ABSTRACT COLLECTION

Scholars workshop:

ARCHITECTURE, ARCHAEOLOGY AND CONTEMPORARY CITY PLANNING

Firenze
16-18th June 2014

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Firenze, via San Niccolò, 93
Dipartimento di Architettura
first floor / Aula Magna

Contacts and references:

Committee: Giorgio Verdiani, Per Cornell,

Alessandro Merlo, Gianluca Belli

giorgio.verdiani@unifi.it / per.cornell@archaeology.gu.se /
alessandro.merlo@unifi.it / gianluca.belli@unifi.it

The workshop has been realized in collaboration between Architecture Department of the University of Florence, Italy, the Department of Historical Studies, University of Gothenburg, Sweden and MOLA (Museum of London Archaeology, UK)

Abstract Collection Editors:

Giorgio Verdiani, Per Cornell

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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.

Giorgio Verdiani, Per Cornell

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Which is the possible relationship between architecture and archaeology?

Riccardo Butini, Alessandro Merlo

Dipartimento di Architettura, Università degli Studi di Firenze, Italia

lab.rcb@gmail.com - alessandro.merlo@unifi.it

The common times of architecture and archaeology design are not often the same. The architectural design takes place in a property dimension, self-referential and sometimes far from the peculiarities of the environment. Otherwise, ancient and modern history of Italian architecture, which we will take as an example, witnessed the inseparable relationship between design and history. In a landscape layered like the Italian one, grown slowly through repeated processes until the last century, but evidently twisted in its structure due to decades of wretched urbanizations, the moment of "comprehension" is a basic step for a proper architecture design.

If we read the urban and architectural history of the city as part of a non-stop construction site in which, through a critical attitude, is can still attend inside the sign of a renewed continuity, there will be the condition for a constructive and interdisciplinary reflection. This will inevitably require an open attitude both by the archaeologist and the architect (often mutually not willing to change their positions) to ensure that the timing of the two disciplines become the same, in order to integrate one each other in a fluid cognitive and design process.

We'll show a case of restoration and valorization of a 'fragment' of the village of Pietrabuona, placed in so-called "Svizzera Pesciatina," high hilly area behind Pescia, more properly known as Valleriana. The ruins of the church, then transformed into a defensive fortress, are in a prolonged state of abandonment that promote the already started degradation process.

The proposed intervention, gained from research concerning the exploitation of minor historical settlements, aims to show the possibility to reach an architectural design about historical contexts through a multidisciplinary reflection, trying in this way to give a possible positive answer to initial question.

Archaeology as a generator for urban development

Pia Englund*, Anna Frank*, Stefan Larsson**

*Nyréns Arkitektkontor, **The Swedish National Heritage Board, Sweden

pia.englund@nyrens.se - anna.frank@nyrens.se - stefan.larsson@raa.se

In 1647 the medieval town of Kalmar, situated by the Baltic coast, was dismantled and moved to a new location. Being outside the new fortifications, the former urban area was used extensively until the late 19th century, when a county hospital was built along with sparse residential buildings. The hospital was turned into a school in the mid 20th century and is now in the process of being re-developed into apartments.

Besides the old castle, annually attracting vast numbers of visitors, there are no visible remains of the old town, not only making a large proportion of the town's history invisible, but also posing a pedagogic problem of sorts.

The municipality of Kalmar has initiated an interdisciplinary group consisting of planners, architects, landscape architects, archaeologists and an artist in order to develop and design an area of the old town called Valnötsträdet. This has been a part of a wider project, aimed at developing methods for an increased interdisciplinary cooperation I relation to city planning.

In contrast to established practice, archaeological investigations were conducted very early in the process in order to produce a knowledge base for the planning, design and future use of the area. The project has involved new methods an holistic approach in the design of public spaces. The interdisciplinary approach has been very rewarding and forms a possible model for future projects. In our presentation we would like to focus on some of the experiences made, highlighting shortcomings and obstacles within the present organization of urban development and cultural heritage management, and also point in directions on how these could be overcome.

