

**LOST AND TRANSFORMED CITIES: A digital perspective  
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**Carmen González-Román. University of Málaga. Spain** [romancg@uma.es](mailto:romancg@uma.es)  
**Isabel Solís Alcudia. The National Distance Education University (UNED). Spain**  
[isasolisa@yahoo.es](mailto:isasolisa@yahoo.es)

**Title:**

*Reconstructing the image of the ideal city in Renaissance painting and theatre: Its influence in specific urban environments. Digital technology and visual culture.*

**Key words:** city, urban perspective, scenography, visual culture, virtual reality.

The aim of the virtual reconstruction that we propose is to offer a model to visualize how, in specific projects or urban reforms undertaken since the Renaissance, it is latent the image of the ideal city represented both in paintings and set designs from the Renaissance. We could say, to paraphrase Michel Foucault, that our purpose is aimed towards an "archaeology of the imaginary" or perhaps more precisely, to a "virtual archaeology of the imaginary". This, perhaps, would have been a more accurate title for our presentation.

The relationship between set design and urban design during the Early Modern Age has been suggested by respected voices in the field of history of urbanism (P. Lavedan, A. Bonet, Giorgio Simoncini, etc). Nowadays, the possibilities offered by the digital technology allow us to aim further and carry out a simulation of a kind of urban space, in order to prove to what extent certain developments are consistent with the visual culture of an epoch, a culture of images assimilated from theatre and painting.

The city devised by the humanists of the Renaissance involved the design of an urban prototype inspired by the classical language and iconic architectural elements of the city in Antiquity. Before the urban reforms were implemented in the medieval city, the image of the city in Antiquity, lost and longed for, was visually conveyed both in Early Renaissance scenery and painting. Theatre and painting represent the appropriate way of experimentation and definition of a model that would eventually found its embodiment in the actual city. We are referring to one of Early Modern Age's urbanism principles: the monumental perspective.

This paper shows a virtual reconstruction based on a comparative study between scenography designs of urban views, and similar landscapes used in painting, in order to eventually find correspondences with specific urban environments.

This analysis is the result of a research study carried out in a National Research Project of the Spanish Ministry of Economy and Competitiveness (Spain) entitled: *Appropriations and Hybridizations between Visual Arts and Performing Arts in the Early Modern Age*. The project has as a priority to progress in the knowledge of an essential aspect in the visual and material culture of the Early Modern Age: the theatrical and festive activity in an urban setting. To this avail, the correspondence is analyzed between the visual resources employed in both visual and performative arts, using the capabilities offered by 3D-reconstruction digital tools.