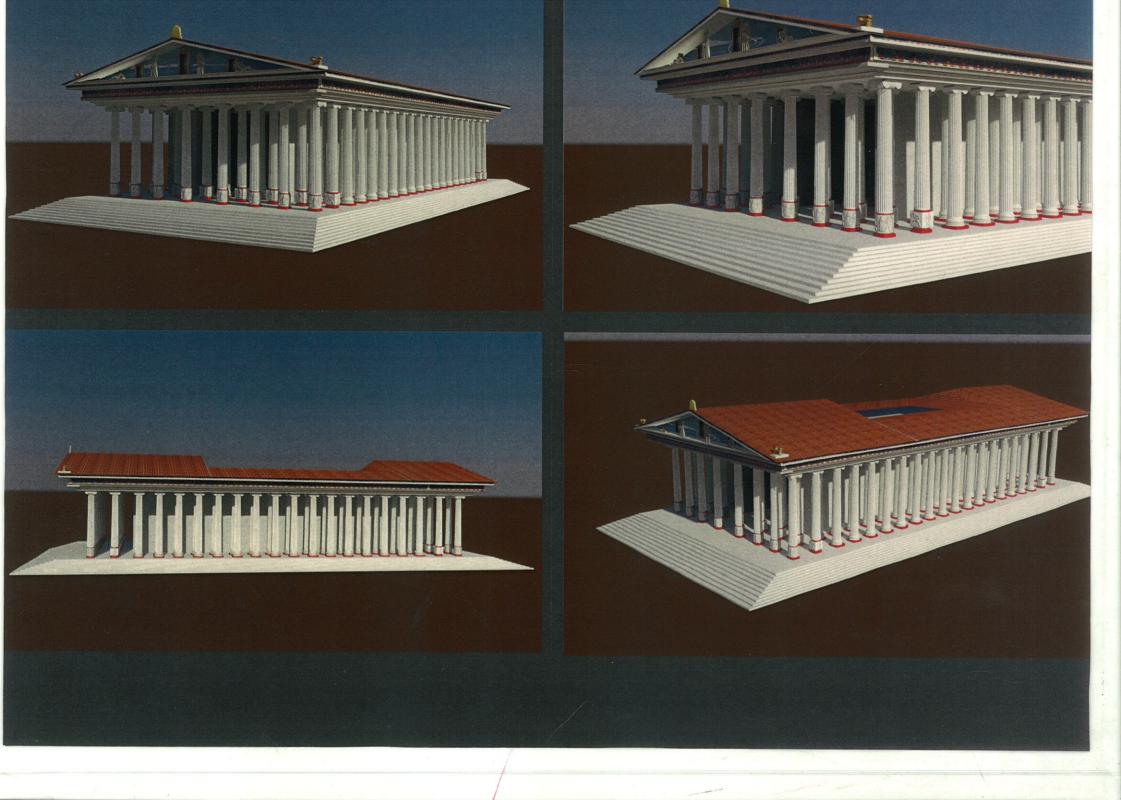
ITP 2014 Exhibition Projects

Name (s):
Berkay Küçükhaşlar
Country:
TURKEY
Drojoot titlo:
Project title:
" FRAGMENT OF A MARBLE # FLUTING; TWO FLUTES

Date: 01/ September / 2014





The detailed view of the model of the side columns.

3-D Models: Prof. Ahmet Denker

THE DIGITAL RECONSTRUCTION OF THE LATER TEMPLE OF ARTEMIS

the digital way of looking at ancient architecture

3-D digital visualization techniques are being increasingly utilized in the academic world. They raise big questions of presentation and accuracy.

Today, the vast majority of the fragments of the Temple of Artemis are in the British Museum. A significant amount of those are not displayed and located in the storage rooms.

Many known exhibited fragments could be displayed if they were given an architectural context. For example, this piece only makes sense when related to the column from which it comes.

