6x4 matrix. X is a 77x6 matrix of zeroes and ones. Therefore, M_2 is a multilevel, multivariate Bayesian model that includes a pairwise interaction of fixed effects (material and magnification), random effects (rib and measurement location), and error.

A goodness of fit check was applied to ensure that rib and measurement location random effects were adequately modeled using multivariate Gaussian distributions. For additional model details see Martisfius et al. (2018). Effects were estimated using a Hamiltonian Markov-chain Monte Carlo method, using the library rstan version 2.21.2 (Stan Development Team, 2021) of the statistical computing language R version 4.1.0 (R Core Team, 2021) and allowed a 2000-iteration warm-up for four chains generating 1000 parameter samples per chain resulting in 4000 posterior samples for inference. Scaled and squared Mahalanobis distances were examined between observations and predicted values to check for goodness of fit and distances were compared to theoretical quantiles of the F-distribution (Roth, 2013).

3. Results

A comparison of nine surface texture parameters with different fields of view reveals different values for most parameters and material types (Fig. 4). This was expected, given the vastly different scales at which the measurements were taken (Fig. 5). In general, *Sa*, *Sal*, *Sda*, and *Vvv* indicate smaller values at higher magnification, while *Sdq*, *Spc*, and *FD* are larger, trends consistent with each parameter's unit of measurement. *Smr* and *IsT* exhibit overlapping variation at both scales, also consistent with their measurement units, which are expressed as percentages.

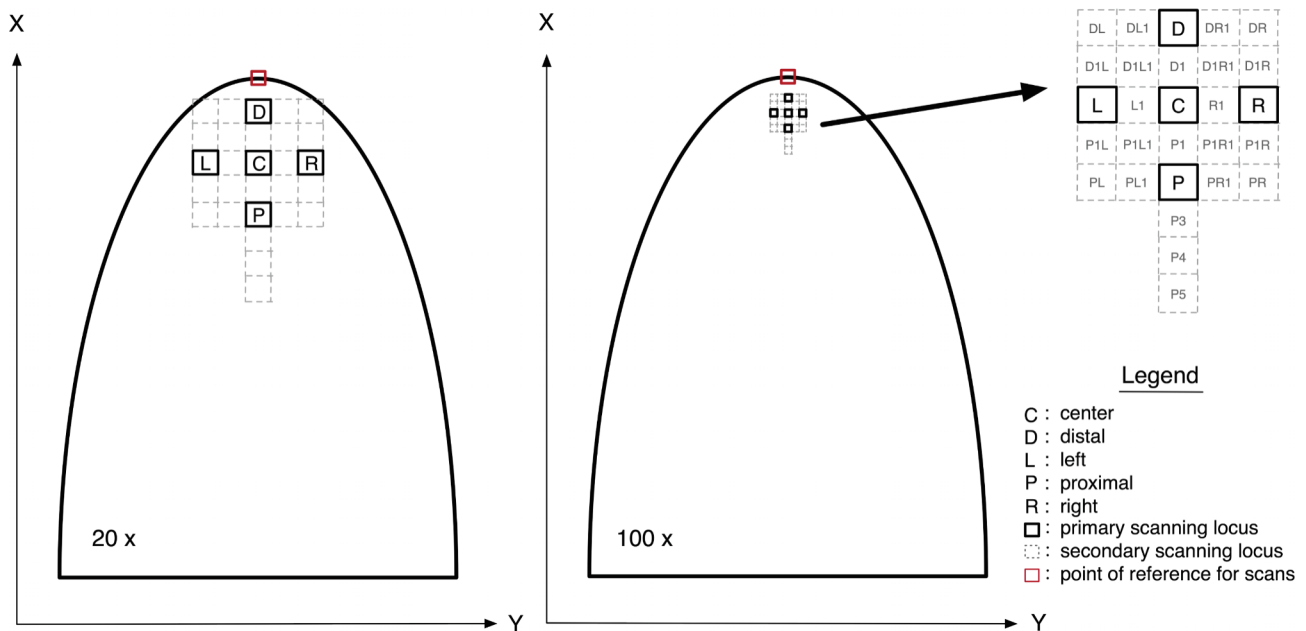


Fig. 1. Examples of sampling method used for obtaining surface texture scans on the experimental bone tools at locations C (center), D (distal), P (proximal), L (left), and R (right). Additional scanned locations are represented by dashed boxes. Scanned areas are 0.8 and 0.16 mm² at 20x and 100x magnification, respectively, but may not be depicted to scale here.

