



**ABSTRACT  
COLLECTION**

Scholars workshop:

**ARCHITECTURE,  
ARCHAEOLOGY AND  
CONTEMPORARY  
CITY PLANNING**

**Turku**

15-18<sup>th</sup> MAY 2017







*TURKU, FINLAND*

*15-18th MAY 2017*

**ARCHITECTURE,  
ARCHAEOLOGY  
AND CONTEMPORARY  
CITY PLANNING**

***\*Reformation, regeneration and revitalisation\****

**Abstract collection**

## TURKU

15-18th MAY 2017

Scholars workshop:

ARCHITECTURE, ARCHAEOLOGY AND CONTEMPORARY CITY PLANNING

Venue: Geotalo / Geohus / Geohouse, Akatemiankatu 1 / Akademigatan 1

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Turun yliopisto  
University of Turku



UNIVERSITÀ  
DEGLI STUDI  
FIRENZE  
**DIDA**  
DIPARTIMENTO DI  
ARCHITETTURA



The workshop will be realized in collaboration between the University of Turku, the Architecture Department of the University of Florence, Italy, the Department of Historical Studies and the University of Gothenburg, Sweden.

Abstract Collection Editors: Liisa Seppänen, 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.

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. 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.

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.

*Liisa Seppänen*

*Giorgio Verdiani*

*Per Cornell*

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# **Operations in Palimpsest and Collage: Site, City, History**

Thomson Korostoff

University of Pennsylvania

This paper addresses the use of juxtaposition in the contemporary authorship of historical and themed historicized sites, assessing the deliberate treatment of real, imagined, and fabricated edges through the analytical categories of palimpsest (layered, multi-authored or even participatory, accidentally juxtaposed) and collage (lateral, single-authored, deliberately juxtaposed). Architectural and textual processes use the operations of palimpsest and collage in both the internal assembly of the site's components and its relation to the surrounding environment. Time and space can be collapsed or expanded, fragmented or spliced, such that even the most deliberately neutral site is fraught with selective, authorial choices, even in the attempt to eliminate or conceal that very process.

Methodologically, this investigation is conducted through an examination of the site's creation through official and unofficial documents of the design process and the physical and textual presentation of the site itself through architecture and in published materials. It is situated within an ongoing initiative to decode the spatial operations of themed places through GIS mapping.

Operations of juxtaposition are a necessary context when introducing new, old, and rediscovered elements to the city. Understanding the means by which different elements are brought together in places is crucial not just in addressing the coexistence of social factors inherent in urban life, but also for finding strategies for the integration of historical and archaeological sites into physical and social vernaculars.

## **Formation of Urban Identity and Understanding the Cultural Heritage in Bozcaada (ancient Tenedos)**

Seda Sakar & Serkan Gokalp

Mersin University Faculty of Architecture, Urban and Regional Planning,  
Mersin, Turkey

Bozcaada (ancient Tenedos) located in the Aegean Sea, as a district of Turkey, is an island which has hosted many different civilizations, including Achaeans, Phoenicians, Greeks, Persians and Turks within the historical timeframe. The Roman, Byzantine, Latin, Venetian, Genoese and Ottoman periods were experienced respectively, in the island which is estimated to have been inhabited since the year 2000 BC, according to archeological findings. The residential area is located in the North-East side of the island. Even though the city has been demolished and conquered many times since Antiquity, it has been established in the same area at every turn because of the presence of two natural ports closed to the northern winds and locating to the closest place of the mainland. In consequence of urban stratification, it is difficult to carry out archaeological studies. The settlement of Bozcaada takes its present and unique urban form by the experiences, needs, and traditions of people from different cultures. The urban fabric is formed by a castle that has been restored many times but it is not known exactly when it was built, and two neighbourhoods developing around it. As a result of the long Byzantine and Ottoman periods, Greeks and the Turks have been effective on shaping this form of urban fabric. Greek neighbourhood, located in the North of the castle, has a grid plan fabric. It also includes a church, built in 1800's in the centre of it. However, there is an organic settlement fabric in the Turkish district, located south of the castle. It includes a mosque and Turkish bath was built in the 1700's. Fishing and shipping activities always have been important role for the economy of the island. Additionally, grape cultivation was started after the Greeks settled into the island. Because of that reason the importance of Bozcaada is not only its conserved urban and archaeological sites, but also the viticulture, wine and life style of islander as a cultural heritage.

In this study, the urban features, the relationship between built heritage, intangible heritage, architecture, and archaeological traces will be analysed in the try to focus on the very specific aspects offered by this unique island.