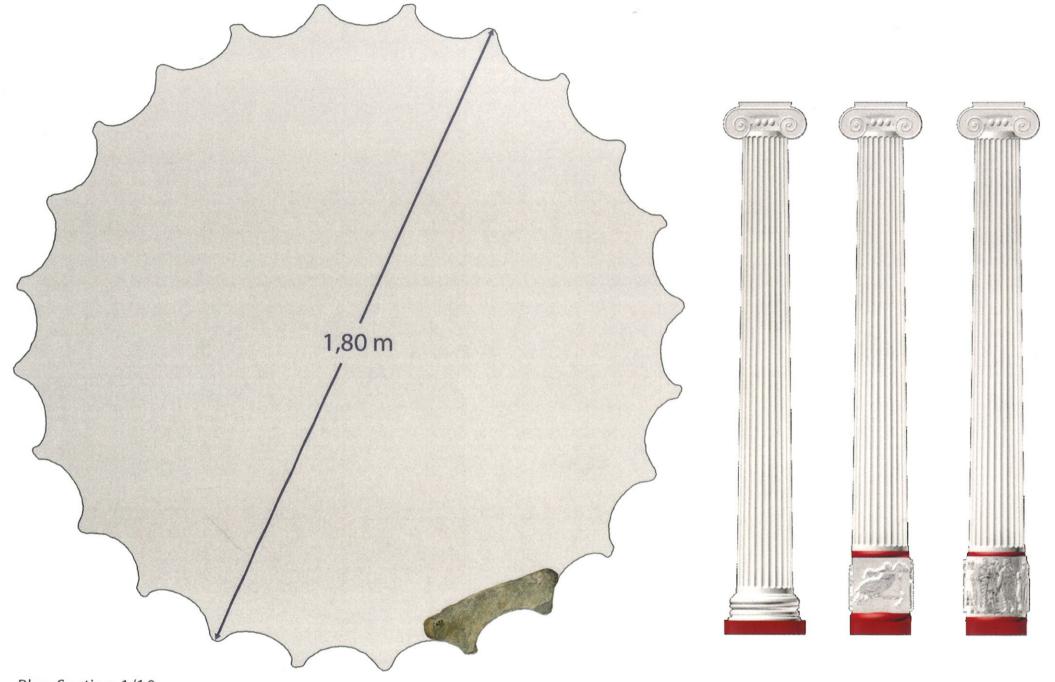
The archaic temple of Artemis was destroyed by fire in 356 BC. The later temple that replaced it, was one of the Seven Wonders of the Ancient World. The display in the Room 77 gives a rather old fashioned idea of presenting the temple's architecture.



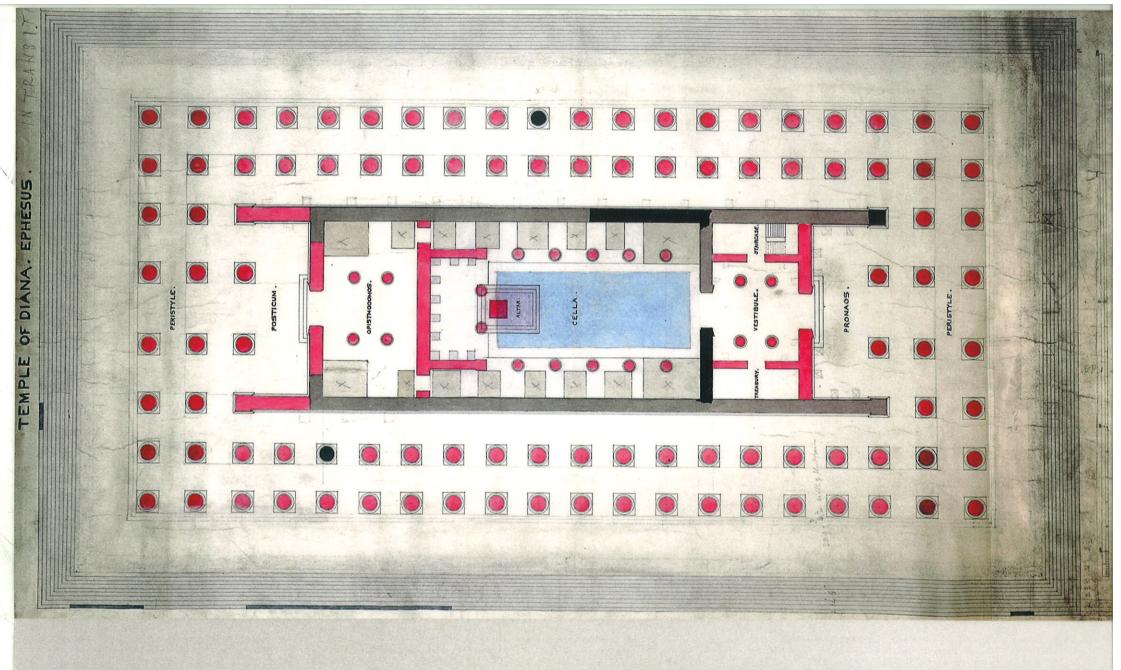
Digital techniques could provide both still and moving images with which to contextualize our fragment.

Using augmented-reality technology, our fragment could be related to its temple and our the temple to its landscape. At the same time, the inaccuaracies found in some initial models, should be corrected.





Plan Section 1/10



The plan estimated by John Turtle Wood, who discovered the temple and made the first archeological studies on it in 1870s.