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**ABSTRACT
COLLECTION**

Scientists workshop:

**ARCHITECTURE,
ARCHAEOLOGY AND
CONTEMPORARY
CITY PLANNING**

*State of knowledge
in the digital age*

Valencia
18-20th May 2015

Valencia

18-20th May 2015

**ARCHITECTURE,
ARCHAEOLOGY
AND CONTEMPORARY
CITY PLANNING**

***"State of knowledge
in the digital age"***

Valencia

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Scientist workshop:

ARCHITECTURE, ARCHAEOLOGY AND CONTEMPORARY CITY PLANNING

"State of knowledge in the digital age"

Valencia, Camino de Vera

Universitat Politècnica de València

School of Building Engineering

(Escuela Técnica Superior de Ingeniería de Edificación)

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The workshop has been realized in collaboration between Universitat Politècnica de València, Spain, the Architecture Department of the Florence University, Italy, the Department of Historical Studies, University of Gothenburg, Sweden

Abstract Collection Editors:

Pablo Rodriguez Navarro, Giorgio Verdiani, Per Cornell

ABSTRACT COLLECTION

WORKSHOP PRESENTATION

In discussions on urbanism, the need to involve new actors has been a major theme of recent debate. In this field, throughout Europe, various ways of allowing citizens to take a more direct part in planning is stressed. It is also important to look at the role or lack of role played by particular research fields. Architecture plays a major role in city planning. While archaeology has become increasingly involved in field projects in urban environments, the discipline seldom plays an important role in city planning. The digital tools for documenting and designing have changed the approach to many procedures and have created new figures involved in the process of facing architecture and archaeology.

In several countries and particular cities this situation has been questioned during the last decades.

In Sweden, certain studies indicate an increased interest in an active involvement of archaeology from the part of individual municipalities and provincial governments, and even on the state level in certain cases.

In France, Lavendhomme at Inrap has discussed various possible new kinds of uses of archaeology in the planning process, and similar discussions start to appear in other countries. In the UK, archaeologists are increasingly involved in mitigating heritage impacts of building projects at the design stage rather than during construction (excavating).

To take just one example, in Sweden the archaeologist Stefan Larsson has developed a project with the municipality of Kalmar, in which city planners, architects and archaeologists collaborate in making suggestions for a city plan in a segment of the city.

In this workshop we will focus on possible new ways of collaboration between architects and archaeologists. With a particular stress over the intelligent use of digital solution for documenting, designing and representing the contest and the new ideas. We wish to open a new kind of communication between these research fields and related praxis.

The possible contributions from archaeology include questions of conservation, diffusion of archaeological knowledge by different means, but also other fields, including practical knowledge on the development of particular districts over time, general knowledge in comparative studies of urbanism, questions of design or questions of “gestalt” in urban settings, and the intersections between archaeology, architecture and public art. Last but not least the topic of the communication, which in our time is something totally linked to the digital media.

We hope this workshop will help to open this field, and that it will be followed by other scholarly meetings on more limited particular cases and questions and, potentially, by a larger conference building on the workshop’s outcomes.

Pablo Rodriguez Navarro, Giorgio Verdiani, Per Cornell

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Day 1 - 18th May 2015

Representing the city: The chorographic tradition from the Renaissance to the present day

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This article will carry on a historical review on the chorographic tradition that began in the Middle Ages with a literary genre known as *Laudes Civitatum*, in which the cities were described literally for propagandistic purposes. In the Renaissance, chorography widens its meaning to be understood also as a graphic description and many views of cities began to be included in books. These images were gradually gaining relevance in comparison with the text and they constituted a genre by their own, as in the case of atlas. Despite the intrinsic beauty of these representations, chorographic views allow us to study the morphology of the city and its urban evolution. They become, in many cases, the only graphic information source about some missing architectural elements. This study will expose the main chorographic works, the different typologies and the stylistic evolution until reaching excellence, as in the case of bird's-eye views made in the eighteenth century. The development of aerial photography led to the extinction of this pictorial genre, giving rise to modern geographic information systems, which are nowadays an essential tool, nevertheless is important to highlight the work of these chorographic pioneers and of many virtuous artists devoted to this art.

Three cities, three countries: Rome, Gothenburg, Cancun. Critical reflections on the organic metaphor in architecture and archaeology

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The urban process creates complex physical and social environments. Through three explorative briefly discussed examples, three cities in different countries and settings, and with different historical trajectories, the way the urban landscape is formed and changed will be analysed.