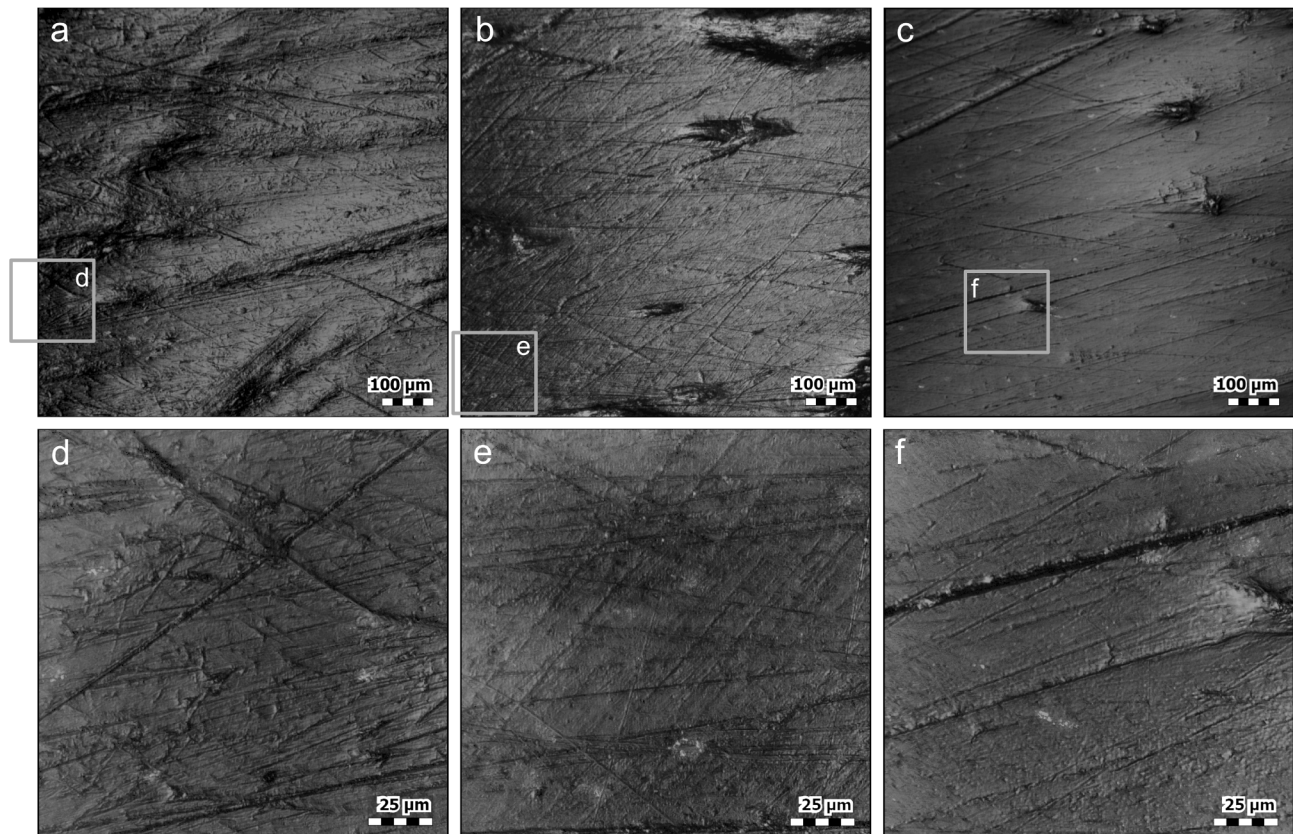


Fig. 2. 2D intensity images of bone surface microtopography at 20x (a-c) and 100x (d-f) magnification. Bone tools 3 (a and d), 5b (b and e), and 4b (c and f) were used on dry bark, split leather, and semi-fresh skin, respectively.

Further, values on the 20x lens exhibit wider ranges for most of the parameters and more overlap in values than at 100x.

When comparing the relationship in the values of the material types, some parameters (*Spc*, *Sda*, *Smr*, and *FD*) indicate a similar trend across

the two scales. At both magnifications, the bones worn on bark exhibit the highest value in *Spc* meaning that the peaks of the surfaces are sharper, whereas both skin- and leather-worn bones have more rounded peaks (Fig. 4). Further, the leather-worn surfaces are the most rounded,

Parameter	Description	Functional group	Standard	Unit	Low	High
<i>Sa</i>	Arithmetic mean height or mean surface roughness	Height	ISO 25178	μm		
<i>Sal</i>	Autocorrelation length (s = 0.2)	Density	ISO 25178	μm		
<i>Sda</i>	Closed daled area	Area	ISO 25178	μm^2		
<i>Sdq</i>	Root-mean-square gradient	Slope	ISO 25178	no unit		
<i>Spc</i>	Arithmetic mean peak curvature	Peak sharpness	ISO 25178	$\frac{1}{\mu\text{m}}$		
<i>Smr</i>	Areal material ratio, bearing area at given height (c = 1 μm under the highest peak)	Plateau size	ISO 25178	%		
<i>Vvv</i>	Void volume of the valleys at a given material ratio (p = 80%)	Volume	ISO 25178	$\frac{\mu\text{m}^3}{\mu\text{m}^2}$		
<i>FD</i>	Fractal dimension	Complexity	SSFA	$\frac{1}{\mu\text{m}^2}$		
<i>IsT</i>	Texture isotropy	Direction	Isotropy	%		

Fig. 3. Surface texture parameter descriptions with functional group, standard, and units of parameters according to ISO 25178, texture direction, and scale-sensitive fractal analysis (SSFA). Orthographic depictions indicate examples of surfaces with low and high values (adapted/modified from Kafiser et al. (2016) and Martfisius et al. (2018, 2020a, Sfinet-Mathfiot et al., 2021)).

Table 2

Model effects including their representation in each model's design space and LOO expected log predictive density (elpd) and standard error (se) differences relative to M2.

