The Ancient Mesoamerican World Reconstructed



Digital Reconstructions of Chichén Itzá



Introduction

The indigenous peoples of Central America, were a mighty advanced civilisation in their period of bloom. Famous for its far-developed mathematics, and their complex calendar system, particularly the Maya and Aztecs stood out in the field of architecture.

From about 300 AD in today's Guatemala it came to the rapid development of large city-states, whose kings manifested their power with huge monumental structures. These buildings, often designed as a step pyramid, mostly were built higher and expanded with the application of great material and human resources, so that for example, the largest known Mayan pyramid at El Mirador has a height of 72m. In particular, many ceremonial temples, dedicated to the gods, show the impressive architecture of these cultures. These were mostly decorated with detailed sculptures, reliefs and frescoes, which depicted gods, kings or war scenes and should rest for eternity.

Economic decline, ecologic problems and continuous wars for resources and power among the city-states, however, prepared the sudden downfall of the Maya in the 10th Century A.D. Also a revival by the toltec and aztec culture took an end with the destruction by the Spaniards in the 16th Century.

The once magnificent cities, such as Tikal, Copan and Palenque were abandoned and sank back in the rainforest, or have been as Tenochtitlan, the biggest city in the 15th Century, destroyed during the wars.

Since the rediscovery of the ruins in the 19th Century, numerous organizations, like the INAH, have been trying to reconstruct the cities and maintain cultural heritage by excavation work.

About Us

We are a small group of professional Media Designer specializing in 3-D animation and web design from Berlin and Erfurt in Germany.

Because the common interest in Meso-American culture and its architecture connects us and we consider this topic to be a hobby of us, a few years ago, we decided to combine our job and hobby by reconstructing Mayan and Toltec buildings in Chichén Itzá with modern 3-D-software to visualize the former brilliance of this architecture.

Because achieving this with existing photographs of the ruins alone was a major challenge, we relied mostly on old plans and drawings by different archaeologists, and of course, a great deal of fantasy for recreating the colorful facades.

Furthermore, using other temple constructions, such as the pyramids of Tikal and El Mirador, we have attempted to develop methods for modeling different styles of architecture in an accurate and time-efficient manner. The highly detailed reliefs and sculptures of the Mayan constructions are an especially difficult challenge which require big effort, however, this was made possible with good drawings and photos as guidelines.

As we have had very positive feedback for our work thus far, and there are various fields of application for this kind of photo-realistic visualization (tourism, representations in museums and publications, etc.), we would like to continue along this line and create a reconstruction project which would include many of the Mayan archaeological sites which are definitely worth seeing.

Because this task goes beyond the realm of being a hobby, we are seeking partners and contacts who are willing to support us in the realization of this project.

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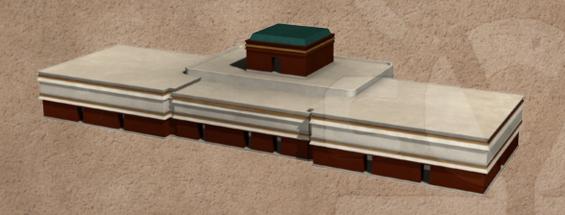
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Structures Management

El Caracol









Casa del Venado Wayayayayayayayayayayaya



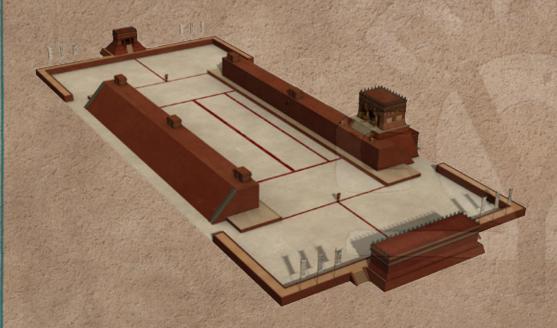


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El Castillo









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House of the Metates









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Maudslay's No.6





Structures The Ossuary



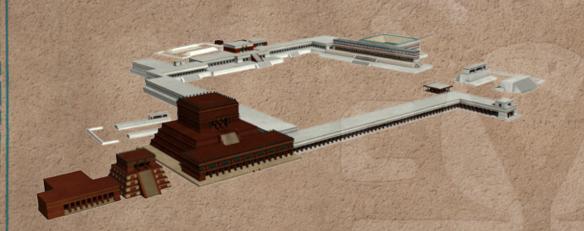
Structures Platform of the Jaguars and Eagles













Structures Temple of the Sculpted Tables





Structures War Avantage Valley

Temple of Xtoloc

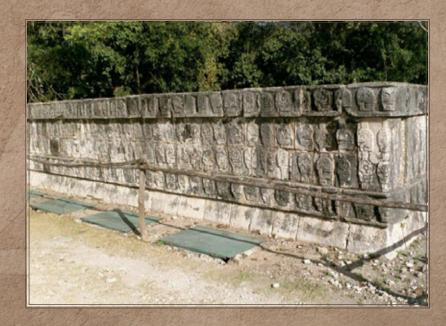




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Tzompantli





Details



Eastwing - Las Monjas



La Iglesia - Las Monjas

Details



Entrance of The Ossuary



Upper Jaguar Temple

Details



Entrance of the Temple of Warriors



Platform of Venus



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