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# **Architecture, planning and the relation to the past: Examples from Sweden and Italy**

Per Cornell

University of Gothenburg, Sweden

One of the core issues in the AACCP is the way how the new and the past is articulated in architecture and physical planning. Contrasting the architectural approaches in Italy and Sweden, mainly through a limited number of examples from each country, I will try to elucidate some of problems and possibilities of this field. The comparison is particularly interesting, since Swedish architects have shown an interest in Italy, at least since the 17<sup>th</sup> century; and in the 20<sup>th</sup> century there was some, albeit limited interest from Italian architects in Swedish experiences.

## **Bolderaja and Hallonbergen, a comparison of culture and identity**

Anna Frank

Tengbom Architects, Sweden

The countries of Europe and its borders have been moved and changed several times over the years. What today seems obvious and stable, looked for 100 years ago completely different. Today we also have a large migration through Europe and an increasing nationalism. A nationalism that tries to annex our historic buildings and landscapes in an effort to create symbols for nationalist purposes. But buildings and landscapes often have a complex story, which in fact is a confirmation of the movement that has always existed between cultures and people.

**Bolderaja** – along the Daugava River in Riga, lays Daugariva, a fortification that was built in the 1600s during the Swedish occupation. Russia later occupied the region from 1721 to 1918. Between the first and second world wars, the Baltic countries were declared independent but were occupied again by Russia after the second world war, until 1991.

Daugariva is now a ruin that has a structure of a fortification from the 1600s but mainly bears traces of its military use during the 1900s. The area has previously been completely closed and for most Latvians the fortress is unknown. The fortress is today protected as a part of the cultural heritage. But the area symbolizes for most Latvians the Russian occupation. A cultural and music festival, Kometa, was organized last year as part of an effort to rekindle and use the area in an inclusive way.

**Hallonbergen** - was built in Sweden in the late 60s. It was described as “the best residential environment in Sweden”. Today it is an area with big structural problems, the majority of the residents are immigrants with high unemployment, and crime is on the increase. The women are invisible in the public spaces, and young angry men are in the majority in the youth centre.

It is although an area with a strong identity. A big art project in 2011-2014, where an artist was in charge of a dialogue process, was used as the start

for a project of building 4000 new apartments with an aim to mix social and economical groups in the area.

During the summer of 2017, testlabs in the parks with social functions, will be built and evaluated, as a start for revitalization of public spaces as an aim to change the strong identity towards a more inclusive and equal approach. .

## **Cemeteries revitalised by local communities - local communities revitalised by cemeteries in the post migrant territories of Poland. A mutual relation of heritage and society.**

Małgorzata Zawila

Institute for the Study of Religions, Jagiellonian University, Poland

The paper's aim is to analyse the situation of prewar, mostly Lutheran cemeteries in the post migrant territories of Poland, taking place since 1990's with special focus on the processes of their restoration, and their social context.

As a result of post WWII Polish-German border shifts, expulsions of German-speaking inhabitants from the Northern and Western parts of Poland, and particular political decisions of Polish government the civil, prewar cemeteries as part of a cultural heritage of „the others”, were the object of destruction, neglect, and oblivion. Such situation has been taking place for around 50 years after the end of WWII, and started changing in the 1990's. Nowadays, as my research shows, there are several non-governmental organisations, and even more individual, and group bottom-up initiatives aimed at preserving, or revitalising the old, pre-war cemeteries in the post migrant territories of Poland.

In my analysis of the qualitative, sociological research results I put a special focus on the political, historical and social contexts of the processes of destruction and restoration of the cemeteries as the cultural heritage, and the values ascribed to them. Secondly, I will highlight the active role of a tangible heritage in the processes of organising new social, collective beings. Thus, the processes of restoration refer to the cemeteries, as well as to the communities that restore them. In this way, the tangible heritage is not only a passive object of manipulation, but plays an active role in shaping contemporary society.

