

Reconstruction Report - Temple of Ares on the Agora in Athens

1. research for the reconstruction of the temple
2. insertion and scaling of the floor plan, so that later crepidoma, columns and walls can be placed correctly
3. modeling of the outer columns with the help of the construction dimensions, preserved fragments and reconstruction drawings
4. modeling of the crepidoma consisting of the euthynteria, two steps and the stylobate. The reconstruction corresponds to the construction dimensions. Although these are indicated in the drawing of the floor plan, they do not correspond exactly. Therefore, an orientation to the construction dimensions was used and a slight deviation from the drawing is visible.
5. placement of the columns on the basis of the determined column distances
6. size reduction of the ante columns and placement in the appropriate place of the stylobate
7. modeling of the temple walls using the box-modeling method; based on the floor plan because there is no more precise data (like exact construction dimensions)
8. creation of the splines for the anta capital as well as for the architrave + use of a sweep generator to create the course of these architectural elements
9. modeling of the taenia as well as the metopes
10. modeling of the regulae and guttae and placement below the taenia using cloners
11. modeling of the triglyphs and of the corner triglyphs; using cloners to place them above the regulae
12. modeling of the roof with the geison, the raking geison and the sima
13. modeling of the mutules and placement below the geison with the help of cloners
14. replacement of the lion's head gargoyles due to their complicated shape with simple spheres and placement according to the archaeological record above the metopes and at the edge of the sima
15. reconstruction and placement of the acroterion bases on the basis of comparisons with the Hephaisteion; abandonment of a reconstruction of the acroterion themselves, because the archaeological record is not sufficient enough for the identification of these sculptures
16. reconstruction of the roof tiles and placement on the roof with the help of cloners; adjustment of the acroterion bases
17. research for the texture of the temple. Creation of two texture-materials with images of pentelic marble and use of two marble textures from the content browser. Application of these four

textures to the model. This prevents the temple from looking like it was cut from a single block of marble