

# ЕПИСКОПСКАТА БАЗИЛИКА НА ФИЛИПОПОЛ



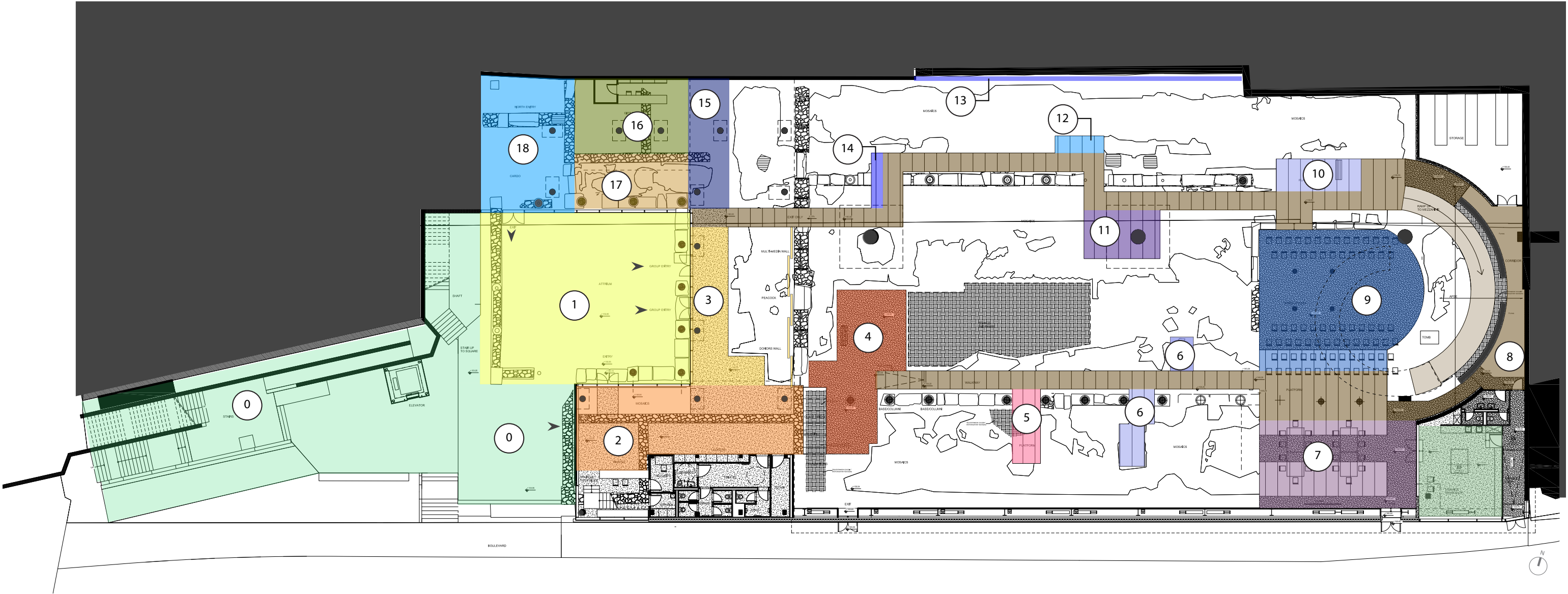
**SKOLNICK**  
ARCHITECTURE + DESIGN PARTNERSHIP

