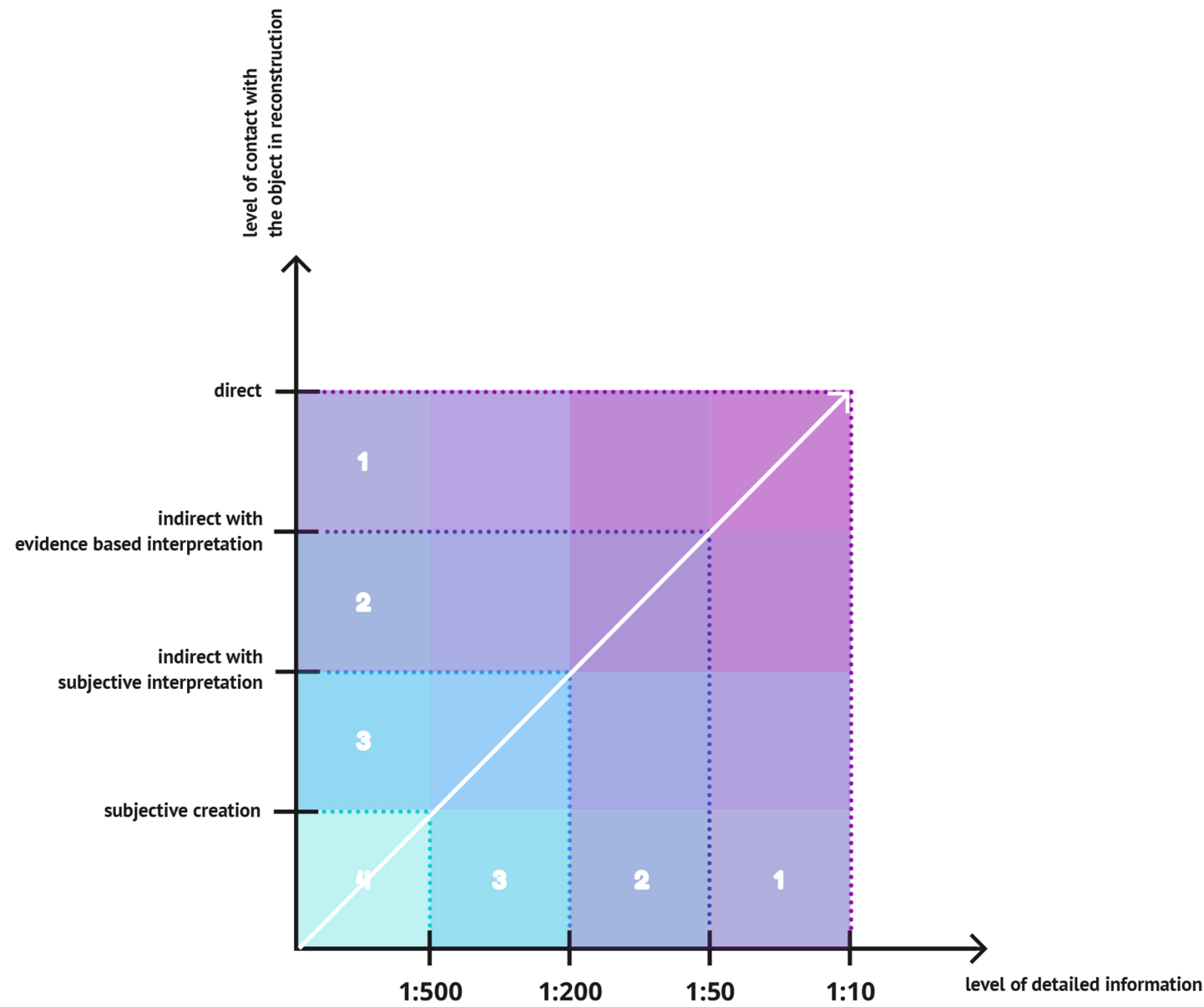


MATRIX - EVALUATION OF RECONSTRUCTION MODELS UNCERTANTY BASED ON AVAILABLE SOURCES



! when a source is on the edge of two levels it falls into the lesser level !