Model	Effects	Design matrix	Δ elpd	Δ se
M2	Fixed + random + pairwise interaction	Material + magnification + material*magnification + rib + measurement location + error	0.0	0.0
M1	Fixed + random	Material + magnification + rib + measurement location + error	26.8	12.1
M0	Random	Rib + measurement location + error	55.3	18.8

but also exhibit the most variation. Material type worn exhibits the same relationship across scales for *Sda*. At both magnifications skin-worn surfaces have the lowest values indicating a smaller cross-sectional daled area in the lower portion of the surfaces, while those worn by leather have the largest daled area (Fig. 4). Interestingly, both *Smr* and *FD* indicate that skin-worn surfaces have some of the highest values across the scales meaning that such surfaces exhibit the lowest surface relief while having the most complex surfaces, though the large amount of variation in the leather sample at 100x indicates that some of the leather-worn surfaces have the lowest surface relief (>*Smr*). Further, bones used with bark exhibit the highest surface relief (<*Smr*), while those with leather have some of the least complex surfaces (<*FD*) across both magnifications.

The five other parameters (*Sa*, *Sal*, *Sdq*, *Vvv*, and *IsT*) show slight

differences at the two magnifications. For *Sa*, skin-worn surfaces have the lowest value, or less surface roughness, on the 20x, while bone used on leather is lowest on 100x (Fig. 4). The bark-worn surfaces appear to be some of the roughest at both magnifications, albeit the leather-worn surfaces also exhibit higher values at 20x. The pattern observed for *Vvv* is very similar to that of *Sa*, which indicates that the surfaces that are most rough (>*Sa*), such as the bark-worn surfaces, also have the largest void volume in the valleys of the surface (>*Vvv*). For *Sal*, bones used on leather have the lowest frequency surfaces (higher values) on the 20x, but on the 100x, both leather- and bark-worn surfaces exhibit similar low frequency surfaces (Fig. 4). On the other hand, bones used on skin and bark exhibit higher frequency surfaces at 20x, while those used on skin are nearly isolated with the highest frequency surfaces at 100x. In general, the pattern observed for *Sdq* is very similar to that of *Spc* (described in the previous paragraph) at both magnifications, which indicates that the surfaces with the sharpest peaks (>*Spc*), such as the bark-worn surfaces, also have the steepest surface slopes (>*Sdq*). However, skin-worn surfaces show a slightly different pattern at the two scales. At lower magnification, bones used on skin and leather are similar in having gradually sloping surfaces, while at higher magnification, skin-worn surfaces are more like those used on bark and have steeper slopes. For *IsT*, bones used on bark have the lowest values at 20x but some of the highest values at 100x, which indicates a more anisotropic surface at lower magnification and isotropic at higher magnification (Fig. 4). An opposite trend is observed for surfaces used on skin. Overall, the variation exhibited in the *IsT* values is a mixture of structured and less structured surfaces for each material type as indicated by the large amount of variation at both scales for most material types, though most values are less than 50% indicating anisotropic surfaces