# **Meaning and Use Transformations in an Industrial Archaeology Context in Morelos, Mexico**

Marco Hernández-Escampa  
Daniel Barrera-Fernández

Faculty of Architecture C.U.  
Autonomous University of Oaxaca “Benito Juárez”, Mexico

Material culture is constantly embedded into semantic sociocultural systems. During such process, all kind of artefacts, architectural structures included, change their meaning and use according to the corresponding cultural transformations. Different models have tried to explain this phenomenon, from processual proposals implying a split between systemic and archaeological contexts, all the way to post-modern interpretive postures. The aim of this work was to clarify context transformations in a railway site called Barranca Honda, located in the state of Morelos, Mexico. This way, changes in use and meaning were recorded ethnoarchaeologically trying to identify the multiple semantic interpretations implied in this heritage asset. Associated to a small town, the analysed context displays the heritage management performed by local people, in absence of professional assistance. It is worth mentioning that the use and appropriation of heritage under such circumstances may differ from the academic expectations, still representing valuable anthropological information. It is expected that this case study can be contrasted to similar or different contexts in order to understand the role of material culture as societies direct themselves in time towards different paths.

## **Working class heroes – the Industrial in the Urban. A case study of the city of Drammen, Norway**

Cornelis Horn Evensen

Norwegian Institute for Cultural Heritage Research, Norway

Looking at Drammen, seen in the light of the historical development of the Norwegian towns and cities in general, this work investigates industrial cultural heritage sites in the urban structure and what identity they convey. The example case is described as a city of a great amount of preserved industrial heritage. Why is this more prevalent in Drammen than in other, similar cities?

The transformation forces at work in the cities have existed ever since the developers turned their minds toward the inside of the city. The research describes the different forces at play in preserving industrial cultural heritage in Drammen. The politics and administration of each town and city are different, because of the different composition of people, local identity ontologies and political constellations. The field work from the research is showing that a lot of industrial cultural heritage, both on larger area level and as singular building structures, is preserved in one or another form, in the spectre between legal protection or rudimentary refitting in Drammen. The interviewees convey how industrial cultural heritage is not a prioritized kind of heritage in the community, but that the planning processes (praxis) often result in structures being preserved, on different levels of preservation.

Drammen is now the city celebrating the “Working Class” in cultural events, in arts and in the common narrative described in local media. It has gone a long road from being the polluted city by the river, characterized by traffic, pollution and derelict industrial areas. The city has been transformed, now having an increased status among the cities and towns in the region of Central-Eastern Norway. A reuse of industrial heritage structures is a part of its new practice. The research implicates that a conscious commitment among actors (planners, politicians and the population) has led to this.

# **Opposites attract – or don't? Aspects related to reformation, regeneration and revitalization of two squares in Turku**

Liisa Seppänen

University of Turku, Finland

A square was the first and the most central element in most towns. They were forums for political, commercial and social activities of different kind. Although, many of them have had the same function until our times, the role of squares as urban public spaces has changed in the course of time. What are the functions and roles of squares as urban spaces today?

In this paper, I am focusing on presenting two squares of Turku, which are locating on opposite sides of Aura River and facing each other. Both squares have a long history dating back to the Middle Ages and even today they are flanked with buildings representing the history of the town. However, the atmosphere on the squares is quite different for most of the time. The functions or appearances of the squares are not that different, but while the other square is gathering crowds a couple of times a year, the other square attracts people everyday. The aim of this paper is to raise discussion about different factors and elements, which make the squares attractive today and about the means how urban spaces can be revitalized without changing their historical character and disrespecting their heritage.

## **Who owns the landscape by night?**

Taneli Pyysalo

University of Turku, Finland

Electric light has had tremendous impact on our environment and lifestyle since it was invented in the beginning of 19th century. The focus of lighting research has been mostly on technical, biological, medical or artistic effects or values of lighting. Surprisingly little has been paid attention to artificial lighting from the viewpoint of humanities or social sciences although we all live half of our lives in the world of artificial light. In my presentation, I make a historical survey of artificial lighting and en-light its wide and miscellaneous effects in our environment. I also make an overview of the current lighting technology and -design. Questions being asked are: On which basis is decided how landscape looks at night and who has the right to make those decisions?



## **Day 2 - 17h May 2017**



# **Gothic, Frankish or Crusader? Reconsidering the origins of Gothic Architecture**

Alessandro Camiz

Girne American University / Faculty of Architecture,  
Design & Fine Arts, Girne American University, North Cyprus

According to an acknowledged version of history, in the middle of the XII century, for some reason, the construction style in Europe changes suddenly from Romanic to Gothic, besides the differences in style it is a revolution in the construction techniques.