EX. 1: biforate windows on the north facade = 1

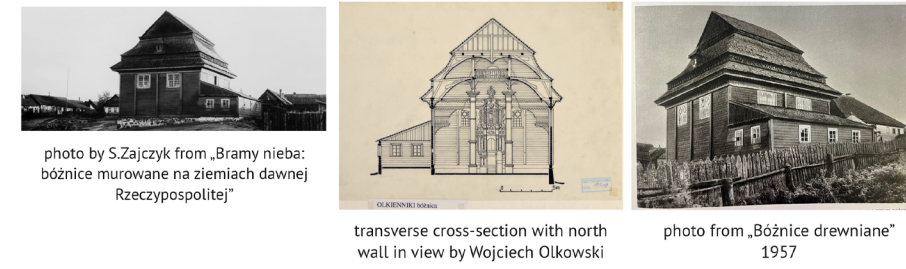
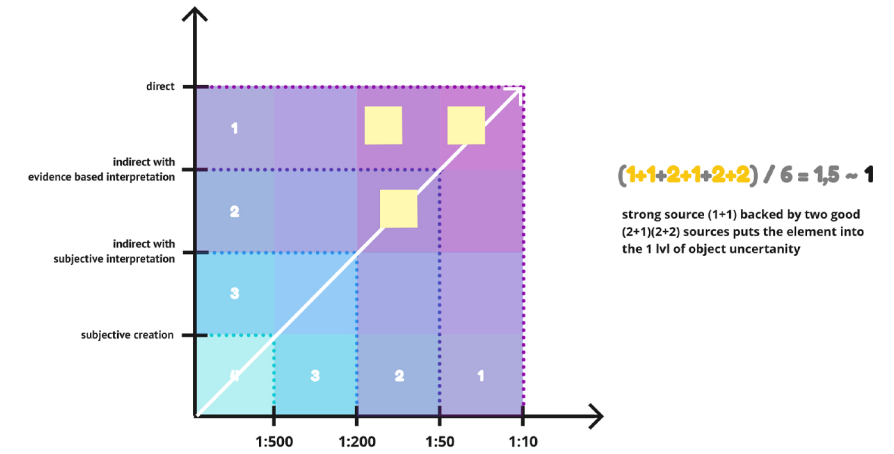


photo by S.Zajczyk from „Bramy nieba: bóżnice murowane na ziemiach dawnej Rzeczypospolitej”

transverse cross-section with north wall in view by Wojciech Olkowski

photo from „Bóżnice drewniane” 1957



$(1+1+2+1+2+2) / 6 = 1,5 \sim 1$
strong source (1+1) backed by two good (2+1)(2+2) sources puts the element into the 1 lvl of object uncertainty

EX. 2: external wooden friezes = 2

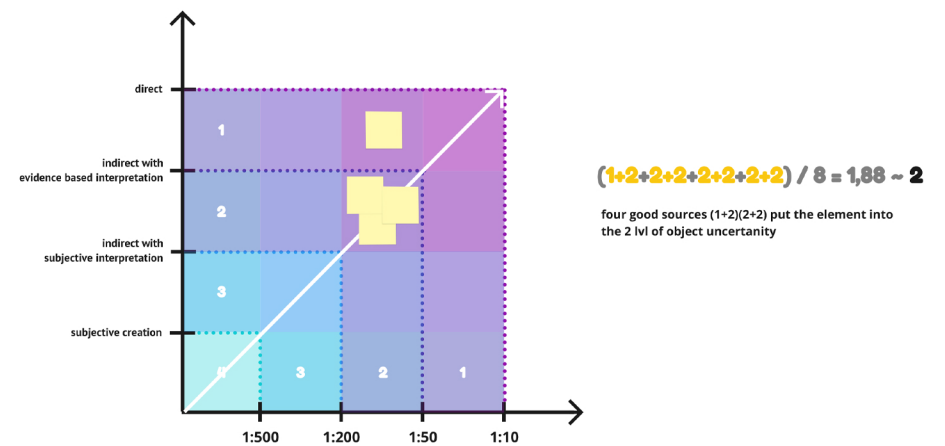


front elevation from „Bóżnice drewniane” 1957

front elevation by Bronisław Żywny 1929

photo by S.Zajczyk from „Bramy nieba: bóżnice murowane na ziemiach dawnej Rzeczypospolitej”

front elevation from „Bramy nieba: bóżnice murowane na ziemiach dawnej Rzeczypospolitej”



$(1+2+2+2+2+2+2) / 8 = 1,88 \sim 2$
four good sources (1+2)(2+2) put the element into the 2 lvl of object uncertainty

POSSIBLE CLASIFICATIONS:

- lvl 1 - full certainty (that the reconstructed model is true to the original object)
- lvl 2 - high certainty (that the reconstructed model is true to the original object)
- lvl 3 - low certainty (that the reconstructed model is true to the original object)
- lvl 4 - no certainty (that the reconstructed model is true to the original object, it is based purely on subjective creation)