The cultural route of present and lost landscapes in the centre of Bucharest – digital model

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We are developing a digital model of the Magheru boulevard in central Bucharest. This N-S axis in the centre of the city is a unique encounter with interwar architecture. It is a protected area in the city, with buildings listed individually or as group of monuments, and also with protection at urban planning level. But at the same time the landscape does not facilitate the building of urban routes between monuments. A GIS model of the area exists, but does not yet take into account this heritage value of the buildings, being developed in a civil engineering environment. It is also one of the few partial 3D models of Bucharest. It allows datascapes of various buidling characteristics. At the same time a 3D model which equally covers all items in an area is ressources expensive. Hence, we propose, similarly to strategic planning to do a Kevin Lynch type selection. Landmarks will be identified as nodes of the routes, and the remaining area treated as zone. Ways connect the nodes and we paid special attention as we will see to their landscape. We developed a concept on how to further build from the idea of layers in GIS to include the issue of scale. As such, floor plans can build strategic points for the nodes of the route such as in Nolli or Sitte plans. Cooperation between GIS and GoogleEarth is envisaged, since GoogleEarth allows for detailing in SketchUp for the interior space. This way we developed an alternative digital model to the levels of detail of CityGML, the classical for 3D city models. The route itself is to be analysed with the method of Space Syntax. While this part of the research focused on the built heritage, on culture, we included also issues of landscape. First, the landscape of the boulevard has to be shaped as to build the route between these nodes of the route. Our concept includes the creation of pocket parks and of links between the pocket parks through vegetal and mineral elements to connect them. Existing urban spaces and empty plots are to be used. Second, we focus on the lost landscape. The lost natural and the lost cultural landscape. The lost natural landscape includes lost gardens of the area, about which our colleague Cerasella Craciun conducted archive research. The lost cultural landscape includes buildings which collapsed in the 1977 earthquake. We developed a digital model of guided tours for these landmarks. First, the lost items are identified on today's map. Second, a game is created in order to identify what replaces them on the historic map. We developed the code for these in Adobe Director and already experimented it for the city of Cologne in Germany, and tested for applicability for the landmarks of the 1755 Lisbon earthquake, where a similar concept is suitable. The nodes of the route are to be mapped as landscape through photography using the COMOB application, which allows inclusion of intangible heritage items such as the world of words.