ARCHEOFI (archeologia.comune.fi.it): a system for the sharing and management of archaeological urban data

Gabriele Andreozzi, Carlo Francini*,
Annica Sahlin, Emiliano Scampoli**

*Ufficio UNESCO, Comune di Firenze, **Ph.D. Siena University, Italia

scampoli.e@gmail.com - carlofrancini@gmail.com

ArcheoFi (archeologia.comune.fi.it) is a tool for sharing archaeological information between the City of Florence, the Soprintendenza (Italian archaeological administrative body) and private companies operating in the city. The purpose is to help research and carry out a city planning that takes into account the complex reality of the archaeological remains which lay underneath the urban layout.

ArcheoFi aims to provide a simple interface, easily accessible via the web, with the main archaeological data and maps of excavations from the 1860's to the present time. Each discovery is geo-referenced and displayed within the web-GIS.

ArcheoFi has a public website, with open access, and a private area, accessible with a login and password. The public site allows searching archaeological data and viewing photos and maps. The private area contains more specific information and the forms for data entry. Only authorized users can edit and store new information into the database and any data entry will be automatically reviewed by the Soprintendenza.

ArcheoFi is made with open source client and server side software (php, js, java). The data reside in a Postgres / PostGIS geo-database.

The archaeological data are shared through WMS services and can be displayed in all desktop GIS.

Visualizing the City of Gothenburg in 1698
3D imagery based on collaborative research

Andrine Nilsen, Richard Potter

Göteborgs Universitet, Sweden

 andrine.nilsen@gu.se - richard.potter@gu.se

This project aims to develop a fuller picture of how the city of Gothenburg may have looked in 1698 through collaborative research and digital visualization techniques. We aim to bring life to the research by asking questions like: why did the streets lean? Were all the urban plots in use? In what sort of dwellings did the people of Gothenburg live? Where was the pharmacist? Which pub did people attend? Which group used the plot next to the city hall as an open toilet to the detriment of the neighbours? What sort of street was Köpmannagatan? Who lived there, and what did their houses look like? And why wasn't the street at the top of Kvarnberget assigned a name?

Answers to these questions and more are found through research into the city archives, the war archives, publications from historians as well as contemporary descriptions and imagery. This is combined with archaeological reports, surviving buildings from the 17th century and city plans. Little by little the puzzle can be put together in a 3D visualization.

One of the main aspects of the project is to display the sources of the research and determine how best to convey the information that has led to each aspect of the town being reconstructed as it is.

This will be carried out in a variety of methods including web deployment and the use of CryEngine / Unity.

The territory of Roccastrada from mining district in agri-tourism. Reuse of nodes and networks between past and future vocations

Matteo Scamporrino

Dipartimento di Architettura, Università degli Studi di Firenze. Italia

matteoscamporrino@gmail.com

How can we regenerate a whole territory based on agriculture and mining, once the first is going through a crisis, and the second has ceased?

The territory of Roccastrada was integral and essential part of the "metalliferous hills" mining district that during the '900 was one of the most important in Europe. Over the centuries, the territory is structured around the mining activities, the socio-economic system, however, has always rested on agriculture by creating a "binomial" prosperous for at least a hundred years, until the mines, in the early 90s, did not completely ceased their activities. Coming least one of the two "monomials" of the "binomial" it was decided to replace it with another: tourism. This substitution, forced by events, has produced a large accommodation capacity (approximately 650 beds in the entire municipality), an offer very mixed (cottages, hotels, bed and breakfast stay, RTA), a good relationship with the agricultural system (the proceeds of accommodation serve as a complement to many farms that would otherwise be in crisis). The mines were generating a system, while tourism, to date, it is very dusty and disconnected. Visitors appreciate the "leisure" of the place where they are staying, but are unlikely to be brought to interact with the territory, given the small size of the structures (sleeps 6 on average), the presence of on-site facilities (swimming pools, relaxation areas, catering) and the relative distance of one from the other. We could define the type of receptivity "rarefied", even if quality.

This problem has emerged from the participatory process held for the new Municipal Structural Plan. Operators and citizens have insisted on the need to create an unitary territorial "recognizability" and greater attractiveness of the nuclei. From the cessation of mining the "places of the mines" were intended as the attraction Prince of future tourism development.

But the proximity to other territory who were able to make better use of

disused structures (i.e. Gavorrano) and the concentration in the periphery of the municipality (Ribolla) the potential most attractive elements have, in part, disregarded the expectations. The idea is to retrieve small places related to the mine, and reuse the territorial armor that was linked to the mines focusing attention on the potential of natural and historical attractions on the one hand and agricultural production on the other.