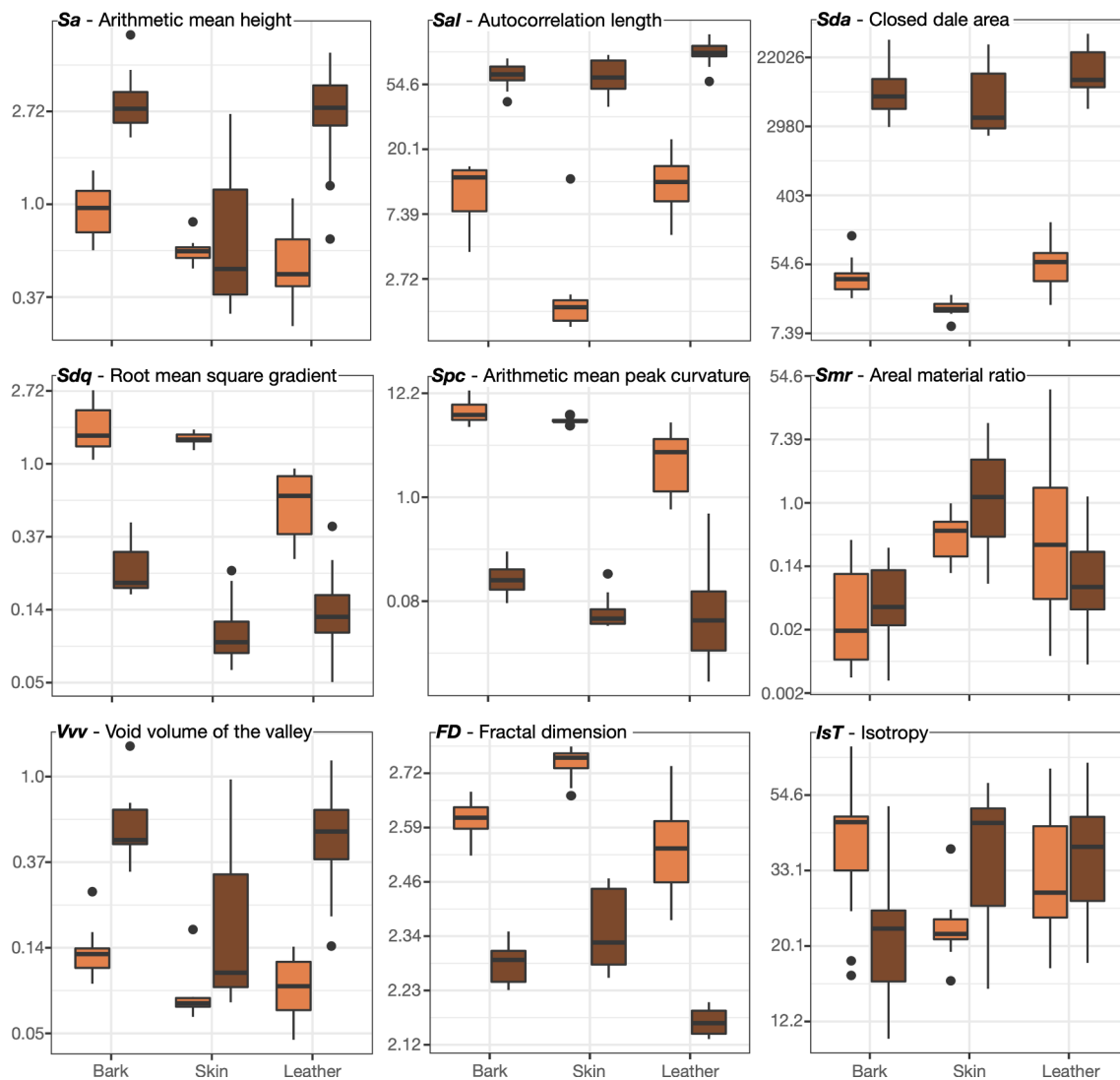


Fig. 4. Boxplots of surface texture parameter values for each material type at 20x magnification (dark brown) and 100x magnification (orange). Y-axes are on the log scale, but tick labels are in original measurement units to improve interpretability between scales. (For interpretation of the references to color in this figure legend, the reader is referred to the web version of this article.)

overall.

While an evaluation of scatterplot matrices also reveals the same trends as the boxplots for the individual surface texture parameters at different scales (Fig. 4), scatterplots are useful for evaluating more than one parameter at a time (Fig. 6). In addition, these plots incorporate model effects exhibited by the large 95% posterior contours for the estimated means of each paired parameter (Fig. 6), which given the fiduciosyncratic variation in bone surfaces, is important when making inferences from this type of data (microscopic measurements). Further, incorporating the multivariate model predictions reveals sets of parameters that appear to be especially useful for distinguishing material wear on bone artifacts.

On the 20x flens, the 95% posterior contours for bones used on skin indicate minimal overlap in values for *Sa* (flesh rough) and *Smr* (flowest surface relief) on this scale compared to the other materials (Fig. 6). While there is overlap in most other model predictions, leather-worn surfaces have some of the lower frequency surfaces (highest *Sal* values) at lower magnification and those used on bark exhibit some of the highest values for *Spc* (flesh smooth). These modeled comparisons indicate that *Sa*, *Spc*, and *Smr* are the more useful parameters for distinguishing material type at lower magnification.

At 100x, there is better separation in the 95% posterior contours for

the estimated means of some of the parameters (Fig. 6). At this magnification, the model predictions for *Sal* indicate that bones used on skin are completely distinguishable from the other materials and have the highest frequency surfaces (<*Sal*). In addition, the model predicts that leather-worn surfaces have minimal overlap in values using *Spc* compared with other materials, which indicates that bones used on leather exhibit the most rounded peaks (<*Spc*). In fact, the model predictions for the comparison *Sal:Spc* indicates that all three material types are clearly distinguished at 100x (Fig. 6b).

4. Discussion

Archaeological bone tools exhibit a series of traces indicative of their long life-histories. These are acquired in a complex passimpest as the tool is made and then used. Manufacturing traces tend to be observable at a macroscopic scale, with details more clearly visible at the microscopic level (e.g., Campana, 1980; Lemofine, 1994; Newcomer, 1974). Similarly, traces from an object's use can be seen at multiple scales, but higher magnifications (generally > 50x using optical microscopy) are needed to observe any unique features that may be indicative of the material on which the bone was used (e.g., Bradfield, 2022; d'Errico, 1993; Lemofine, 1994; Marrefiros et al., 2015; Semenov, 1964). The