The role of particular larger intentional projects and their design and imagery is one of the factors discussed, but also other variables will be addressed. The idea and use of the metaphor of the organic, and its varied applications and effects is in the centre of attention.

The new early 20th century city centre of Valencia

The new city centre

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In the early 20th century, the city of Valencia began an important modernization process and urban transformation. The epicentre of this urban renovation was the creation of a new centre in the city, which was claimed to be a modern and a cosmopolitan urban square in comparison with other European's city centre. There were three different factors involved in the transformation. Firstly, the construction of a New City Hall, the old building placed in front of the Basilica was in ruins. Secondly, the Regional and National Valencian's Exposition in 1909 and 1910. The success of these contents and the hard task organisation work encouraged Valencians to make important city transformations, for instance, in order to receiving and accommodating for the first time a large number of tourists. Finally, the necessity of a new wide square that permitted local citizens meetings. The 19th Valencia century city was a walled town with a serious space problem owe to an increase of the population. The new square was projected in the Convent of "San Francisco" and the surrounding area: the old "Barrio de Pescadores". The redevelopment plan included a total demolition of the Convent and the Quarter. In the new urban layout regularization the square resulted in an irregular triangle place due to the Convent's floor shape, facing the New City Hall with the new Postal and Telegraph building. In fact, the urban transformation of the "Barrio de Pescadores" caused the Postal building plot, which occupied an entire city block, and became the best city area, with modern and eclectic buildings in wide clean streets. This kind of transformation is an example of the 20th century urban layout redevelopment. Today is part of the centre of the city but it was a suburb of the Renaissance period city. The research of the original layouts and buildings reveals an important hidden heritage, whose analysis give us back a part of our history and culture.

The baths and the ancient towns: from the case study of Granada to the reading of a plot

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This The study of the “Banuelo” in Granada is the starting point of this research. The presence of this ancient building is the trace of a previous asset of the town, with its own gate and a complete system of protection and welcome. The tower/gate called the “Cadi” and the bahs were the two parts of a defensive/hosting structure providing and controlling the arrivals and giving at the same time the possibility to get protection, to enter the town, to clean up from the dust and the dirtiness of a journey.

This is the context in which we have to read the complex and diverse water distribution system created by the Ziri dynasty. The public baths in Granada became an important urban element both for their intrinsic value and for their role inside the city that can reveal, thanks to their regulated position, valuable clues about the areas surrounding them. The Hamman of Granada, called “Banuelo”, is one of the most representative because of many factors: its good state of preservation and its considerable size allow well to take the suggestion that its plan fits in a perfect rectangle. But the logic of the ancient structure is hard to read today, while the town, even if preserving most of the original asset is changed and shows only fragment of this original plot.

Starting from digital survey operated using photogrammetry this study try a virtual reconstruction and a re-reading of this part of the town, trying to extend the structure and the result of the reading to other towns with similar defensive system and with similar needs. The intent is to bring back a clear plot of the relationship between welcome and protection in the structuring of the ancient town.

Arno river and its seasons: Revitalizing the banks through permanent and temporary interventions

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In the beginning of the 19th century Florence was interested by a rapid urban transformation involving both the historical built environment and the social structure. With the arrival of the industrial revolution new emerging needs were claimed and with them the morphology and usage of the territory changed. At the end of the 18th century most of the commodities were transported through water-channels spread all over lands. Italy was still divided into many small states and Florence was the capital of the *Gran Ducato Di Toscana* and its flourishing economy was based on the Arno river running through the city up to the sea. The Arno river was the most important and fastest way of transport for people and commodities until the first railway line was inaugurated in 1848 by the enlighten Grand Duke of Tuscany, Leopoldo II. The cityscape along the river was stud by a numerous amount of production plants and little harbours both upstream and downstream. Eventually we might say that the river was the centre of the economic life as much as of the social one. The Florentine people went to the river either to work in a leather production plant and in a mill or to celebrate either an important city event yet to wet a baby as a wish of luck and fertility. To sum up the river was the main stage of the urban life in all its features and forms until the II World War, when the social and urban pattern rapidly changed with the upcoming economical boom. When It comes to talk about Contemporary Urban Riverscape Design, factors and processes that we must take into account are various and complex; even more when we have to deal with a such historically layered context as Florence is. A multi skilled and tooled approach becomes sort of compulsory and unavoidable: to an anthropological and historical analysis of the tangible and intangible heritage must correspond a straight and up to today intervention. The case study I considered for the project was geographically placed at the edge of the old medieval walls in between two historical districts. Both the districts were historically bounded to the river in terms of urban, social and

