

Reconstruction and Visualization of the Roman Heritage between Rhine and Danube

The process of reconstructing Roman buildings poses a great challenge for research and requires an intensive exchange between archaeologists, architects and heritage managers. Only in rare cases do archaeologists encounter more than the foundations, usually only providing a ground plan, and some fragments of architecture found in secondary use. However, the construction, size and appearance of an antique building are not only crucial for its understanding, but also for its relevance to its presentation to the public in archaeological parks and exhibitions.

During the workshop we shall present and discuss the reasons, frameworks and ideas underpinning the reconstruction of the Roman heritage, based on selected examples, whether developed full-scale, as part-reconstructions or as scaled models and 2D or 3D visualizations, but also the possibilities of using of modern approaches to presentation. We shall also discuss the locations of these sites in the past and present-day landscape.

The **Leibniz Institute for the History and Culture of Eastern Europe (GWZO)** carries out comparative historical and cultural research on the region bordering the Baltic, the Black, and the Adriatic Seas from the Early Middle Ages to the present. There are currently around 50 research scholars associated with the Institute conducting work both in Germany and abroad from across the range of humanities disciplines. In its activities, the Institute relies on a dense network of cooperative partnerships with Eastern and Central European as well as international research organizations.

www.uni-leipzig.de/gwzo

Venue

“Amazon” Congress Center Keszthely
Keszthely, Kastély u. 17-19, H-8360

Concept and Organization

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in connection with the institutions



Image: Logo of the Exhibition Castrum Virtuale.
Graphic: K. Kolozsvári and



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*International Workshop
in Keszthely*

13–14th September 2019

Friday, 13th September 2019

15:00 – 18:00

“Amazon” Congress Center Keszthely

15:00 Greetings

15:15 Sebastian Ristow (Köln):
Simulating reconstructions of late antique and early medieval architecture of churches and palaces in northwestern Germany – Methods and questions

15:45 Martin Müller (Xanten): Der LVR-Archäologische Park Xanten im Spannungsfeld zwischen Bodendenkmalpflege, Forschung und musealer Präsentation

16:15 Coffee Break

16:45 Christian Witschel (Heidelberg):
Some remarks about the „Heidelberg Center for Cultural Heritage”

17:00 Roland Prien (Heidelberg):
Rekonstruierte Architektur und rekonstruierte Landschaft: Die Visualisierung spätantiker Burgi am Rhein

17:30 Georg Breitner (Saarbrücken):
Wahrnehmung römischer Denkmäler in einer Grenzregion – Perspektiven und Herausforderungen

18:00 Dimitar Nikolovski (Stobi):
Visualizing the Past: Reconstructions of the Ancient City of Stobi

19:30 Dinner

Saturday, 14th September 2019

9:00 – 15:00

“Amazon” Congress Center Keszthely

9:00 Balázs Komoróczy and Pavla Růžicková (Brno):
Rekonstruktion römischer Okkupationspuren im heutigen Südmähren: Potenzial, Möglichkeiten und aktueller Stand

9:30 Szilamér Pánczél and Orsolya Szilágyi (Tirgu Mureş):
The future of the past. A case study from Roman Dacia

10:00 Eduard Pollhammer (Petronell-Carnuntum):
Zur Rekonstruktion und Visualisierung römischer Baudenkmäler in Carnuntum

10:30 Coffee Break

11:00 Lóránd Kovács (Budapest):
Archaeological Park of Gorsium at Tác and Villa Romana at Baláca: Examples of creating Archaeological Parks, either for visitors or for the archaeologists? Original planning and present revitalization

11:30 Ivan Bogdanović (Beograd):
The Viminacium amphitheatre: from preserved parts to visualization

12:00 Christoph Rummel (Frankfurt/M.) and Stefan Pop-Lazić (Beograd):
Romuliana: The Unesco World Heritage Monument at Gamzigrad

12:30 Lunch

13:30 Zwischen Vision und Planung. Visualisierungswege in und von Keszthely-Fenekpuszta

Orsolya Heinrich-Tamásk (Leipzig), Roland Prien (Heidelberg), Zsolt Vasáros, Gábor Nagy (Budapest):

- Renovierung und Nutzungskonzept des Festetics-Gutes
- 3D-Visualisierungen für die Ausstellung „Castrum Virtuale“
- Ideen und Entwürfe für einen archäologischen Park

14:30 Coffee Break

15:00 – 16:00 Visiting the site at Keszthely-Fenekpuszta

17:00

Balatoni Museum Keszthely

Opening of the Exhibition

CASTRUM VIRTUALE

Időutazás a fenékpusztai római erődben