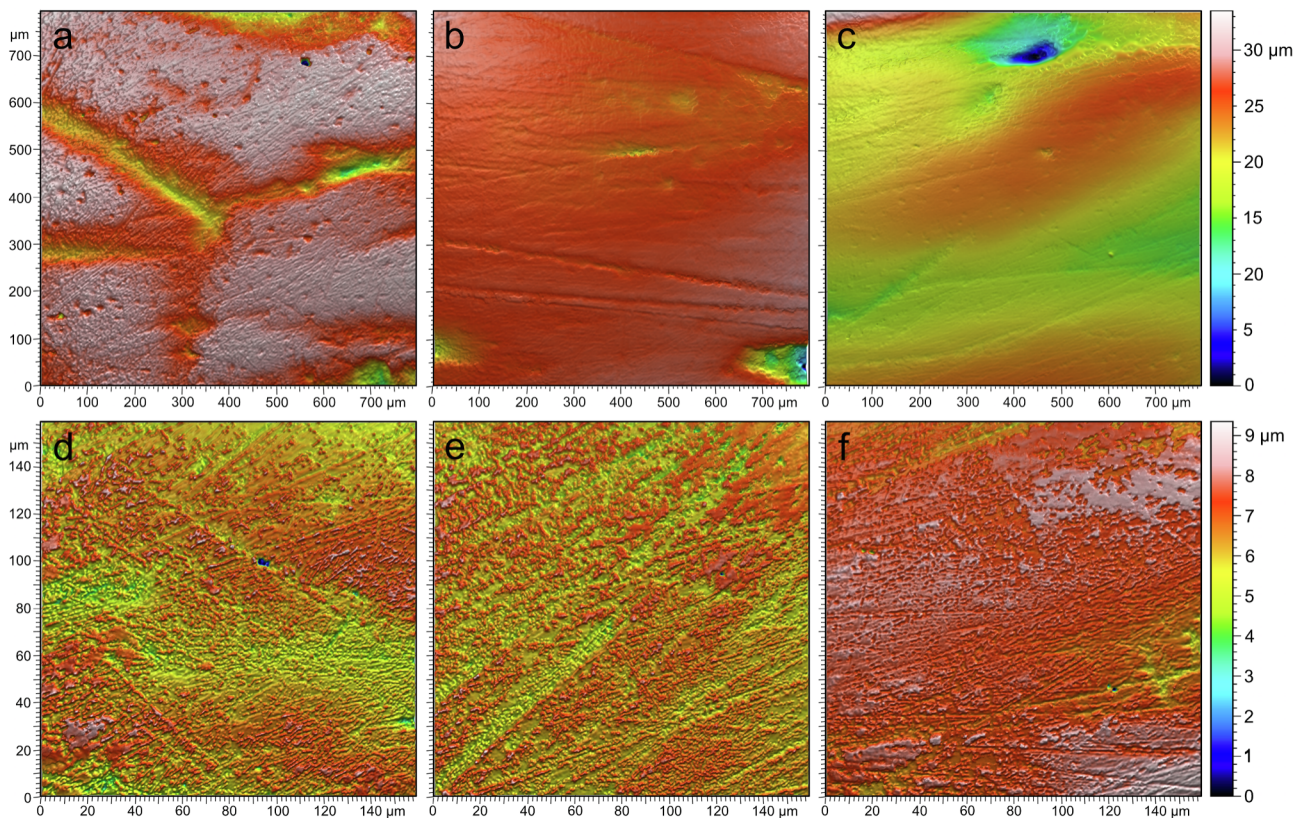


Fig. 5. Meshed axiomatic 3D models of surfaces representative of the three types of perishable material wear tested in this study (a and c, dry bark; b and e, semi-fresh skin; c and f, split grain leather) at 20x magnification (a-c; 0.8 mm²) and 100x magnification (d-e; 0.16 mm²). Color of surfaces correspond to height on the z-axis in upper right-hand corner.

degree of magnification depends on microscope settings and contact materials, but objectives with a field of view approximately or narrower than 2 mm² are generally needed to assess microwear traces (e.g., Bradfield, 2015, 2022; Buc, 2011; Marrefiros et al., 2015). Once a bone tool is discarded, it may accumulate additional surface modifications characteristic of differing taphonomic processes (e.g., Behrensmeyer, 1978, Fernandez-Jalvo and Andrews, 2016, Fisher, 1995). Distinguishing traces of differing magnitudes and dimensions produced during various processes is essential for any meaningful interpretation of ancient human behavior. This study is focused on evaluating experimentally produced microwear traces, and the results indicate that there are quantifiable 'signatures' for different materials that change at the scale of measurement.

The different results obtained at the different fields of view have implications for comparative microwear studies. Depending on the quantitative parameter used, cross-scale comparisons are not advisable, even if general trends are compared rather than specific values. It has recently been shown that the objective and numerical aperture (na) used for scanning surfaces influences ISO 25178 parameters, even when used at the same magnification (Caflandra et al., 2019). Differences in the na values of the 20x and 100x objectives used in the current study may contribute to the differences in measurements. It is likely that the low na value (0.4) of the 20x lens contributed to the greater distribution of values at that scale. While it is likely that na influences the values obtained, it is unlikely to lead to completely different trends for the surfaces worn by differing materials. Caflandra et al. (2019) found that an objective with a higher na value consistently produced slightly lower *Sa*, *Sdq*, and *Vvv* values and slightly higher *Sal* values. The differences in objectives for *Smr* and *Str* (comparable to isotropy parameter *Ist*) were variable, but this result is not inconsistent with the unit of measurement for these parameters (scale of 0 to 1). In fact, most of the parameters

tested with the two objectives shifted in one consistent direction (Caflandra et al., 2019). The different values at the different magnifications obtained in the present study for *Sa*, *Sal*, *Sdq*, *Vvv*, and *Ist* do not follow the same trend. Instead, the largest differences are most often related to one of the three material types, skin. Further studies using the same na on objectives with different magnifications is needed to describe the differences more clearly at the two scales, but crucially, it is likely that the trends observed at the different magnifications are real and indicative of material wear and not due to microscope settings.