The enhancement of the past mining goes from being the end for the social and economic development to be the means of recovering the nets and putting the system to the facilities already exist. The roads, the nuclei and the services that were once functional mining system, now must retrain the system receptive holding the agrarian system "term" constant of the two "pairs" in order to try to reverse the abandonment of the hills that have suffered from the transition-mining tourism.

Revitalization of abandoned villages: design processes in the memory of places

Luca Di Figlia

Dipartimento di Architettura, Università degli Studi di Firenze, Italia

lucadifiglia@gmail.com

The uninhabited villages, given their general state of deterioration and abandonment, can be considered both as a discarded element of modern consumer society, which erroneously fails to recognize in them any practical use, as well as a regional asset, reinterpreted from a qualifying perspective which does not stop at observing the current state of decay but instead takes an awareness of value of the identity of such places. The abandoned village is a place of interest for its architecture, built in accordance with ancient tradition, for the dialectical relationship with nature that the construction has established over time, and for the rarefied context of the urban landscape that becomes an evocation of the past. The uninhabited villages reflect the essence of the bond that was dissolved between man and territory.

By attributing new meaning, these villages can acquire a new function, a new use in and for the territory.

Recognizing in the abandoned village a resource identity foreshadows the possibility of tangible and intangible actions for their urban regeneration, which can nourish a local economic development in tourism with benefits for the entire territory in which they are located.

The focus of research is about the abandoned villages in Italy from 1900s. Some projects of revitalization of these particular places can be comparative with the approach which is used for the projects of archaeological parks. To show the similar elements of projecting approach, the research will present the cases of Romagnano a Monte, San Pietro Infine and Pentadattilo.

Historical towns versus contemporary architecture

Salvador Lara Ortega

 Universitat Politècnica de València, Spain

slara@cpa.upv.es

From the beginning of the twentieth century, modern architecture pleaded interested in the breaking with the history and tradition that proposed to replace by a blind faith in their new aesthetic result of the rejection of ornament and choose elementary geometry finding a novel and undefiled formal purity. His proposals shone isolated result of a surprising and innovative "architectural laboratory" works. But it was the middle of last century when generalized way to do this and came to the historic districts clashing with the pre-existing, seated in history, creating a surprise, even a rejection among citizens. In the early twenty-first century, this feeling has become widespread. And today we get too many reviews as to forget that architects must find compromise solutions that harmonize with existing new construction. This essay tries to make us think about it.

To suggest a reflection we will raise investigate the way nature has to behave in front of challenged to accommodate inside a environment pre-existing consolidated   formally and functionally. Animals develop three different systems as attempt to be noted or confused with the place where they are located. And they do just to survive against predators. I do not intend to assimilate citizens like predators of architects, but think like architect, if I can accommodate myself to the environment without disturbing sensibilities of others. Also knowing that this quality of the original project was not questioned, but it can ask some solutions that accommodate, to "intone" as they say the classics. Reviewing Zoology animals develop two strategies of accommodation (Mimetism and Cripsis) and one of distinction (aposematism) from the environment in which they are and without losing their genetic or essential condition. Simply are camouflaged or distinguished according to their strategic interests.

This presentation intends to discuss if such solutions may be valid for buildings; if you can apply or even, if applied or have been applied in the past, proposing various historical references for them.

Day 2 - 17th June 2014

Archaeology, Architecture and Urban Planning: the experience from the Old City excavations in Gothenburg, Sweden

Per Cornell*, Christina Rosén**, Mattias Öbrink***

*Göteborgs Universitet, **Swedish National Heritage Board, ***Region Västra Götaland, Sweden

per.cornell@archaeology.gu.se - christina.rosen@raa.se
mattias.obrink@vgregion.se

Can archaeology play a more prominent part in contemporary urban planning? Is this desirable?

To what extent are those parts of older urban experiences which have become hidden of relevance for contemporary planning?

To address these questions we start out with the experience from the recent Old City excavations in Gothenburg, and then move on to a more general discussion. We work a set of concepts, including iteration, connection and selection, and try to start to develop a new framework for the discussion.