We propose here a different interpretation: that Gothic architecture originated in Holy Land, and that it had in Cyprus an important experimentation phase before it was imported to Northern Europe. After that Salah Din in the year 1187 reconquered the city of Jerusalem, a number of Christians were allowed to leave the city after paying a ransom. A number variable between 30.000 and 6.000 according to different sources, fled from Jerusalem to Acri, Tripoli and Cyprus: it is not a case that two years later, the island passed under the authority of the Templars, and after one more year under the lordship of Guy de Lusignan, former king of Jerusalem. Both these groups, the Templars and the Lusignans had moved to Cyprus after the loss of Jerusalem, in what should be considered a migration. After this event, the architectural prevalent style in Cyprus shifted gradually from middle Byzantine to Gothic. When these groups arrived to Cyprus, they brought to the island a new architectural style, named by historians the Gothic style. Actually what they could bring with them was the architectural knowledge as it was in Holy Land, following the encounter of northern carpenters coming from the elastic cultural area, with the local Islamic masons and engineers in a plastic cultural area. The northern builders were used in operating with wooden scaffoldings for the construction of arches and vaults as we can see in the Romanic architecture, and after the first crusade (1099), had to operate in Jerusalem, a different environment, where wood was expensive and difficult to find. In continuity with the local building knowledge, they developed a new way of building based essentially on ashlar and masonry without using wooden scaffoldings, importing some models and elements of

former Islamic architecture. We are going to illustrate some very early Holy Land buildings featuring the typical characters of the gothic style: the lancet arch, the choir, the groin vault system and rib vault system.

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# **Maya Settlement Organization in Late Postclassic and Colonial Periods. Time and Space in the case of the Ecab**

Per Cornell <sup>1</sup> & Adriana Velazques M. <sup>2</sup>

<sup>1</sup> Department of Historical Studies, University of Gothenburg, Sweden

<sup>2</sup> INAH-Quintana Roo

Working on a the particularity of Maya settlement organization in the Late Postclassic Ecab and Colonial periods of Eastern Quintana Roo, Mexico, the key questions addressed relate to the socio-economic workings of settlement organization, and the role of buildings in this framework. In much Maya archaeology there has been a tendency to relate smaller buildings apriori to the concept of the household, interpreted as a nuclear family. The settlement data for the area and periods discussed, while still known only from a limited number of examples, does not seem to fit such a simple interpretation. There is a need to think alternative scenarios, and to consider the importance of the time factor in analysis. In this paper, the Maya case will be compared briefly to a set of other examples, including, among others, the Iroquois, and Nordic examples from different periods. The aim is basically to question notions of the nuclear family household as the basic brick of any society, and, as a consequence, an open mind in thinking the use of non-monumental vernacular buildings. There is a need for new methodologies, to search other frames, and to think other scenarios.

# **The Roman Villa of San Vincenzino and the “Zuccherificio”: the revival of forgotten heritages, useful to a community development**

Marcello Casini <sup>1</sup>, Francesco Maria Listi <sup>2</sup>

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<sup>2</sup> DIDA Dipartimento di Architettura, Florence University, Italia

Cecina is a Tuscan town with about 30,000 inhabitants, located about 30 km south of Livorno, on the Tyrrhenian coast, in what is called the northern Maremma. The territory is settled by since ancient times and have received many influences over the centuries. From the Etruscans and the Romans, through the dominion of Pisa and Florence, during the late Middle Ages, and the Grand Duchy, getting to 1738-39, when the Habsburg-Lorraine sell the property of Cecina Farm and neighbouring estates to the Florentine count Carlo Ginori. With the promulgation of the “General Law of Feudi”, in 1749, the area returns under the Tuscan Government’s authority until the Unification of Italy. This study deliberates an about 92,000 m<sup>2</sup> urban area, extended between the two connecting boulevards between Cecina and its Marina, along the east-west axis. In this area there are two adjacent archaeological sites; the remains of a Roman villa and the broader complex of an abandoned sugar factory. The first, discovered in 1849 and dating back to the late Republican, consists of remains belonging to four different layers, from II-I century B.C to V century A.D; the second, ascribable to a typical case of “industrial archaeology”, was built in 1899 and remained in business until 1987, despite intermediate stages of inactivity, and occupies most of the area. For different reasons, both complexes, rather than being a strenght to the community, experience a state of deterioration and, as regards the factory, of total dereliction. About the latter, proposals and plans for its development came in succession over the years, by individuals and administrations, but the only project approved remained incomplete. The purpose of this work is to find strategies and intervention methodologies to enhance the public potential of these two integrated sites, starting from the current status and some questionable choices.

