

SPATIAL ANALYSIS IN PAST BUILT ENVIRONMENTS



 Michael Meyer, Berlin: Welcome Note Bill Hillier, London – Keynote speech: Spatial analysis and cultural information: the need for theory as well as method 10.45 Coffee break

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DISCUSSION

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David Wheatley, Southampton: Seeing is still not perceiving (or hearing, touching, smelling or tasting): a short defence of visibility analysis in natural and built environments Peter Trebsche, Asparn/Zaya – Sabine Reinhold, Berlin – Nils Müller-Scheeße, Frankfurt: The social logic of prehistoric architecture Akkelies Van Ness, Delft: Measuring the degree of street vitality in excavated towns. How can macro and micro spatial analyses tools contribute to understandings of urban street life in Pompeii?

14.15 -15.15 John Bintliff, Leiden : Houses and Society in the Aegean from the Early Iron Age till the Impact of Rome Hanna Stöger, Leiden : Roman Ostia: a scaled space syntax approach to past built and non-built environments" 15.15 Coffee break

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Piraye Hacigüzeller, Louvain – Ulrich Thaler, Athens: ... that they may not understand one another's speech. A comparison of space syntax and GIS analyses of architectural space Giles Morrow, Montreal: Analyzing the Invisible: Syntactic interpretation of archaeological remains through geophysical prospection

Konstantinos Athanasiou, Thessaloniki: Systemic fuctional theory: the study of the 3D urban spaces of the prehistoric town of Akrotiri at Thera, Greece Eleftheria Paliou, Berlin: Visibility analysis in 3D spaces: a new dimension to the understanding of social space AFTERNOON SESSION 3D DATA MANAGEMENT AND DOCUMENTATION

Graeme Earl, Southampton -- Gareth Beale, Sou

ampton: Pliny and Iridis III

Show and tell" demons

DISCUSSION

15.00 - 16.45 Giorgio Verdiani, Florence: From 3D Laserscan to Image Based Processing - our contribution in Cultural Heritage documentation Laura Pecchioli, Berlin: ISEE: retrieving information through the navigation of a 3D interactive environment

Benjamin Stangl, Vienna: Simulation of interactive virtual spaces in architecture. Creating a Virtual Archaeological Model of the Queen Mersyankh II Mastaba