Multiscale studies of measured surface topographies of bone tools are still in early stages of research but have been successful in related fields including paleontology and for the analysis of stone tools (e.g., Brown et al., 2018, Macdonald et al., 2020, Stemp, 2014, Stemp et al., 2010). Two previous studies using laser scanning confocal microscopy on bone tools showed that scale sensitive fractal analysis, often using area-scale fractal complexity (*Asfc*), was useful for distinguishing different types of wear on bone (Lesnik, 2011, Watson and Gleason, 2016). Nonetheless, similar analyses have not been applied more frequently. On the other hand, qualitative microwear analysis on bone is commonly applied at multiple scales (e.g., Bradfield, 2022; Buc, 2011; Christidou and Legrand, 2005; Griffiths, 2006; Legrand, 2007; Lemofine, 1994; Stone, 2013; van Gijn, 2007; Legrand and Sfidera, 2007). To better distinguish different types of material wear, traditional bone microwear analysts often distinguish between and describe differing features of the microtopography and the microreliefs (e.g., Buc, 2011, Legrand, 2007), which may present very differently. For example, Buc (2011) describes the microtopography of experimental awls used for piercing fresh skin as either homogeneous or heterogeneous, depending on the bone object, and with crossing striations. Microreliefs are described as regular with rough elevations that exhibit deep, smooth striations (Buc, 2011). The descriptions of the observed features clearly change with the scale of

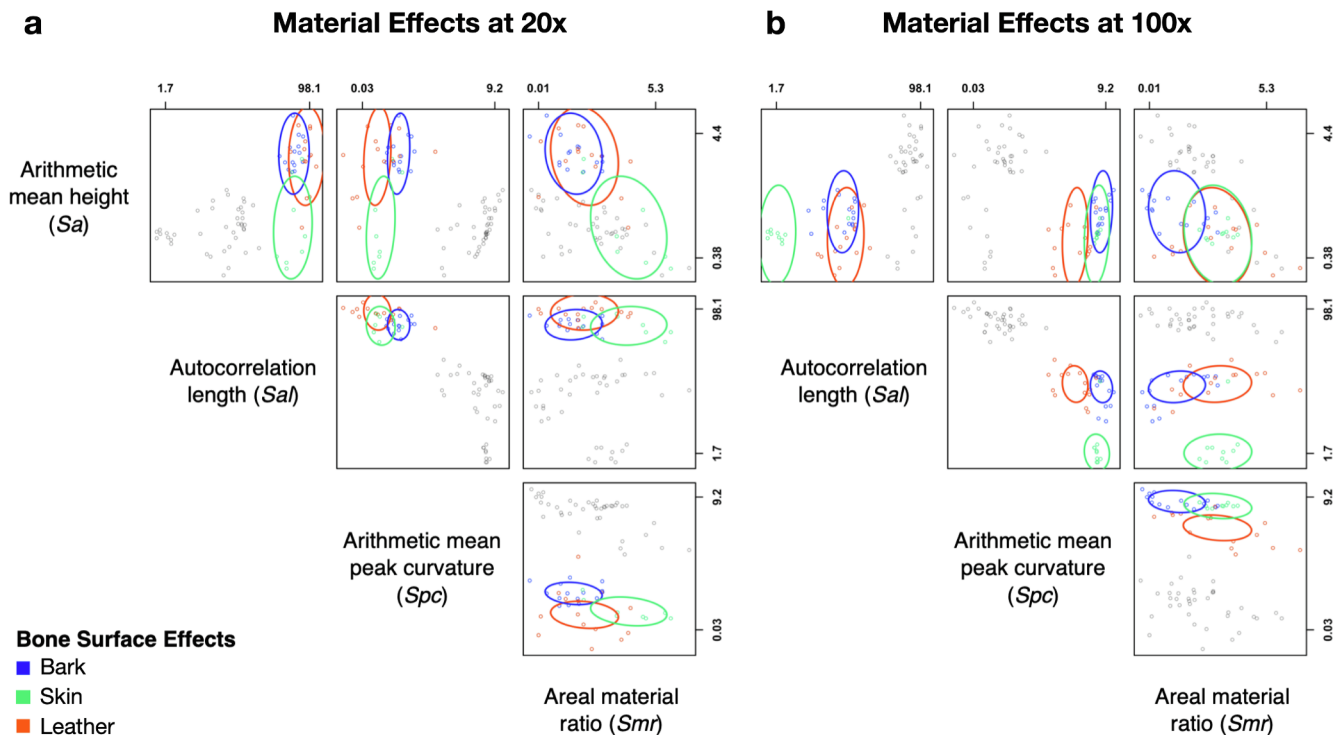


Fig. 6. Scatterplot matrices at 20x and 100x magnification. Plots show all observations displayed in the pairwise space of parameters: surface roughness (*Sa*), autocorrelation length (*Sal*), peak curvature (*Spc*), and areal material ratio (*Smr*). Colored observations are representative of material type (blue: bark; green: skin; orange: leather) at (a) 20x and (b) 100x magnification and ellipses show the model predictions of the mean for each pair of parameters. Axes are on the log scale, but tick labels are in original measurement units and placed at the 5th and 95th percentiles. (For interpretation of the references to color in this figure legend, the reader is referred to the web version of this article.)

observation. While comparison between traditional qualitative features and quantitative surface parameters do not describe the exact same features, the differences at the different scales in the current study are likely related to the observations made by Buc (2011) and many others (e.g., Bradfield, 2015, 2022; Christidou and Legrand, 2005; Griffiths, 2006; Legrand, 2007; Lemofine, 1994; Stone, 2013; van Gijn, 2007; Legrand and Sfidera, 2007).