# **A Rewritten City Memories, stories and homes in the Finnish city renewal during 60`s and 70`s**

Hannele Kuitunen

Faculty on Social Sciences, History, University of Tampere, Finland

This presentation is based on my doctoral thesis I´ve started to work with in Tampere University. I´ll concentrate on the stories and memories told and expressed by citizens and inhabitants of a former workers` living district called Amuri. Located next to the Tampere city center and built during the end of 19th century Amuri was one of the biggest wooden living districts in Finland and was totally rebuilt, renewed until 1980`s. New concrete flat houses were built on the basis of the old street grid.

I´ll concentrate on everyday life, living and home and figure out how people felt the change which was going on their home area for decades. The main point in this presentation is how people remember that period, not so much what really happened. I´ll use material which was collected by Tampere University´s research project during 1970`s and interviews I made in the autumn 2015.

Next to the stories I´ll take a look on how renewal was produced and represented in public, in the official statements given by the city government, or in the newspapers. Third perspective on this process is expressed by the photographs and films. This nostalgic material from the 70`s and 80`s gives a different picture of the renewal than stories told by the inhabitants.

There is a new planning process about to start in Amuri. Contemporary city planners want "more city" and consider these concrete flat houses and modernistic setting "antiurban". My impression is that this area is like a palimpsest, "rewritten" and full of meanings. I want to figure out how meanings create a city, not only structures and I try to find out how these meanings can be discovered on this kind of area which has been totally renewed.

# **Regeneration from the Red Tower: A case study of Who, Why, What, How and When in Local Context**

Katrina Foxtton

University of York, UK

As a buzzword term, regeneration spans small scale property development to the large reuse of industrial or urban areas. Purposefully shuffling the values and perception of land or property, the process of regeneration can reincarnate forgotten histories whilst cultivating new, unexpected and problematic relationships.

Adjoining the medieval city walls of York, the Red Tower is located within a fringed commercial area, a council estate and new student accommodation. A volunteer-led project aims to establish the 15th building as a community hub and tourist destination located in this highly complex space. As an active collaborator-come-researcher, I gained insight into how the project drew from a regeneration ethos and attempted to engage with various 'stakeholders'. Following aspects of my PhD research, I consider the following questions:

**Who** are we trying to reach? Are we in danger of a "misrecognition" of stakeholders (Smith & Waterton 2010)?

**Why** exactly do we want to reach them?

**What** different (conflicting) visions are brought into such a project?

**How** can these visions be achieved? How does effective, meaningful, didactic communication assist this?

**When** exactly do all the above questions matter?

By addressing these questions, it may be possible to consider both pragmatic and philosophical approaches to regeneration. We can consider its impact on not only the physical locality but the shape of personal relations with different (and contending) actors throughout (and after) the duration of 'change'. By



considering regeneration as part of a “line of flight” (Deleuze and Guattari. 2003), it becomes less of a succinct programme of work but a complex meshwork of time and place (Ingold 2010). Where professional archaeologists/heritage workers stand in this be ethically informed but practically restricted.

# Photogrammetric survey at the urban scale of Livorno's fossi

Matteo Scamporrino <sup>1</sup>

Antonio Mati <sup>1</sup>

Giulio Mezzetti <sup>2</sup>

Laura Montioni <sup>1</sup>

<sup>1</sup> DIDA Dipartimento di Architettura, Florence University, Italia

<sup>2</sup> University of Bologna, Italia

Our research activity aimed to document the Fossi (ditches) status in Livorno, Italy. The dimension of the area we needed to measure and the nature of buildings made us choose Agisoft Photoscan, a stand-alone software that forms photogrammetric processing of digital images and generates 3D spatial data, to be used in a lot of applications, included cultural heritage documentation.

To create the 3D model, we had to take a specific photo campaign in order to fit Photoscan parameters. Photos had to be taken in parallel to façades and roofs, and 1/3 of each photo had to correspond with the nearest. We chose to use a drone, because we need to take photos of the upper part of buildings, without prospective distortions. Drone permits to take a lot of photos in short time, following a georeferenced path in an automatic way. In this way we were able to elaborate photos to create a 3D model and from this we obtained rather accurate 2D front representation, with textures.

We studied a little part of Fossi, due to our limits in calculating capacity and time. Though using Agisoft Photoscan to map the entire path of Livorno's Fossi is a realistic possibility, adopting appropriate strategies during photo campaign and adequate calculating capacity..

