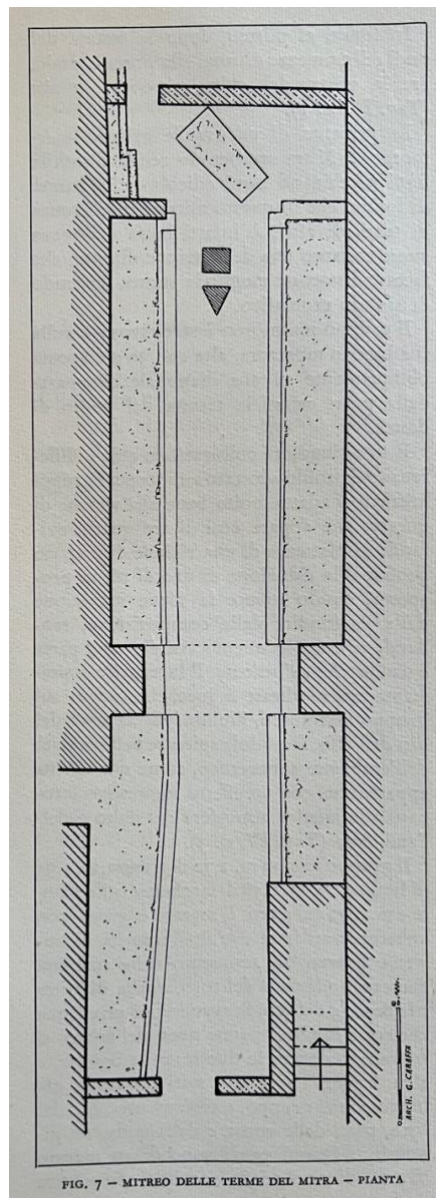


Paradata for the Mithraeum in the Baths of Mithras in Ostia

Since this is a model for training purposes only and without any great scientific claim, in which the creation of the metadata and paradata is given greater importance than the actual 3D model, the following modelling decisions were made and obvious errors were accepted in the course of the work on the model.

Modelling decisions

- the model follows the floor plan from the publication *Scavi die Ostia II. I Mitrei* (1954), even if the dimensions in the description text there indicate that the floor plan drawing is inaccurate



- the vault was depicted in a very simplified manner:
 - the large outer vault finally is about 20 cm too high
 - the inner vault in the centre of the building is not shown correctly - the protruding wall on the east side of the building is too high



- In the northern front area, a simplified flat ceiling was drawn with a thickness of 30 cm – today's remains in Ostia look like on the following images



Textures

In the process of applying the textures low resolution images of the walls, benches, floor and ceiling were used – when visiting the site it was impossible to enter the building and the light was too dark to retrieve high quality images.

Light

The mithraeum has two rectangular openings in the ceiling through which light can enter the interior of the structure. Depending on the position of the sun, the cult statue on the base of the statue may or may not have been illuminated by sunlight. This is a nice example for an animation and a so-called content state use case for a IIIF-manifesto.

