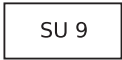













	Node	Description	Examples ref. sheet
USV nodes		white rectangle = US (or US) stands for Stratigraphic Unit (or Context). A specialization is the -SU or negative stratigraphic unit that describes a gap on a SU.	B1
		white ellipse = US series. A series of US objects like a group of <i>pilae</i> from a thermal bath can be considered as a whole. This seriation node acts like a proxy for the entire group.	B3
		black rhombus = continuity node describes the end of life of a US/USV.	
		black parallelogram = USV/s or structural Virtual Stratigraphic Unit is a reconstruction hypothesis made starting from an <i>in situ</i> fragmented SU. It acts as a restoration of a -SU so that its presence is physically "proved".	B1
		black hexagon = USV/n or non-structural Virtual Stratigraphic Unit (reconstruction hypothesis made starting from "sources" like comparisons, general rules etc..). It is not connected to a -SU and, as a result, it is not physically "proved".	B2
		white octagon = Special Find. It refers to a not <i>in situ</i> element (fragmented or intact) that needs to be repositioned. It is a real object so that you know several properties (color, material, etc ..) <i>except</i> the original position.	B5
		black octagon = Virtual Special Find. It represents an hypothetical reconstruction of a fragmented Special Find (<i>not in situ</i> element).	B5
		black ellipse = USV series. A series of USVn objects like a colonnade or a sequence of acroterion can be considered as a whole. This seriation node acts like a proxy for the entire group.	B3

validation nodes	<div>D.01.1</div> 	extractor icon = extractor node capable of extracting specific information from a source and passing it to a property.	C1
	<div>\$01</div> 	combiner icon = combiner node capable of combining information provided by two extraction nodes and passing the resulting value to a property.	C2
		grey rounded square = property. A property node validates a USV it is connected to. Examples of properties are "material", "dimension", "placement", etc..	C1
		document icon = source. A source node feeds a property of a USV it is connected to (through an extractor node). A source can be an image, a text, a reference, a 3D model etc.. More documents need a combiner node.	C1