economical development. My analysis were translated into action and I started to observe all contemporary real uses and the landscape in place by filming and taking pictures of it. I wanted to understand how contemporary rituals and landscape landmarks could be fostered and e-evaluate in connection to the historical ones. Although I tried to have a comprehensive historical overview of the place, I thought that bibliographical and map analysis should be interwoven with a qualitative research consisting in interviewing today-users and potential local users. I distinguished active and passive users and i defined the active users as the ones “modifying the landscape by their presence and action”. Active Users were artists or just people in charge, on their own choice, in maintaining the river-banks substituting the local authorities. Therefore the final design was a mixture and an expression of different needs and uses that I met and observed, an attempt to dovetail the historical imaginary and the contemporary urgencies. The active users were involved in the project and the usability of the place was improved in relation to the identified real uses and the natural river processes. Thanks to this relatively small-scaled project I wished to propose again the historical centrality of the river shifting it up to the contemporary times, rituals and dynamics. A possibly repeatable method that considers real uses as potential strategy for urban regeneration in historically formed urban environment.

Human-nature relations in built heritage and urban places, present and past

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The inter-relation of people and the environment is a central theme in post-industrial planning. This paper will examine this relationship archaeologically. First, the paper will outline the potential contribution of contemporary archaeology to developing site-specific understandings of this relationship that can be of use to architects and planners. Archaeological methods have the potential to be able to uncover the relationships between people and things in the present day in such a way as to help architects in their aims of making places good for people, but also in following what happens to these developments after they achieve physical reality. With reference to international architects Turenscape, Snøhetta and Jan Gehl, this part of the paper will explore how archaeology can become a more intentionally proactive discipline in place-making.

The second part of the paper will consider the question of how contemporary archaeological approaches to post-industrial architecture can change our understanding of historic buildings, both in the past and as they endure as heritage assets in the present. Taking direct inspiration from Kongjian Yu's architectural philosophy of bringing historical agricultural rhythms into modern architecture, the paper seeks to create a direct connection between urban ecologies of the present and past. The potential uses of this approach lie both in the interpretation and curation of historic buildings and landscapes, and in heritage-led regeneration and other kinds of development project. With this approach, we can begin to appreciate the past of any urban place not as separate from the present, or as representing distinct historical periods, but as part of an ongoing evolution of human-nature relationships with no clear start, end, or edges.

Day 2 - 19th May 2015

Milas, Turkey: Cancelling the Town to extract the Monument? The case of the Hekatomnos' Tomb

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In 2010, the fortuitous discovery of the existence of the proto-Mausoleum of Hekatomnos, as a result of the grave robbers thefts, has highlighted a very important funerary and monumental complex. This tomb, coming first of the construction of the Mausoleum in Halicarnassus (belonged to Mausolus, son of Hekatomnos), completely redefines the historical evolution steps of the Carian mausoleums of the IV century BC; it also upgrades our knowledge of this kind of buildings (and in particular of the Mausoleum in Halicarnassus), thanks to its good state of conservations, both from the architectonic and sculptural point of view. Once understood the significance of this discovery, as important to require the inclusion in the list of UNESCO World Heritage, the local and national Turkish authorities take the control of the situation, starting the archaeological excavations and a recovery planning for the area. This study will focus on the management of the site preparation steps and on the execution of excavations in relation to urban change on the district of Hisarbaşı hill; moreover it will concern the methodologies used and the tips relating to the documentation of the various activities. Furthermore this study will analyse the management of the media communication of the excavation procedures, through the comparison with another important archaeological discovery: the Amphipolis Tomb in Greece. The most important developments of Amphipolis excavations have taken place in 2014 and were brought to the forefront by the national and international media means. The aim of this analysis would be to make an overall consideration on the consequences of the Milas management of the archaeological findings, identifying the differences, the points of convergence, the strengths and weaknesses of these two excavations campaigns.

