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| **Workflow in “*Rhinoceros”*** | |
| Creation of **layers** for uncertainty visualisation: “04-still existing” (blue); “03-deduction” (green); “02-analogy” (yellow); “01-hypothesis” (red); “00-not considered (black) | Macintosh HD:Users:irenecazzaro:Desktop:Schermata 2022-03-23 alle 19.39.24.png |
| Creation of **object materials** and related visualisation **colours** according to the handout. The materials have been called “plaster” (texture\_01); “frames” (texture\_02); “floor” (texture\_03); “door ceiling beams” (texture\_04); “roof” (texture\_05). | Macintosh HD:Users:irenecazzaro:Desktop:Schermata 2022-03-23 alle 19.43.47.png |
| B**asement**  Obtained by extrusion (3 m) of a 25x25 m square  Object name: “basement”  Layer: “00-not considered”; colour: “by layer” (black); material: not defined. | Macintosh HD:Users:irenecazzaro:Desktop:Schermata 2022-03-23 alle 19.41.02.png |
| **Foundations**  Obtained by extrusion of the related surface as in “report\_03.jpg”  Object name: “foundations”  Layer: “04-still existing”; colour and material according to texture\_01 | Macintosh HD:Users:irenecazzaro:Desktop:Schermata 2022-03-23 alle 20.00.32.png |
| **Perimeter walls**  Obtained by extrusion of the related surface  Object name: “wall\_2”  Layer: “03-deduction”; colour and material according to texture\_01 | Macintosh HD:Users:irenecazzaro:Desktop:Schermata 2022-03-23 alle 22.11.08.png |
| **Subdivision of the eastern façade**  Obtained by cutting “wall\_2” according to the information in “report\_05.jpg”  Object name: “wall\_1”  Layer: “04-still existing”; colour and material according to texture\_01 | Macintosh HD:Users:irenecazzaro:Desktop:Schermata 2022-03-23 alle 22.21.10.png |
| **Holes for windows**  Obtained by Boolean difference | Macintosh HD:Users:irenecazzaro:Desktop:Schermata 2022-03-23 alle 22.30.51.png |
| **Hole for portal**  Obtained by Boolean difference | Macintosh HD:Users:irenecazzaro:Desktop:Schermata 2022-03-23 alle 22.33.51.png |
| **Floor**  Obtained by extrusion of the area inside the perimeter walls.  Object name: “floor”  Layer: “01-hypothesis”  Colour and material according to texture\_03 | Macintosh HD:Users:irenecazzaro:Desktop:Schermata 2022-03-23 alle 23.09.12.png |
| **“Bifora” windows**  Obtained by extrusion and by rotation (columns)  Frames obtained by extrusion and loft  Object name: “window\_1”  Layer: “04-still existing” for those in the western façade; “03-deduction” for the other ones; colour and material according to texture\_01 for the internal part and texture\_02 for the frames | Macintosh HD:Users:irenecazzaro:Desktop:Schermata 2022-03-23 alle 22.36.54.png |
| **Circular windows**  Frame obtained by extrusion and loft around the circular hole  Object name: “window\_2”  Layer: “03-deduction”; colour and material according to texture\_02 | Macintosh HD:Users:irenecazzaro:Desktop:Schermata 2022-03-23 alle 22.37.07.png |
| **Arch windows**  Obtained by extrusion  Frames obtained by extrusion and loft  Object name: “window\_3”  Layer: “01-hpothesis”, colour and material according to texture\_01 for the internal part and texture\_02 for the frames | Macintosh HD:Users:irenecazzaro:Desktop:Schermata 2022-04-01 alle 18.20.32.png |
| **Portal**  Some details are still needed. Mainly obtained by extrusion.  Object name: “portal”.  Layer: “02-analogy”  Colour and material according to texture\_02 for the frames, texture\_01 for columns and semi-circular wall above the door, texture\_04 for the door | Macintosh HD:Users:irenecazzaro:Desktop:Schermata 2022-03-23 alle 22.41.24.png |
| **Beams**  Obtained by drawing the rectangular section, extruding it for all the length of the beam that was then copied many times (some are horizontal, for the others the angle is 35°; the length varies according to the construction scheme)  Object name: “beams”  Layer: “01-hypothesis”; colour and material according to texture\_04 | Macintosh HD:Users:irenecazzaro:Desktop:Schermata 2022-03-23 alle 22.47.19.png |
| **Roof**  Four surfaces with a 35° angle were created above the beams, then they were extruded  Object name: “roof”  Layer: “01-hypothesis”; colour and material according to texture\_05 | Macintosh HD:Users:irenecazzaro:Desktop:Schermata 2022-03-23 alle 22.48.48.png |
| **Aron Hakodesh – exterior**  The walls were extruded according to the foundation. The roof follows the traces of the arch on the eastern façade.  Object name: “aron hakodesh\_exterior”  Layer: “02-analogy”; colour and material according to texture\_01 for the wall, texture\_04 for the beams and texture\_05 for the roof | Macintosh HD:Users:irenecazzaro:Desktop:Schermata 2022-03-23 alle 22.52.13.png |
| **Aron Hakodesh**  Basement, stairs and upper part modelled by extrusion, columns by rotation.  Layer: “02-analogy”, colour and material according to texture\_01 apart from the stairs, for which texture\_03 is used | Macintosh HD:Users:irenecazzaro:Desktop:Schermata 2022-03-23 alle 23.02.28.png |
| **Plinth**  Obtained by extrusion of a part of the wall.  Layer: “03-deduction”  Colour and material according to texture\_02 | Macintosh HD:Users:irenecazzaro:Desktop:Schermata 2022-03-23 alle 22.59.46.png |
| **Cornice**  Obtained by extrusion of a part of the wall.  Layer: “03-deduction”  Colour and material according to texture\_02 | Macintosh HD:Users:irenecazzaro:Desktop:Schermata 2022-03-23 alle 23.02.53.png |