Urban pre-Hispanic Maya settlement patterns in Quintana Roo, México, and its transformation.
From abandonment to agglomeration

Adriana Velázquez Morlet

Instituto Nacional de Antropología e Historia (INAH), México

avelazquez.qroo@inah.gob.mx

Throughout the years, the record and study of diverse pre-Hispanic archaeological sites located in present Quintana Roo, México, has allowed us to obtain more and better information about the characteristics and changes in the conceptualization of the urban spaces that Mayan cities experienced in pre-conquest times, where the adaptation to the landscape and the organization of socio political structures had a fundamental role.

In this presentation, we will perform a brief analysis of the characteristics of some pre-Hispanic cities located in diverse regions of Quintana Roo, and we will pose some hypothesis about the organization of their internal spaces depending on their chronological location and emplacement.

We will try to put some emphasis in the transformation processes that took place in these maya settlements throughout their pre-Hispanic history (ca. 200 B.C. - 1550 A.D.), as well as their dramatic break at the time of the Spanish conquest.

In this same way, we will talk about the strategies for survival, and the new adaptations to the space that both maya and Spanish populations underwent during the colonial period, and closing by looking at the intense processes of growth and transformation in Quintana Roo from the 20th century to the present day. These changes have forced us not only to create new strategies to preserve the ancient vestiges of the past societies, but to showcase the past as a useful experience to plan the future as well.

The Archaeology of landscape and urban growing: the case of Campanar (Valencia)

Camen Carcel García, Francisco Juan-Vidal

Universitat Politècnica de València, Spain

ccarcel@ega.upv.es - fjuan@ega.upv.es

Towns expand over their peri-urban territory in constant evolution. Their structures are marked by the historically stratified features like the geography, geomorphology, hydrology or the infrastructures, as well as, the evolution of the social and cultural uses of the place. Its knowledge requires of a multidisciplinary approximation. We talk about "the historical urban landscape" (UNESCO 2011) understood as a "human landscape" (Tello, 1999) where archaeologists, anthropologists or geographers as well as engineers, architects and urban planners must do jointly research into its origins, its characteristics, its cultural values and its transformation laws.

Within the archaeology, the landscape requires an specific discipline that are sometimes called "landscape archaeology" (Malpica, 1999) that count on own searching methodologies like the "morphology method". Towns have historically expanded to their periphery, adapting the guidelines marked by the surrounding territory. In the twentieth century this habit will be broken and they start to spread following the rules unconnected to the place by the plan direct action or by a fast and uncontrolled growth due to a birth rate increase and/or rural exodus (Arizaga, 2002). In the last decades the concept of heritage has developed appreciating cultural features which meanings awaken some identity feelings to the members of a group.

Then the "history landscape" has value as inherited good, being object of protection. Now it is unavoidable the knowledge of the value and the territory structure rules before the extension of urban edges planning.

The presentation will show the morphologic analysis of Campanar urban settlements in the historic Valencian Huerta and the aggression that the last city growing has provoked in its structure

Archaeology and Public Art in Changing Urban Places

James Dixon

Museum of London Archaeology, London, UK

jdixon@mola.org.uk

In the United Kingdom, archaeology has been a legislated part of the urban development process since the early 1990s when government planning guidance paved the way for developers to routinely include archaeological consultation and mitigation in their plans. Artists too have long been a part of the process of urban change around the world, whether working in the design process with architects, producing permanent installations for public and private spaces, or working 'unofficially' to investigate and comment on changes both good and bad.

Recent work in Bristol, UK, has shown the potential for a further development of the relationship between these three disciplines. Using approaches developed in contemporary archaeology, archaeologists can investigate existing public art (the popular and new as well as the old, broken, forgotten and 'illegal') to gain a deeper understanding of how attitudes to specific, local places have changed over time. This analysis can then be used to develop a wide-ranging, highly nuanced context within which to judge the implications of any new development.

For this paper, I will further complicate this art-archaeology analysis of ongoing change with a focus on distinctly historic towns, where new developments are fitting into what are, ostensibly, 'heritage spaces', but where analysis shows in detail how certain historic narratives are created in the built environment, through architecture, landscape planning and art, and consistently rewritten and challenged by succeeding generations. The paper will outline the possibilities for a new relationship between architects/planners and archaeologists to better understand distinct local places before, during and after development.

Digs, data collection and dissemination – any chance for wider collaboration?

