

Reconstruction Report Synagogue Speyer around 1250 AD

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Overall reconstruction time: ca. 26 hours

The reconstruction itself was pretty easy, as the models were reconstructed as an ideal version and not in their "natural" form. It was also easier, as the textures were already defined, which meant, that I could concentrate on each structural element. I also invested some time into trying to find the best method and easiest workflow to reconstruct each element, which led to a few tries to reconstruct some parts of the synagogue.

Research time: ca. 10 hours

The research was made much quicker, because of the access to the collected sources on the server. The photos from the location were a big help, as were some of the text documents. In a few cases, it took some time to find the right source, as I was trying not to use any of the other reconstruction, because I did not know, on what kind of sources these were based on.

Documentation time: ca. 6 hours

The documentation was done rather quickly, I had written some notes while reconstructing the synagogue. I had also written a short daily report of the work I had done, which made it easier to remember the workflow of the reconstructions.

Upload time:

first entry: ca. 1 hour

I had some problems uploading my first export, as the file size was limited. Afterwards I managed to upload the correct files, but it took some time to fill out each section. It was especially confusing, as in some fields I had to create new entries, while the entry was already in the list of examples (e.g. organizations). I also noticed too late, that I edited the wrong model, which I did not build or upload.

following entries: ca. 10 Minutes

the other uploads went quicker, as I was simply adding the same information every time, just a different export file with it, but adding the information sometimes resulted in the wrong entry that I did not put in there, this led to me having to start the process again. It was also taking longer, because most of the time the model did not show, which led to me trying to fix the export and upload without any luck.

Currently I have managed to upload a .glb and a .fbx file, no other file formats have worked.