Designing contested heritage within the context. The Acheiropoietos monastery, Cyprus

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The analysis of the Αχειροποίητος monastery shows the superimposition of different constructions: the domed church, built with a central plan in late Byzantine times over the ruins of an early Christian basilica and enlarged by the addition of three successive narthexes, and therefore transformed into a longitudinal basilica. The name Αχειροποίητος, referred to a sacred icon, “made without hands”, hosted therein. Around the church, a walled enclosure contains the monastery, built in subsequent phases with different additions, demolitions and restorations. The formation process of the building was traced from the VI cent. Basilica, to the transformation of the monastery into military barracks in the 1970’. Recently the monastery was assigned to the Girne American University and, hence its condition, requires urgent interventions. During the international workshop “Reading and designing the area of Lambousa, Karavas” held in Girne in 2014, several activities were accomplished: the laser scanner survey, the documentation of mosaics, spolia and wooden artefacts, the study of the different phases of the monastery and the design of an addition to the building. One architectural project was experimented, following the typo-morphological approach of the Muratorian Italian School, based on the principle that the new buildings should be the continuation of the old ones, without imitating them, but following their formation process, as the last step of an ongoing process. The new architecture is not conceived here as a contrasting object, but designed as a living organism: thus, the understanding of the processual transformations of the site becomes the premise for as design in conformity with the sacred context.

The urban development of the Northeast corner of the old Valencia through the evolution of its Citadel

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The missing Citadel of Valencia has been since its inception a milestone in the scope of the defence infrastructures that had been part of the city walls for over five centuries. Its presence has deeply conditioned the urban development of the eastern sector of the city and its relationship with the maritime quarters and the approaches to the sea.

Around one of the towers of the Christian wall were built with the passage of the centuries the different buildings and defensive infrastructures that have been configuring a space originally designed to custody the arms of the Generalidad and finally to barracks to house the troops.

However, the demolition of the building will not be held until the second half of the twentieth century, as a result of the confluence of various causes aggravated by the continued growth of the city and the consequent development of new neighbourhoods around the perimeter of the old wall, which would cause the loss of the strategic condition that had characterized this fortified enclave since its inception.

The main goal of this communication is the study, based on the analysis of the various documents and historical planimetry, of the evolution of the north-eastern sector of the Christian walled city of Valencia through the relationship of the Citadel with its surrounding environment and the way in which the numerous interventions that the building has sustained throughout history are influenced the urban development of the modern city.

Compiling a puzzle from pits and pieces - Discussion about the comprehensive survey of archaeological material of Turku

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Turku, the oldest town of Finland, has been a target of antiquarian research and archaeological excavations since the late 19th century. This activity has resulted in abundance of material as well as a diversity of documentation. In my own study, I have concentrated in the buildings, constructions and the development of the townscape.

The study has brought along a question, how the existing information could be processed and presented in order to get a more holistic view of the quantity and quality of the archaeological material available today. The idea initiated a new project in which existing archaeological information and material are inventoried, analysed, valued and represented. The project would increase the knowledge about the archaeological and cultural heritage of the town on a larger scale, open up a discussion about the research potentiality and future aims of urban archaeology in Turku and catalyse new kind of collaboration between different parties engaged in urban research and town planning on a completely new level.

The aim of this paper is to present the idea and aims of the pending project and discuss the possibilities it would offer for research and collaboration between researches, architects and city planners.

Historical Process, Stratigraphic Documentation and Imagery

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Insisting on a processual view on the socio-economic and the historical, the potential of such an approach will be discussed. The larger general process is of great importance, but in order to improve the general scheme, the micro-level is a good starting point in analysis. At another methodological level a processual and micro-archaeological approach can play a role also in archaeological fieldwork, and in particular when addressing complex stratigraphy. Documentation in archaeology has changed considerably over the last couple of decades through the introduction of digital methodology, which today offers a wide range of interesting possibilities in archaeological fieldwork and analysis. The use of total stations, GPS-stations, and advanced GIS-based software has deeply transformed fieldwork. Today geo-referenced photography is becoming a new digital tool for archaeology including structure to motion and other techniques. Digital scanning also offers new possibilities, in particular in relation to buildings. Still, however, the possibility of thinking process in relation to image is a challenge, and this question needs further attention.

