Reality-based model

Matrix

Source-based model

Extended Matrix

1

SU 003

003

USV/s 100

100 → decoration → #01 → D.01

2

SU 003

SU 001   SU 002

003 → 001, 002

USV/s 100

SU 001   SU 002

100 → lenght, decoration
#04, #01
#02, #03
002, 001
D.01

---

name conventions

⊞ extractor   #

⊘ combiner $

▭ document   D.

01
02
03
...
n

i.e an extractor "#01"

code	description
SU001	Column
SU002	Column
SU003	Lintel
USV/s 100	Lintel (reconstruction)
#01	Image mask
#02	x,y,z position of
#03	x,y,z position of
#04	distance between
D.01	Image of the Temple of Mars

D.01

#01