## VIRTUAL RESTORATION 3.1. ARCHITECTURE

PRINCIPLES AND METHODS FOR VIRTUAL ARCHAEOLOGICAL RECONSTRUCTION OF ANCIENT MONUMENTS

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## INDEX

Part 1- Architecture and Virtual Restoration (Massimo Limoncelli)	
1. Introduction	1
2. From the London Charter to the Principles of Seville	3
3. The Construction Process: the Virtual Redesign of a Building	3
Part 2 - Acquisition of data: Research Sources for the reconstructive study of ancient monuments (Massimo Limoncelli)	б
LIMONCELLI)	10
1. State of conservation of a building	21
1. State of conservation of a building	23
2. Survey and representation of architecture	24
3. 2D and 3D Photogrammetry surveying»  4. Laser scanner	26
4. Laser scanner»	28
	36
	42
6. Data from the archaeological excavation	54
III. The indirect sources	61
1. Archive data and written sources»	62
2. Drawings, architectural surveys and graphics reconstructions»	74
3. Photographs»	81
4. Paintings, engravings and prints»	87
5. Architectural models and maguette»	98
6. Numismatics and sealography »	108
IV. The secondary sources	119
1. Comparison by style and analogy »	119
2. Treatises	138
Part 3 - Processing of data: the digital architectural models (Laura Schepis)»	151
V. Characteristics of digital architectural models	153
	153
	161

3. Architecture and colors: return of colors	>>	175
4. Architecture and lighting: simulation of light	<b>»</b>	209
Part 4 - Data presentation; methodological process for virtual archaeological reconstruction of ancient		
MONUMENTS (MASSIMO LIMONCELLI)	>>	223
VI. Data correspondence models	<b>»</b>	225
1. Introduction	>>	225
2. Current status model	>>	229
3. The recomposition model: restoration of recomposition	<b>»</b>	233
4. Completion model: restoration of completion	<b>»</b>	242
5. Constructive phases models: restoration of liberation	<b>»</b>	251
6. Final Model: Stylistic restoration	>>	259
7. Model of levels of reliability	>>	270
8. Different Hypothesis Models	<b>»</b>	271
Part 5 - Exemple of reconstructive studies of ancient monument (Laura Schepis)	»	287
VII. THE DOMUS   OF LILYBAEUM (MARSALA-İTALY)		289
1. Introduction	>>	289
2. The indirect sources		294
3. The direct sources: documentation, analysis, and description of the masonry structures	>>	298
4. The direct sources: documentation and analysis of the mosaics	>>	318
5. Texturing of the 3D model: Virtual restoration of mosaics	>>	331
6. From Survey to 3D Model: reconstructive Plan, cross-sections, facades elevations and 3D		
reconstruction of the domus	<b>»</b>	336
Bibliography		
DIDLIOGRAPHI	**	2/10