From Porta alla Croce to Piazza Beccaria The evolution of Florence from city to Capital

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The object of this paper is the study of an area in Florence, the Mattonaia Quarter, with the intent to analyse its transformation after one of the fundamental events in the history of this city: namely the proclamation of Florence as Capital of Italy in 1865. In the end, the analysis will reconstruct the quarter through a graphic representation and the construction of a three-dimensional model.

The result will be a "photograph" of the area in two separate moments: 1855, just before the master plan designed by Giuseppe Poggi started expanding the city, and the years following 1870, as the work progressed. *Piazza Beccaria*, once known as *Piazza alla Croce*, is particularly studied because it is the focal point of the transformations made by Giuseppe Poggi.

This reconstruction is based on the analysis of several fonts, among them being historical maps, documents and drawings by Poggi, photographs and landscape paintings by artists from that period. Thanks to this information it was possible to make graphic reproductions of the entire area. They enabled the distinction of the documented parts from those which are fruit of a procedure of deduction and hypothesis because of lack of detailed information. We can see the transformation of this area, from an expanse of vegetable gardens, fields and gardens, surrounded by the streets of the quarter border and to the North by the ancient walls, almost like a rural area, in an extension of the city centre, with a dense mesh of new roads which creates a series of blocks built for residential use. Following the demolition of the walls and the creation of *Viali di circonvallazione* by Giuseppe Poggi, the city of Florence opened to the outside, including a large amount of neighbouring communities and expanding its borders in a consistent way, turning from city to Capital of Italy.

Finally, two plastic figures were constructed by means of a 3-D printer to the scale of 1:1,000 which reproduced the two situations of the Mattonaia Quarter. This method maintained the differences described by using a different level of definition in the 3-D model.

Day 3 - 20th May 2015

The functional evolution of the fortress of Caravaca de la Cruz (Murcia, Spain) and its urban impact

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The archaeological traces that exist beneath our cities of today tell interesting stories related to how the human settlements in the past handle the immense complexity of environmental, socio-cultural and economical requirements. Cities are multi-layered topographies of different living cultures and discovering their histories plays an important role in gaining the knowledge to deal with the changing environmental and social factors through accumulated experiences.

The challenges of the contemporary cities require new urban planning approaches that base on historical precedents. However, it is sometimes difficult to read conceptually and physically the existed urban layers due to the urban planning policies that ignore or obscure the specific historical urban traces such as street grids, city walls, open spaces etc. This research investigates the rich physical and social complexity in transformation of the city of Edirne for a better understanding of the changing human cultures and intentions parallel to the environmental changes. It will further explore the spatial organization and the role of socio-cultural structure of the ancient Edirne since Roman period. It also aims to emphasize the necessity of an interdisciplinary collaboration of archaeologists and urban planners in the decision making phase of the future planning of the contemporary city for making adequate development strategies.

Forgiving a place: the case of the Pionta Citadel in Arezzo, Italy

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Arezzo is placed in the middle of Italy, a town in Tuscany with a rich and intense story. Even if such a thing is true for a lot of old town in Italy and abroad, in the story of Arezzo there is an ancient and complex event which has cancelled a piece of the timeline in the history of this town. There was a time when the hillock named “Pionta” was closed by walls protecting a small independent citadel, governed by bishops, with its own churches and politically aligned with the Pope and the Vatican State. This small enclave in the Tuscany territory ended being tolerated in the XVI century. In 1561 Cosimo de’ Medici ordered the destruction of this walled town, bringing to the ground all the buildings and trying to cancel the existence of this place not only from the terrain, but apparently from the historical memory.

Even if the presence of this area remained at a latent state in the memory of the population, the buildings on the hill were demolished and probably their materials reused somewhere else, while only minor parts of the previous churches and chapels were reused and adapted in combination with new constructions. In 2014, a new research about this area has been started, based on the collaboration between the cultural association “Academo, Roberta Pellegrini” and the “Dipartimento di Architettura” of the Florence University. The digital survey data treatment, the reading of the architectural traces, the interpretation of the original projects -made following the logic of Architecture- and a specific investigation about the state of the knowledge about this area, have brought the basis for starting to hypothesize a map of the next possible excavations, while other common solutions to investigate the underground (like georadar survey and visual analysis of the anomalies) turned out to be not so usable, because of the strong transformation of the ground which is mixed with ruins and fragmented parts creating a very “noisy” and uniform terrain, in this way only a direct excavation, planned by clear guidelines, can give results.

