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**Title:** Visualizing cityscapes of Classical antiquity: from early modern reconstruction drawings to digital 3D models  
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PROPOSITIONS

Belonging to the dissertation:

Visualizing cityscapes of classical antiquity:
From early modern reconstruction drawings to digital 3D models
by Chiara Piccoli

1. Any type of “reconstruction” of antiquities, be it a drawing, a plaster model, a cinematographic adaptation or a 3D digital model is a knowledge representation, thus bound to the specific context of its making. This consideration brings into focus the significance of accurately documenting its creation process, which will remain as the starting point for future research. (This thesis, chapters 2, 3, 4, 5 and 6)

2. The use of 3D reconstructions should be shifted from descriptive, fixed images of the past, to models and laboratories where multiple hypotheses can be generated, evaluated and discussed. (This thesis, chapter 6)

3. Procedural modelling is a convenient strategy for the creation of large (urban) environments with recursive geometry, but it is less user-friendly than manual modelling techniques. (This thesis, chapter 6 and rule files)

4. Automating the modelling workflow improves the 3D models’ reusability, reproducibility and archiving. (This thesis, chapter 6 and rule files)

5. We should get rid of the common misconception that 3D modelling is a trivial task. It requires in fact abstract, spatial and creative thinking, the ability to observe, conceptualize and reproduce reality in 3D, as well as the commitment and perseverance in acquiring 3D modelling skills.

6. Considering visual reconstructions from an historical point of view makes us reflect on whether and how 3D reconstructions created with current state of the art tools will be seen, experienced and accessed in 10, 50, 100 years’ time.

7. It is important that 3D modelling techniques are taught to archaeology students, so that they will be able to exploit them to the fullest as both research and heritage tools.

8. The availability of digital recording tools has greatly sped up, and improved the accuracy of, the recording of archaeological evidence. However, if the data collection phase is not driven by a clearly defined (set of) question(s) to be addressed and is not followed by the analysis and interpretation, the big amount of digital data gathered will never turn into information and knowledge.

9. Many researchers at the end of their PhD in archaeology struggle to find job openings in the current difficult labour market. It is responsibility of the hosting university to offer – and of each PhD candidate to take – opportunities to develop auxiliary practical skills (e.g. teaching and computer) during the PhD programme. This will help them to maximize the chances to find an employment afterwards, either within or outside academia.