Liisa Seppänen

Department of Archaeology, University of Turku, Finland

liseppa@utu.fi

In this presentation, I am discussing the current role of archaeology in city planning in Finland and viewing the possibilities for wider co-operation between different parties engaged in urban development. I will also present my ideas of the invocation of archaeology in the construction project I have recently been engaged with in the young city of Lahti.

In general, the role of archaeologists in the Finnish city planning has limited on excavations in the areas where archaeological remains and layers are to be destroyed because of construction activities. The excavations can be characterized as single projects where the historical information of the past society has been gathered from layers and transferred to the archives and collections. Systematic city surveys, which are made in Finland since the 1980s, are aimed at helping constructors and city planning.

Furthermore, the National Board of Antiquities is keeping an open record of all archaeological remains and sites and cultural landscapes. Despite all information meant to serve everybody involved in planning and construction activities, the role of archaeologists is easily encapsulated to carry out the digs only as obligated by the Antiquities Act.

However, archaeology could act as a builder of city identity in many different ways. History should not be stored in museums only, but be a part of the townscape of today. This needs wider collaboration between archaeologists, architects and city planners – the interest of the city dwellers exists already.

Arezzo and its archaeological legacy,
a matter of understanding and designing

Francesco Polci, Filippo Pecorai, Andrea Innocenzo Volpe

Dipartimento di Architettura, Università degli Studi di Firenze, Italia

fr.polci@gmail.com, filippo.pecorai@gmail.com, andrea.volpe@unifi.it

The project proposal is articulated through the design of the new entrance to the museum Cilnio Gaius Maecenas and archaeological park in the redevelopment of the Roman Amphitheater in Arezzo. The strategic location of the city in the economic, commercial and defense together with the known fertility of these lands were the main causes of its foundation.

The Etruscan and Roman city of origin is visible in the graphs and in arrays of tissue that have been preserved over the centuries by the overlapping of the elements. The Amphitheater of the Augustan era, from the early excavations occurred in a serious situation of conservation; in the fourteenth century. part of the remains were given to the foundation Monastery, Archaeological Museum today. The complex is located south of the city in a green area enclosed at the center of a densely built block.

The project develops a new design of the park, a continuity between the town and share the arena, an archaeological walk, a rational distribution of the rooms of the museum displays for the collections, design of cafe and bookshop, and a new architecture that contains the main entrance to the museum. The analysis of the past has pushed the project to the status of synthesis with the ruins; the architectural principle is that of a mimesis explanatory, but in fact allows us to express feelings that those ruins can give. In doing so the old becomes the new intervention.

The archaeological highlights real critical situations; adaptation to safety standards and the removal of architectural barriers have the opportunity to propose an architecture of both functional and formal quality. The proposal is to make the park, the amphitheater and the Museum easily accessible to the public , allowing the city to reclaim this place not only as an image evocative of the past, but with daily use, a necessary condition because the architecture can be fixed scene of human life.

L'archéologue et l'architecte: une relation possible à travers les traces matérielles

Marie Odile Lavendhomme

Direction scientifique et technique, Inrap, Paris, France

marie-odile.lavendhomme@inrap.fr

Les travaux d'aménagement du territoire (autoroutes, voies ferrées, aéroports, zones industrielles, lotissements…) entraînent la destruction irréversible de sites archéologiques sur des milliers d'hectares.

A contrario, ils permettent un accroissement important des données scientifiques et de la connaissance du passé. Nous sommes la première civilisation à détruire autant les restes du passé partout en France au nom de la modernité, mais nous sommes également la première civilisation à nous poser autant de questions sur la conservation du patrimoine dans des périmètres bien établis au nom de l'identité.

La question est toujours celle posée par Fr. Choay dans son «Allégorie du patrimoine» (Choay 1999): Pourquoi recherche-t-on un sens, une mémoire dans la ville? Même si force est de constater que très peu d'urbanistes intègrent les résultats archéologiques dans leur projet, s'ils sont utilisés comme matière première de leurs réflexions, ces connaissances entraînent des projets de natures complémentaires voire divergentes: des projets de compositions urbains, d'économies de moyens et de lieux fédérateurs (Jacob, Lavendhomme 2012, Lavendhomme 2012).

Nous tenterons durant cet atelier de préciser la seconde proposition: la notion d'économie de moyens comme outil possible pour aider les architectes dans la définition de leur projet.