In this study, skin exhibits the greatest differences at the two scales as indicated by the different trends in several parameters (*Sa*, *Sal*, *Sdq*, *Vvv*, and *IsT*). At lower magnification, skin appears to produce the smoothest surfaces (*<Sa*) with the least amount of volume in the valleys of the surface microtopography (*<Vvv*), while at higher magnification, leather-worn surfaces exhibit these qualities, albeit bones used on skin are within the total range of the values in the leather sample. A similar pattern is observed for *Sdq*, which indicates that skin-worn surfaces are the least sloped at lower magnifications, but along with bones used on bark, have steeper slopes at higher magnification. The overall pattern, which includes parameters that indicate a similar trend across magnifications (*<Sda*, small cross-section of dales, *>Smr*, flow surface reliefs, *>FD*, greater complexity), is consistent with skin being more abrasive than the other materials, therefore resulting in increased attrition and thorough modification of the microtopography across a large area (LeMofine, 1991). At the same time, the abrasive quality of skin, possibly aided by exterior inclusions, likely resulted in slightly deeper and steeper furrows adding to its roughness at higher magnification.

The values of *Sal* produced by the different perishable materials and their relationship to each other is also different across magnifications. *Sal* measures the wavelength of the surface, so those that are nearly flat should produce a low value (shorter wavelength). In general, lower magnification scans exhibit higher values because larger features such as pores or the remnants of grinding traces are a component of many of these scans. At this lower magnification, the leather-worn surfaces preserve many of these larger features. In general, scans at higher

magnification produce *Sal* values that are lower because these scans do not fully capture the large features. Even so, the bones worn by leather and bark, to an extent, retain features from the manufacturing process that were not fully worn down, while skin-worn surfaces are nearly flat. This result is consistent with skin being the most abrasive of the tested materials, resulting in thorough modification of not only the microtopography but of the microreliefs as well.

The semi-fresh skin and the processed split leather used in this study are two different states of the same material type, so there should be similarities in their effect on bone. Stone (2013, 2011a) produced a tribological model for perishable material wear on bone after compiling data from various sources (e.g., Buc, 2005; Buc and Loponte, 2007; Christidou and Legrand, 2005; Griffiths, 2006; Legrand and Sfidera, 2007; Lemofine, 1997; Mafrot, 2003), and confirmed that several features were indicative of animal material wear: invasive polish, rounded microtopography, and variably present striations that are irregular in organization. Interestingly, many of the surface texture parameter values for the two different states of animal skin in the current study indicate different values. However, more similarities are evident at lower magnification, which is the scale at which the features described by Stone (2013, 2011a) are clearly visible. Of note are the similarities in *Sdq*, *Spc*, and *IsT*, which indicate that the two animal skin materials produce gradually sloping and rounded surface peaks and surfaces that are variably directionally oriented (i.e., variable striations). In this case, these three surface texture parameters clearly measure the same features that qualitative microwear studies on bone have often described.

While skin and leather exhibit a few similarities at lower magnification, their unique material properties result in some very clear differences (Buc, 2011; LeMofine, 1991). As previously described, surface roughness (*Sa*) exhibits differing trends at the two scales with skin producing the smoothest surfaces at lower magnification, while leather does so at higher magnification. This indicates that skin affects the entire microtopography of the bone surface, whereas fully processed leather

appears to have thoroughly smoothed some parts of the surface (most often the upper reliefs). This difference together with the consistent result of leather having some of the highest *Sal* and *Sda* values (longer wavelength, larger dafe area) and the lowest *Spc*, *Sdq*, and *FD* values (rounded peaks, gradual sloping, less complex) on both scafes indicates that leather exhibits a polishing effect where the material penetrates the microtopography of the surface rounding the peaks but does not result in thorough attrition of the bone surface.

Bones used on bark exhibit a series of characteristic features that differ from the animal materials. At lower magnification, bark produces surfaces that are more anisotropic (*<IsT*, more directionally oriented), while skin-worn surfaces are the most anisotropic at higher magnification. Interestingly, bark appears to exhibit some of the most isotropic surfaces at higher magnification. Due to bark's thick, rigidly aligned cell walls (Stone, 2011a), the presence of organized striations or an anisotropic surface is expected as is observed at lower magnification. When zoomed out, the larger pattern is likely indicative of the overall organization of the bark cellular structure, but when zoomed in, a more randomized pattern might be caused by the irregular movement of single cell structures or a small collection of them. The result that skin produces anisotropic surfaces at higher magnification is surprising given the softer cell structures that are less organized (Stone, 2011a). Though the skin-worn surface values are low, they still fall within the range of those used on leather at both scafes and skin at 20x. The lower values may be the result of a smaller sample size available for bones used on skin.

