



ABSTRACT SUBMISSION

The use of 3D models and sensory archaeology to explore Assyrian domestic and palatial architecture

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Abstract

Since the discovery of palaces in the great Neo-Assyrian capitals, these monumental buildings have been the focus of scholarly attention. Houses, however, only really came to the fore in the second half of the 20th century. This results in a division in research, even though Peter Miglus highlighted in 1999 the importance of studying domestic and palatial architecture together. Despite their differences, these structures seem to share a similar mode of spatial organization. While the corpus of floor plans for houses, so-called residences and palaces is large, elevations are often missing, limiting our understanding of these buildings as lived environments. Sensory archaeology allows us to explore how these spaces were actually experienced. 3D modeling is a powerful tool in this context, enabling us to consider factors like light, sun-based orientation, and how spaces were visually revealed or concealed. More broadly, sensory archaeology examines sight, smell, and sound to understand the sensory experiences in these buildings. This approach allows us to explore similarities between different buildings, from simple houses to the largest palaces, but also to see the different aspects linked to differences in hierarchy. In the royal context, sensory archaeology sheds light on other aspects of the staging of power.

Keywords

Late-Assyrian, 3D models, palace, domestic architecture, sensory archaeology

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