Nous prendrons comme exemple Marignane, commune située en périphérie de Marseille.

Un diagnostic archéologique à l'emplacement d'une partie importante du cœur de la ville constituée de Marignane montre une très bonne conservation du patrimoine bâti médiéval. Le tissu urbain actuel est totalement issu du tissu médiéval et les élévations médiévales sont très largement conservées.

La lecture matérielle permet une intégration différente des vestiges archéologiques dans les projets en réinterprétant de manière contemporaine

la connaissance physique des espaces occupés depuis parfois longtemps. La lecture archéologique décrit le plus objectivement possible les artefacts et les écofacts.

L'espace physique est décrit, compris et accepté comme une évidence dans les projets.

Cette piste de réflexion voit la fouille préventive d'abord comme une succession d'artefacts pouvant intégrer le projet.

Reflections about the role of archaeology and architectural interventions in historic urban landscape

Gaspar Muñoz Cosme, Cristina Vidal Lorenzo

Universitat Politècnica de València, Universitat de València, Spain

gmcosme@cpa.upv.es, cristina.vidal@uv.es

Investigations carried out in order to establish criteria and determinations of the historic urban landscape planning necessarily must consider Archaeology and Architecture as disciplines that together are capable of showing some of the most important features of the material history of the city and its surroundings. It is also desirable that they incorporate in very different ways, to the final image of the current city which is designed. Therefore the role of archaeologists and architects can be considered essential and must have a greater role in the management and public information systems of urban plans.

Some recent architectural and archaeological studies and interventions provide an example of new ways of collaboration between architects and archaeologists that have contributed to the resolution of problems of urban architectural heritage integrated in the historical urban landscape, topic on which will focus our talk in this workshop.

Day 3 - 18th June 2014

Archaeology and Urban Planning: The role of old city patterns in urban development of Edirne

Bilge Özel

Dipartimento di Architettura, Università degli Studi di Firenze, Italia

bilge.ozzel@gmail.com

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.

From simple traces to extended hypothesis, the case of the Cadì Gate at the Alhambra, Granada

Giorgio Verdiani*, Pablo Rodriguez Navarro**,
Paolo Formaglini*, Filippo Giansanti*

*Dipartimento di Architettura, Università degli Studi di Firenze
**Universitat Politècnica de València, Spain

giorgio.verdiani@unifi.it, rodriguez@upv.es,
paoloformaglini@gmail.com, giansantifilippo@virgilio.it,

The ruins have always a special fascination over their visitors, moreover, behind the romantic aspects and their poetic "resonance", often they are a meaningful witness of past choices and readable traces of the previous asset of a town. Grananda is well known all over the world for the beauty of its downtown and the presence of the Alhambra monument.

The specific combination of European and Islamic Architecture all over the town make it an awesome place testifying a nodal moment in the European story through its buildings.

In the town a lot of these elements are clearly readable, but there are also some interesting traces still in need to be investigated.

One of these is the so called "Cadi Gate", a large ruin along the Darro river, just at the feet of the hill where the buildings of the Alhambra rise.

The research presented here has been established on the analysis and investigation of the actual state of this ruin, basing the whole approach on digital survey to document the state of the area, passing across a complete digital reconstructive hypothesis based on the geometric analysis using 2D and 3D digital modeling solution. In the presentation the ruins of the "Cadì" will be analyzed and it will be showed the specific approach where the investigation is based on digital tools: starting from the photographic and SFM survey, passing from a complete reconstructive hypothesis based on the geometric analysis of the remains and on a set of architectural references and completing a digital 3D reconstruction of a possible original asset of the ancient urban asset. Starting from the actual "not so clear" condition of this urban element, a better understanding of the ancient Granada will be enriched with a meaningful benefit coming from the digital tools involved in this research.

On the importance of detailed investigation of vernacular buildings

Kristina Linscott

Department of Conservation, Göteborgs Universitet, Sweden

kina.linscott@conservation.gu.se

This paper draws attention to the understanding of vernacular architecture. In particular I wish to point out the significance of detailed, in depth investigation during restoration projects and to connect the interpretations to archaeology. This is of greatest relevance to any discussion on the contemporary uses of buildings of this kind, in direct or indirect ways.

Sweden has a long tradition in building with wood. However we know surprisingly little about the cultural-historical significance of the traditional, ordinary wooden buildings compared to the few monumental made of stone.

