

Facial reconstruction based on the skull is a technique allowing recreation of the original facial features of an individual. However, recreation of the exact look is nearly impossible at this time. Facial reconstruction is used during archaeological research or during investigation of forensic cases. The facial reconstruction methods used are morphoscopic, morphometric, or a combination of the two. They are used during a manual and computerized process to create two dimensional or three-dimensional reconstruction of the individual. Accuracy and reliability can be determined with each one of these methods by quantitative and qualitative measurements. Reliability and accuracy of the facial reconstruction should also be considered from a view of the facial perception. The human face is perceived in a holistic-analytical way which is based on a calculation of the distances between different features. Facial reconstruction is based on the recognition of familiar faces that are perceived on the basis of internal features that are not influenced by differences in the view angle or expression. Unfamiliar faces are perceived on the basis of from external features. Faces with significant facial features are identified faster. Facial features can be organized by the significance of their influence for recognition of the face. Bigger features will have more significant influence. From the most influential to the least influential they can be categorized as follows: the outline of the face, upper part of the face, eyes and eyebrows, mouth, nose. This paper summarizes the evaluation of the Manchester method with use of a computer modelling program and haptic technology, and assesses the accuracy of facial features based on perception.