Because the state of ruins and the poor remains of most of the excavated areas, it was decided to proceed comparing other architectures and getting the digital survey of any elements “connected” to the original settlement and its architectures.

The study and analysis of the architectural traces and indications is allowing the gradual interpretation of the original design of large part of the buildings. All the digital tools have been used focusing on the will to understand and discover traces of the original asset of this place, trying to bring back in the memory of the people the presence of their past.

The research presented here will bring the status of its advances about the survey data, virtual reconstruction, methods and techniques used to enhance the knowledge about a lost architecture and urban settlement.

Mega ships and micro heritage. The *tutela* and valorization of historical elements in the functional transformation of the Livorno harbour

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In the last twenty years the cruise traffic in Italy, as elsewhere in the world, has increased a lot. The current debate focuses mainly on the assessments of negative environmental effects as opposed to positive economic ones. The research that is taking place at the Port Authority of Livorno, in collaboration with the University of Florence in prospect of the new plan of the port, has studied the visual impact of cruise ships on the city trying to use the Aesthetic control as ordering element. It was decided to investigate also the waterfront and port landscape seen from ships studying it from the sea lanes of the ships arriving.

The hypothesis is that the introduction of this two-way visual analysis, from the ship to the port and *vice-versa*, may be helpful for the port transformation and the urban design limiting the environmental and landscape impacts of the cruise. The goal is to make the city of Livorno, and its port, not only sustainable but also attractive for the thousands of passengers who pass through every day.

The main objective is to determine quantitatively and spatially the intervisibility, before and after a transformation, of the historical port landmark (mainly permanences of the historic old medieval harbor), compared to the identitarian observation places and routes, these distinct elements into two categories: terrestrial (squares, streets, waterfront) and maritime (routes approaching the ferry and cruise).

The goal of the research is twofold: on the one hand overcome the argumentative rhetoric that in recent years has affected the design ports;

and on the other to avoid the idea of "zoning", where some areas are transformed, designed and protected in the same way as parts of the city, while other, more operational and functional, considered as a "blank sheet" where to intervene "freely" regardless of the context, with overall results of questionable organicity and aesthetic value.

In the research we have used computer tools such as viewshed analysis and line of sight analysis in 3D GIS, creating a new methodology where the different disciplines and professions (architecture, engineering, landscaping) can find first of all a decision support on a base objective and scientifically rigorous. The line of sight analysis is used for the punctual verification of intervisibility of elements from places and routes considered for the present scenario and the project one.

It's used viewshed analysis for the calculation of the visibility analysis, but in reverse, namely, the target is placed in the center and not the point of observation, to measure how identitarian observation places and routes present a relationship of intervisibility with the historical elements before and after the interventions of transformation provided. The line of sight analysis is used for the punctual verification of intervisibility of elements from places and routes considered for the present scenario and the project one.

This "Copernican revolution", which focuses on the target instead of the observer, is leading a study to make effective the observation of the target by creating point clouds from which make viewshed and line of sight analysis.

The use of analytical tools, with 3D digital models of current and different scenarios, showed a lot of potential in the evaluation of transformation projects and decision support for plans and projects.

For this the Port Authority has set up a table with the City, Region and the Ministry on the theme of landscape design port using the two-way visual methodology. Since this can lead to new practices and design criteria to solve, in part, the conflict between cruises and ports.

State of archaeology in architecture and city planning - reflections on two case studies in Finland

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Finland is a country, which is more noted for modern architecture and design than archaeology and history before the WWII. The history of this sparsely populated area is long, but the roots of wider urbanism do not reach beyond five centuries. The urbanization of the present-day Finland started in the early 14th century with the result of six cities by the mid of the 15th century. These cities are using their medieval history in branding and identity making of the town selectively when appropriate, but what is the value of archaeology and history in other towns?

In this paper, I am presenting two towns with different backgrounds, history and branding and discussing how archaeology and history are used and presented in today's townscape and activities. The other town is the oldest town of Finland with a long tradition of archaeological excavations and local identity built on the history of the town. The other town is Lahti, which is the youngest town of the modern Finland established in the early 20th century and noted for design and winter sports. What is the role of archaeology in architecture and city planning in these towns? How archaeological knowledge is valued and noted by representatives from different fields? What premises and perspectives there are for integrating the materiality and information about the past into the architecture of the future?

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