The other characteristic results for bark, higher *Sa*, *Sdq*, *Spc*, and *Vvv* (rougher, steeper, sharper peaks, larger void volume), mid-to-high values for *Sal* (long wavelength), and low *Smr* values (high surface reliefs), on both scafes are all consistent with the expectations of plant fiber wear on bone (Stone, 2013). Due to its rigid structure, the material does not penetrate and alter all the levels of the bone microtopography resulting in rougher and longer wavelength surfaces with higher surface reliefs compared to the other materials, especially skin. Further, bark tends to produce sharper and steeper peaks of the bone microtopography because it is less pliable than animal skin.

The results of this study are comparable to those of a previous study that used a controlled, mechanized setup to create wear on bones and generate quantitative data (Martisfius et al., 2018). The previous study also used the same confocal disc-scanning microscope equipped with one of the lenses used in the current study (20x). Both experiments used similar perishable materials on herbivore ribs, though some of the animal materials derived from different taxa. A fresh *Cervus elaphus* skin and *Bos taurus* ribs were used in the previous study (Martisfius et al., 2018), while a semi-fresh *Capra hircus* skin and *Cervus elaphus* ribs were utilized here. The other perishable materials (leather and bark) were the same. The main difference in the experimental setup was the means of creating wear on the bones: a highly controlled mechanized movement versus human motion with added variability used here. Further, the previous study included a wider range of measurements with many scans of minimally worn areas, while this study focused on the regions completely modified through use. When comparing the surface texture parameters (*Sa*, *Sal*, and *Spc* are common between studies) of the most worn surfaces (non-modeled observations in Martisfius et al. (2018)) and the relationship of the material types worn between the two studies at 20x, similarities are evident. In both cases fresh- and semi-fresh-skin-worn surfaces had the lowest *Sa* values (less rough), bones used on leather had the highest *Sal* values (low frequency), and those used with bark had the higher *Spc* values (sharper peaks). While the parameter distributions of the three material types overlap to some degree, the consistent trend between the studies indicates that they accurately reflect the material properties of the contact materials and their interaction with bone on the scale observed, regardless of the method of experimentation. This provides a direct link and support for conducting multi-generation experimental studies (Marrefiros et al., 2020).

5. Conclusion

The results of this study indicate that 3D quantitative microscopy is useful for assessing experimentally produced perishable material wear on bone tools. Moreover, evaluation at multiple scales provides additional key insights into processes that occur when bone comes into repeated contact with different perishable materials. These quantitative results are complementary to qualitative microwear observations on bone tools. Both methods should be combined for a more complete understanding of the processes that occur when bone tools are used with various materials. The method presented here has the potential to allow researchers to access information about materials that have not been preserved in archaeological deposits. Still, a suite of bone modifications from various processes (e.g., manufacture, use, and post-depositional traces) may confound direct applications of 3D microscopy to archaeological material. Therefore, further foundational studies are essential before this methodology can reliably be used as an analytical tool. At the most basic level, future studies could focus on the inherent variation found in bone itself (e.g., differences due to taxa, skeletal element, bone state). Further, artifacts rarely preserve one type of surface alteration, so future studies could focus on assessing bone tools with differing manufacturing traces or multipurpose tools with a variety of microwear traces. Taphonomic modifications may be the biggest obstacle to overcome before archaeological material can be accurately assessed using 3D microscopy, since post-depositional processes and their effects vary depending on myriad factors. Combining an approach like the one presented here with similar methods designed for assessing taphonomic alterations will be essential for establishing 3D microscopy as a reliable functional method for evaluating ancient bones. Once quantitative, reproducible methods are established, they can help to reconstruct those ephemeral items and intangible processes from the archaeological record, providing insight into unknown—but not unknowable—components of ancient social and behavioral patterns.

CRedit authorship contribution statement

Naomi L. Martisfius: Conceptualization, Methodology, Formal analysis, Investigation, Data curation, Writing - original draft.

Declaration of Competing Interest

The authors declare that they have no known competing financial interests or personal relationships that could have appeared to influence the work reported in this paper.

Acknowledgements

This research was funded by NSF-SBE (2004818), NSF-DDRI (1550161), and Wenner-Gren Foundation (Gr. 9214.). Thanks to the Max Planck Institute for Evolutionary Anthropology and Jean-Jacques Hublin for use of supplies, equipment, and facilities. Additional facilities provided by the Department of Anthropology at the University of California Davis and the Department of Anthropology at The University of Tulsa. Special thanks to Teresa E. Steffe, Shannon P. McPherron, Isabelle Sidera, Ellen Schultz-Kornas, Mark Grote, and Anna E. Goffield. Thank you Ulrich Thayer, Joao Marrefiros, and Danielle Macdonald for organizing the session, Contact: *The Other in Use-Wear Analysis*, at the 27th Annual Meeting of the European Association of Archaeologists. Finally, thank you to the two reviewers for their helpful comments.

Appendix A. Supplementary data

Supplementary data to this article can be found online at <https://doi.org/10.1016/j.jasrep.2022.103634>.

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