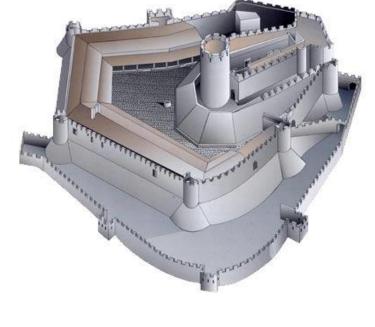
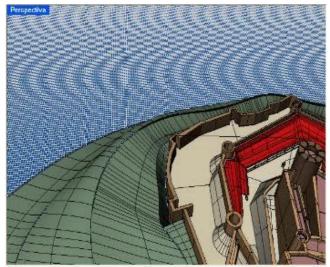


## Previous Work on Recreating the Castle



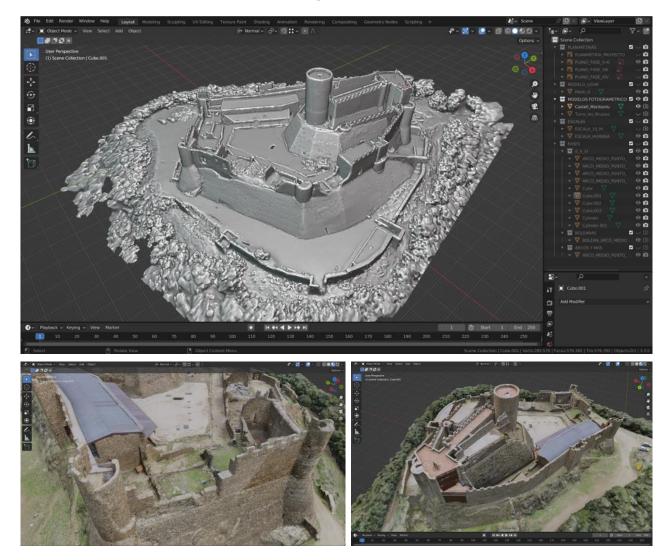




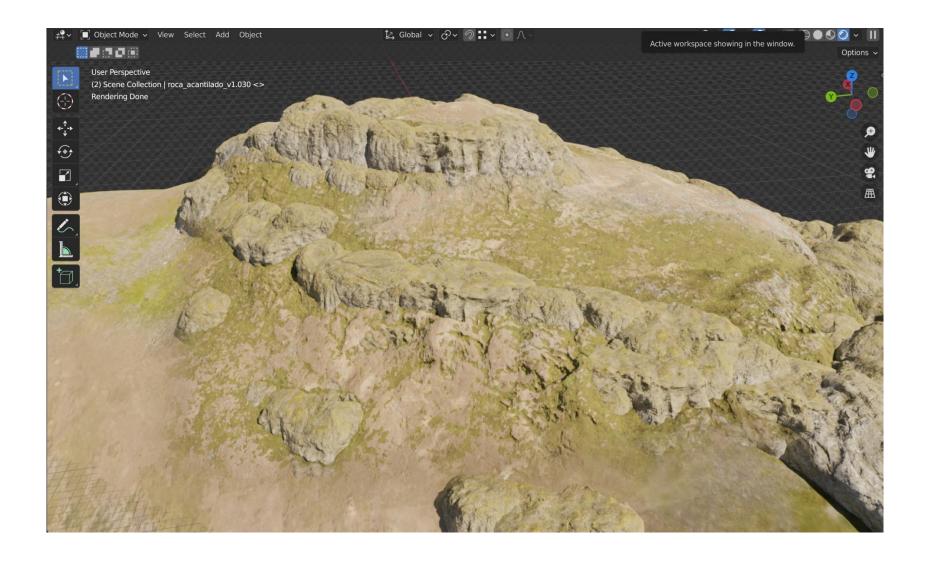




#### Fases del treball de digitalització

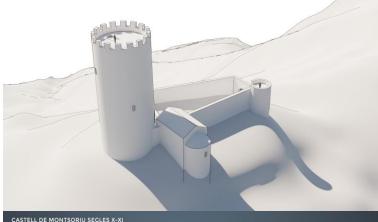


1- Drone flight over the castle to create a high-precision photogrammetric 3D model. This model is essential for subsequent work on the different spaces and construction phases. This task was carried out by the company Digivisión.



2- For the virtual reconstruction of the terrain, the company relied on photogrammetry obtained by drone, as well as cartographic models and on-site fieldwork.







# 3- Design of the Different Construction Phases

This process was divided into three phases: modelling, texturing, and rendering.

The modelling and rendering were carried out using the open-source software Blender, based on the photogrammetric model.

As for the texturing, it was developed using Adobe Substance 3D Painter.

