This bachelor thesis aims to use of geoinformatic methods in anthropology. Specifically methods of terrestrial laser scanning and close range photogrammetry. The theoretical part focuses on explaining functioning and usage of those methods. Practical part of this work describes data collecting process with those methods and following creation of 3D model of anthropological artifact, specifically human skull. In the end those models are compared with model from computed tomography which was provided, same as anthropological artifact, by Department of anthropology and human genetics of Charles University.