# **Preserving the heritage from the great urban transformations with the View Management methods and 3D GIS tools. The case of the Livorno's Fortezza Vecchia**

Matteo Scamporrino  
Antonio Mati  
Alessio di Donato

DIDA Dipartimento di Architettura, Florence University, Italia

The growth of the touristic and commercial port of Livorno was the occasion to develop a view management plan, to individuate and protect historical and cultural heritage of the city and within the port. View Management Framework is going to be developed along with Port Authority, following the existing plan, adopted in cities like London and Liverpool. To explain the work method adopted we first focus on the preservation of the Fortezza Vecchia image and figurability from the actual city/port and especially respect to the processing areas provided in the new port development plan and secondly we let's preserve the integration of the Fortress in the new skyline and waterfront. We started with the analysis of visual landscape context, made of cultural heritage database, landmarks, analysis of buildings heights and urban pattern. Matching and interpolating these data, we found the so called "designed views", from which it is possible to recognise and appreciate the Fortezza. In this way we obtained a list of "mathematical" quantitative rules to control future building heights near the port area affected by our designated views. In addition to enrich the method of a qualitative component, these instruments can be improved with social survey on people port perception. The method uses 3D GIS tools that allow the collection and interpolation, of quantitative data rigorously within the Geodatabase and a representation that makes it understandable the outcomes for stakeholders and designers who will have to operate in the processing areas. Thus we were able to create a list of development plan that summarizes the results of each analysis previously mentioned. Our hope is that View Management will be an instrument to better know the city, not only in a historical logic but also in a visual, perceptual, almost empathic way.

# **The Hadrian's villa -as a place for re-reading a never lasting challenge- enters the digital age**

Giorgio Verdiani

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The Hadrian's Villa in Tivoli, is one of the most intense representation of the will of its emperor (78-138 AD) and is one of the many, thus at the same time unique, example of abandon/persistence in the archaeological and architectural culture all across the time between its foundation and our time. It has some very specific features characterizing, with even very different approaches, this place across centuries. In our age, it is part of the world patrimony, but even if a lot of theories raised around the general plot and the original use of many buildings, the balance between interpretation and certainties was always far from reaching a definitive version of "the facts" about this architectural ancient masterpiece. The main points that rise from its architectural aspects are the extreme experimental will behind many important structures, the organic shaping of the urban structure seen as "a system" and the (now lost) high level of richness of decorations. The balance between tradition and innovation seems a presence all across the development of the Villa, something that smooths the borderline between styles and solutions, making difficult to fix points of interpretation.

In our time, the digital approach to "everything" offers a lot to dissemination, sharing and understanding for this kind of monuments, opening more questions than any previous approaches to the monument. But Virtual reality, Augmented reality, mobile Apps are "words" (sometimes just expensive) if not supported by contents. Even more, a too specialistic or too poor approach to this context is at risk of stoling something to the possible suggestions coming from such a site. Basing it's considerations on six years of digital surveys and various tentatives of digital reconstruction, this contribution tries to propose a discussion and to define the main existing paths to the digital age for this significant monument.

# **The ancient sewer system in Florence from Beccaria Square to Macinante Channel: Emissario Poggi. An urban infrastructure from the period of “Firenze Capitale”**

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This study is about a "secret" aspect of the contemporary city of Florence: its ancient sewer system, going back in the second half of the XIX century, that was designed and built by the Engineer and Architect Giuseppe Poggi. The research is focused on the Emissario Poggi, an ancient channel that crosses great part of the city passing under the streets. The area interested by the channel is the North-East of the city center. It consists of an infrastructure built during the period of "Firenze capitale" and the "Piano Poggi", for the enlargement of the town. As a start point, a historical research helped to understand the project and his real journey across the city and his function, once as today. Nowadays the Emissario is partially functional and doesn't consist anymore in the primary drainage system but its existence is due to its historical value. The "Emissario Poggi" is accessible and has three entrances along its journey across the city. With the help of photogrammetry a set of three-dimensional digital models has been built for these doors and part of the buildings where they belong. All the material collected during the research and the material produced is in the end presented in a new set of graphic representations. Section, tracked, photos, drawings, reproduction of historical documents.

The final work shows the history and the historical events that influenced the Emissario Poggi in the XIX century and the state of its remains. This study takes a look on a historic architecture that has been very important in the past and for the future of the sewer system and the hygiene of the city. To make more easy to read the relationship between this historical infrastructure and Florence, a 2D laser engraved model has been made to explain the journey and the presence of the channel beneath the city of Florence. Despite of the importance of this drainage channel, its existence is still not well known by most of the citizens as its structures are mostly concealed.

.Scholars workshop:

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The workshop will be realized in collaboration between the University of Turku, the Architecture Department of the University of Florence, Italy, the Department of Historical Studies and the University of Gothenburg, Sweden.

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