The company in charge, as in the previous case, was 3D Stoa. Patrimonio y tecnología, with the participation throughout the process of archaeologists from MEMGA contributing to

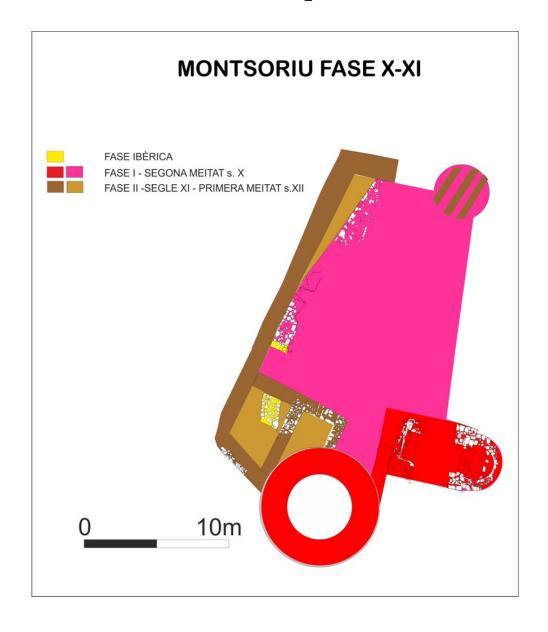


Montsoriu: The Result of 500 Years of Construction and Renovation

Montsoriu walls contain the remains of three overlapping castles built over five centuries of works and reforms:

- •A rocky castle from the 10 th 12 th centuries,
- •A castle corresponding to the late Romanesque and early Gothic periods, constructed between the second half of the 12th century and the first half of the 13th century.
- •A Gothic castle-palace built between the late 13th and 14th

#### The Caslte of the year 1000



This is a castle:

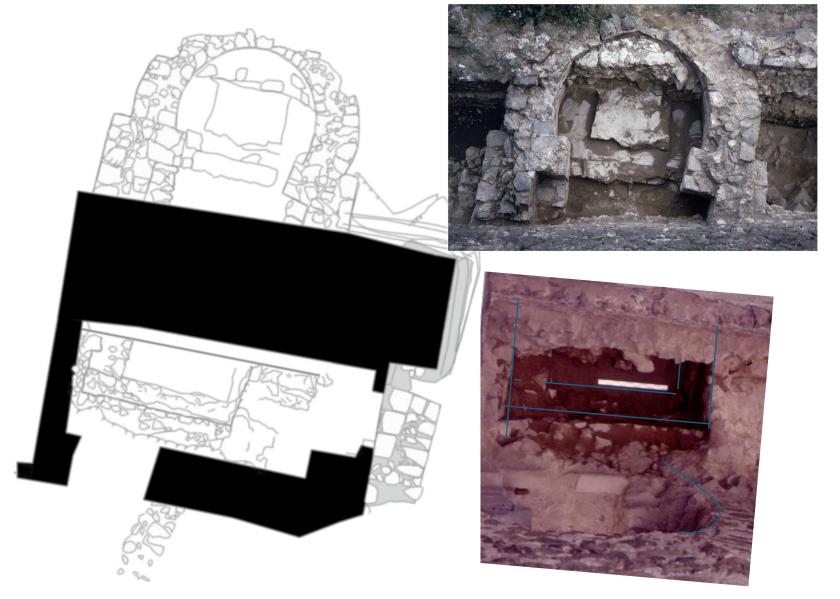
- -Of small dimensions, measuring  $30 \times 19 \text{m}$
- Adapted to the site's
  topography
- -Dominated by a main tower
- -Featuring a small castle chapel and a water cistern within its interior
- -Endowed with strong symbolic significance due to its architectural presence in the landscape, serving as a testament to the existence of a center of power and control over a territory.





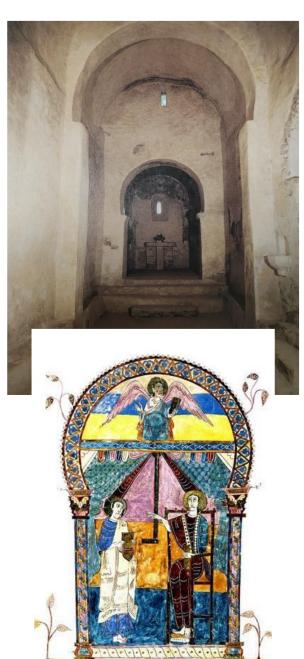
3D Reconstruction of the Pre-Romanesque Chapel of Montsoriu

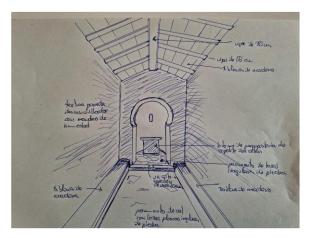
Pre-romanesque chapel from the second half of the  $10\ \mathrm{th}$  century. In use until the second half of the  $12\ \mathrm{th}$  century.