The study of vernacular buildings was an important field of research during the first half of the 20th Century.

Today, almost 100 years later, most of the many old wooden buildings are gone. At the same time the interest in the field is renewed supported by theoretical influences that direct curiosity towards materiality and physical interface between people and their material surroundings.

The paper will highlight examples of investigations; recordings and analyzes of four small, ordinary wooden buildings from different centuries, geography and contexts. The interpretations of the shapes, spaces, materials and constructions are in some cases the only source to understandings about the people who created and used them.

This paper thus presents a particular take on the issues of interpreting and using traditional architecture from the perspective of small wooden vernacular buildings.

Urbanism and restoration of ancient buildings of nineteenth and twentieth-century in Rome.
The importance of archaeological monument in studies of urban planning during the 19th and 20th Century

Francesco Broglia

Università Telematica Ecampus, Italia

francesco.broglia@uniecampus.it

The urban development in the 19th and 20th century in Rome brings about destruction of ancients buildings. In 1871 Rome becomes the capital of the Kingdom of Italy: The urban renewal arouses interest in archaeological monument; the monument is a focal point in the town development plan. The Roman and medieval remains are the heart of matter in urban renewal, railroad and road transport in old city center are the problem.

The ancient monuments are in the middle of the squares and architecture must intervene with a modern buildings in old city. The urban renewal in 19th and 20th century takes inspiration from buildings of Renaissance, Roman Remains and Medieval Remains. The Urban projects for Rome Italian Capital (1880 - 1911), were facing the past.

Today the historic project of Rome Italian Capital, in archaeological urban planning, is fulfilled in the historic building restoration, this is the idea. In 1911 restoration of "Castel Sant'Angelo" in Rome is the most important event about architecture. Under the weight of history, General Mariano Borgatti restores Castel Sant'Angelo.

Castel Sant'Angelo is an exemplar renaissance fortress and exemplar archaeological monument, being mausoleum of Emperor Adriano; in 1911 the castle is turned into a museum, structured as an urban center. In XIX century, urban growt of "Prati" quarter arise from Castel Sant'Angelo and the "Forma Urbis", urban scheme, takes inspiration from the Roman Remains and Renaissance.

Changes in scale and matters of faith, the case of San Vivaldo, near Florence

R. Pacciani, C. Mastroberti

Dipartimento di Architettura, Università degli Studi di Firenze

riccardo.pacciani@unifi.it, c_arlam_@hotmail.it

It is common to consider the element of architecture composing the urban assets as linked to well defined rules of structure and proportion, but reading in the past it is possible to find some examples where the proportions and the size of the building are guided to reproduce "small size" contest based on well known model. A sort of "miniatures" made to present the values of faith and history to the visitors. Out of Florence, in a peaceful area on hill, it is possible to meet the "Holy mount" of San Vivaldo, a rich complex made by a sequence of small chapels and churches placed to create an involving landscape between the trees and reconstructing the path of the "via crucis". All the chapels and churches were made in the XVI and XVII Centuries and are enriched by statues and ceramic artworks. The complex of the San Vivaldo area is a very interesting "architecture catalogue", inspired by the reference to the Holy land and Jerusalem.

The use of well consolidated models referring to the holy sepulture as well as to other chapter from the Holy Writ made this place a very interesting case study in architecture analysis.

The digital survey operated in 2010 and 2012, created the basis for a detailed reading of all the architectonic apparatus.An even more in deep analysis was brought on with the photographic survey of similar settlements in Europe, like the one in Dresda, Germany, which give a right base of confrontation like it is for the Holy Sepulcher chapel allowing a better understanding of the plot and of the specific architectonic logic behind these kind of settlements.

The gathered data has provided the right base for the developing of a very accurate 2D drawings, with a level of details ideal for a 1:10/1:20 representation, the further reading of the project scheme behind each single churches has completed the work enriching the knowledge about this important complex.

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Venue: **via San Niccolò, 93,**
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first floor / Aula Magna
Committee: Giorgio Verdiani, Per Cornell,
Alessandro Merlo, Gianluca Belli

The workshop will be realized in collaboration
between **Architecture Department** of the
University of Florence, Italy, the **Department of
Historical Studies**, University of Gothenburg,
Sweden and **MOLA** (Museum of London
Archaeology, UK)