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Urban Reconstruction of Buildings and Enviroment

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Inside the Virtual Archaeology Lab at the University of Palermo, an ambitious plan has been developed to create a methodology for reconstructing ancient cities, called Urban Reconstruction of Buildings and Environment (URBE). This protocol, based on the principles of Virtual Archaeology and utilizing cutting-edge technology, aims at the restoration and virtual three-dimensional reconstruction of monumental complexes. The project based on the reserch of Professor Elisa Chiara Portale and Professor Massimo Limoncelli benefits from collaboration among archaeologists, architects, and restorers from various departments and institutes, each contributing scientific data necessary for constructing the models and compiling virtual restoration hypotheses. The project's goal is to study the urban topography and organization of ancient cities, ultimately restoring their images within a game engine environment. This is achieved through the analysis and reconstruction of individual monuments across different time periods. The resulting platform serves as a new tool for both communicating and disseminating archaeological findings, as well as for research purposes, facilitating multidisciplinary collaboration within a virtual enviroment.

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