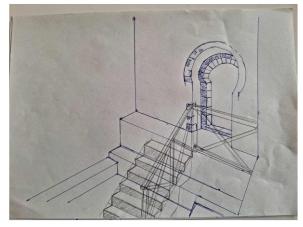








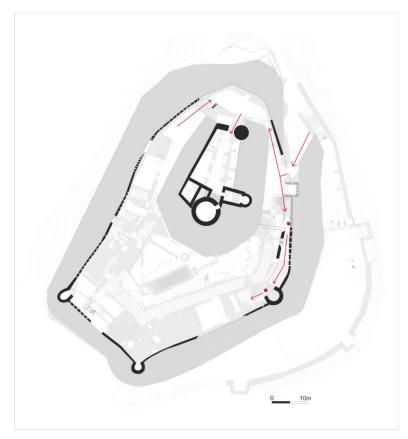








#### Romanesque Castle (Second half of 12th century)



Formalization of a typically Romanesque castle with two enclosures.

• Definition of a new enclosure adapted to the topography, featuring semicircular towers at the corners, baselevel wall defenses, and the presence of an upper enclosure.









Evolution of the Romanesque Castle (First half of the 13th century):



Evolution of the castle towards the Gothic model, characterized by the presence of a central courtyard.

- Construction of a new chapel in second
   Romanesque style
- Erection of a powerful barbican on the northern side of the castle
- Construction of a new water tank









"...un dels bells i nobles del món"...











Narthex or hall before entering the late Romanesque chapel. Second quarter of the  $13\mbox{th}$  century

#### • Late Romanesque Chapel:

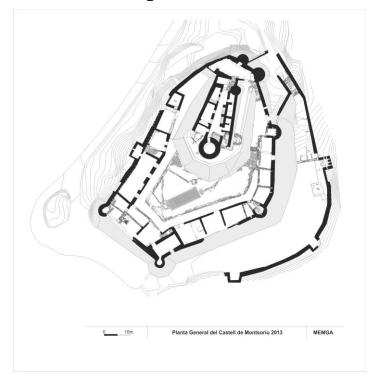
- Dating to the late 12th century, in use until the mid-14th century.
- Dedicated to Saint Peter, with historical sources also referencing a chapel dedicated to Saint Mary.







# 14th and 15th century The great gothic palace







### Remodeling of the upper enclosure.

- Urban transformation of the Courtyard of Arms, characterized by the presence of a central courtyard.
- Removal of defensive structures in the northern area and creation of the Lower Enclosure (Recinte Jussà), optimizing the defensive capabilities of the castle by designing a system of concentric enclosures.

Improvements to the Wall Defense System:

•Raising of walls.









#### 3D Reconstruction of interior spaces



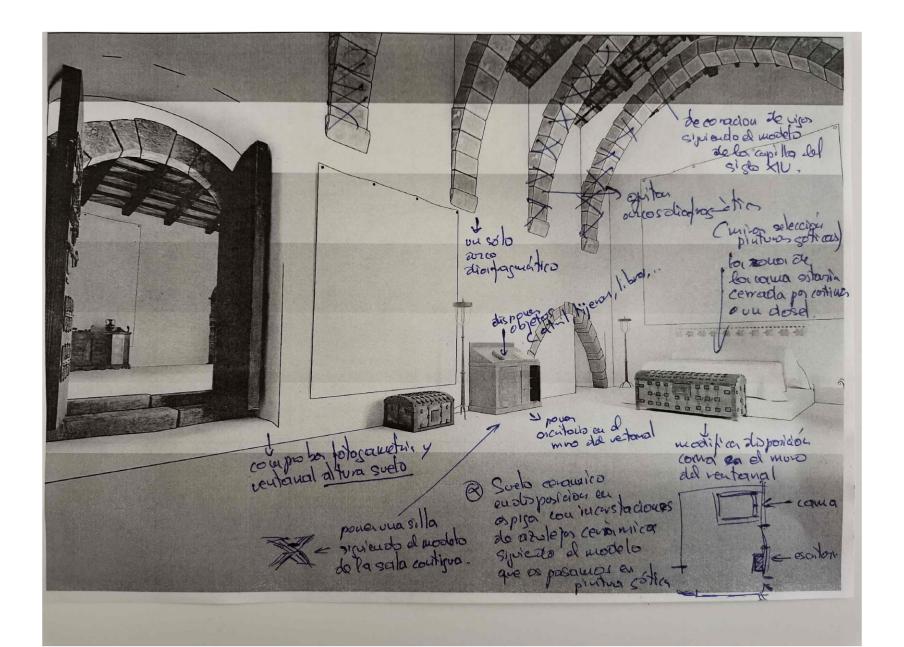
Digivisión- 3D Stoa-MEMGA-Francesc Riart

Hall. End of 14th century















The creation of these virtual models has been carried out as a basis for future projects, some of which we are already beginning to develop with the company Digivisión, such as virtual reality and augmented reality points, VR experiences at the museum or in the castle itself

Vídeo