## EXHIBIT ITEMS ALLOCATION

100% FD Submission, v4.0 , April 19th 2019

# FINAL AREA PLAN

## FIRST FLOOR & LOWER PLAZA

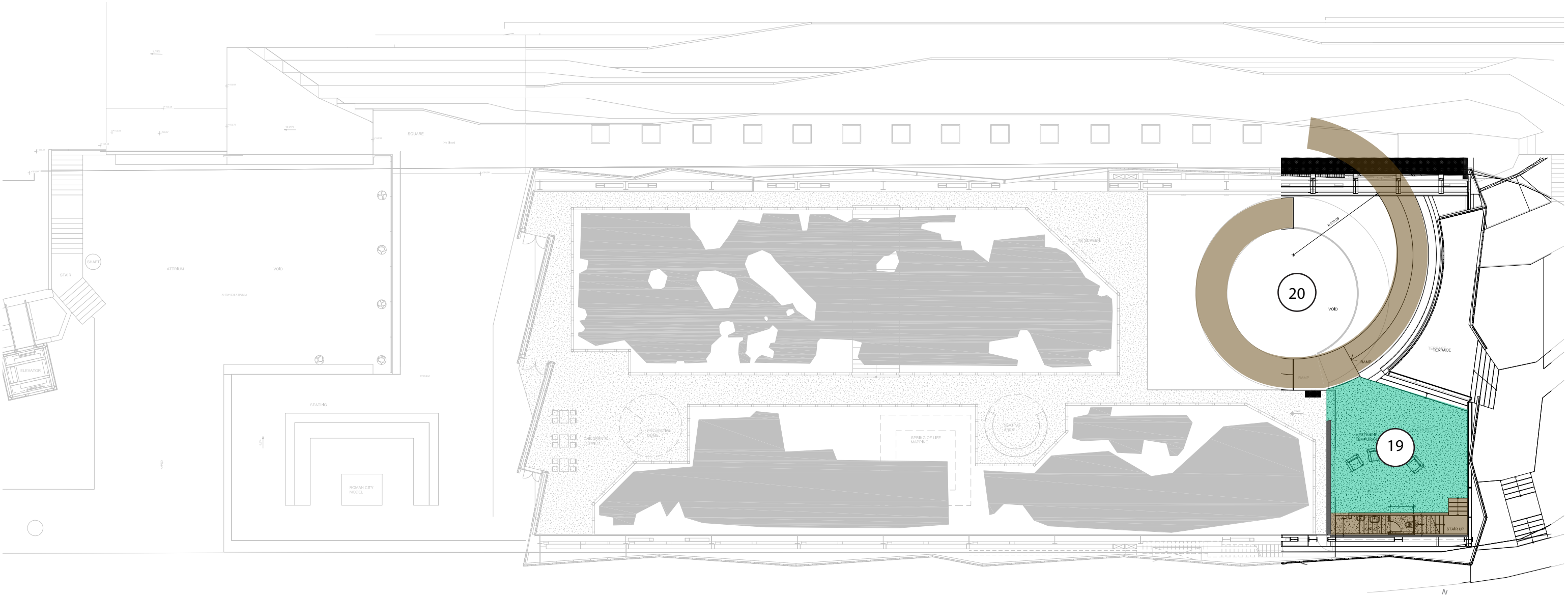


### AREA

00	EXTERIOR PLAZA & ATRIUM	06	OVAL BUILDING & MOSAICS	11	MEDIEVAL NECROPOLIS	17	NORTH PORTICO
01	ATRIUM	07	MOSAICS CLASSROOM	12	MEDIEVAL NEIGHBORHOOD	18	ROMAN CARDO
02	ENTRY LOBBY	08	APSE	13	NORTH WALL		
03	NARTHEX	09	SANCTUARY	14	EXIT		
04	ORIENTATION	10	MOSAIC LAYERS	15	BAPTISTERY		
05	DONOR'S INSCRIPTION			16	GIFT SHOP		

# FINAL AREA PLAN

## MEZZANINE FLOOR

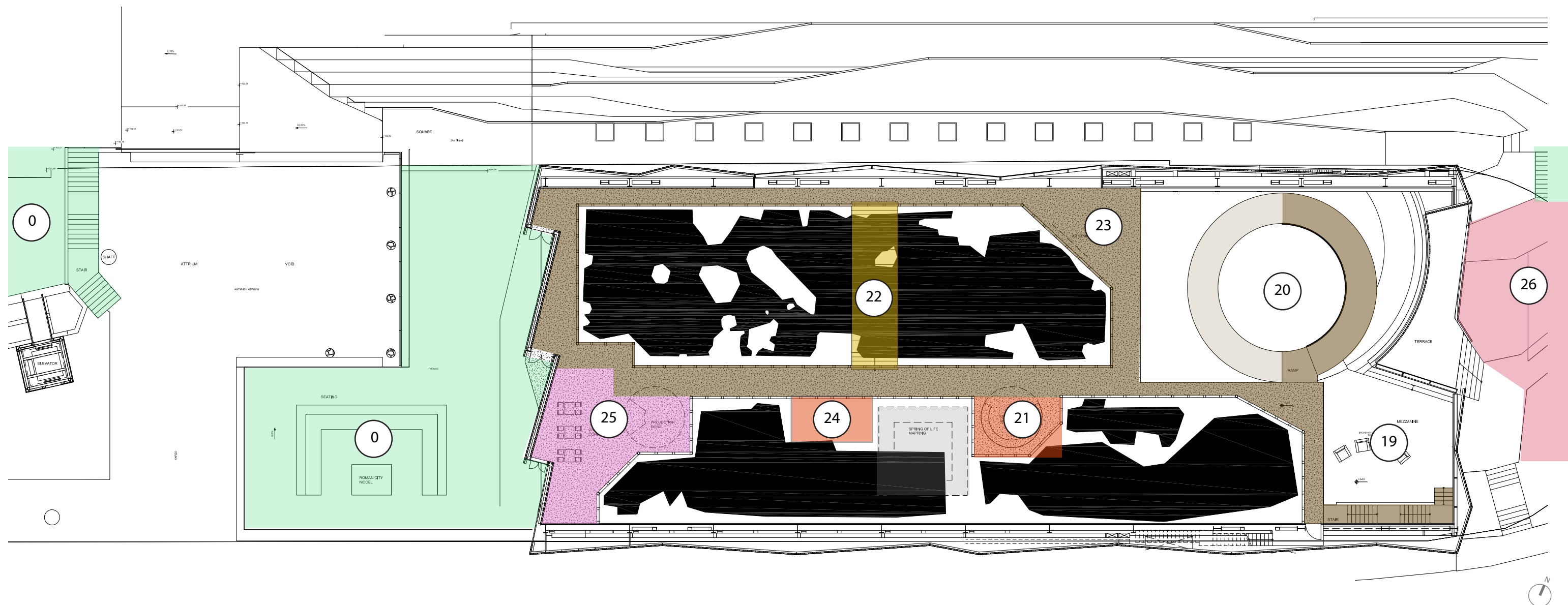


AREA

- 19 TEMPORARY GALLERY SPACE
- 20 RAMP

# FINAL AREA PLAN

## SECOND FLOOR & UPPER PLAZA



### AREA

00	EXTERIOR PLAZA & ARRIVAL	24	SPRING OF LIFE
20	RAMP	25	DISCOVERY ZONE
21	ROMAN PLOVDIV	26	OUTDOOR CHILDREN'S PLAYGROUND
22	BIRDS		
23	INTERACTIVE AR BIRDS		





**THE BISHOP'S BASILICA**  
OF PHILIPPOLIS

# AREA 00

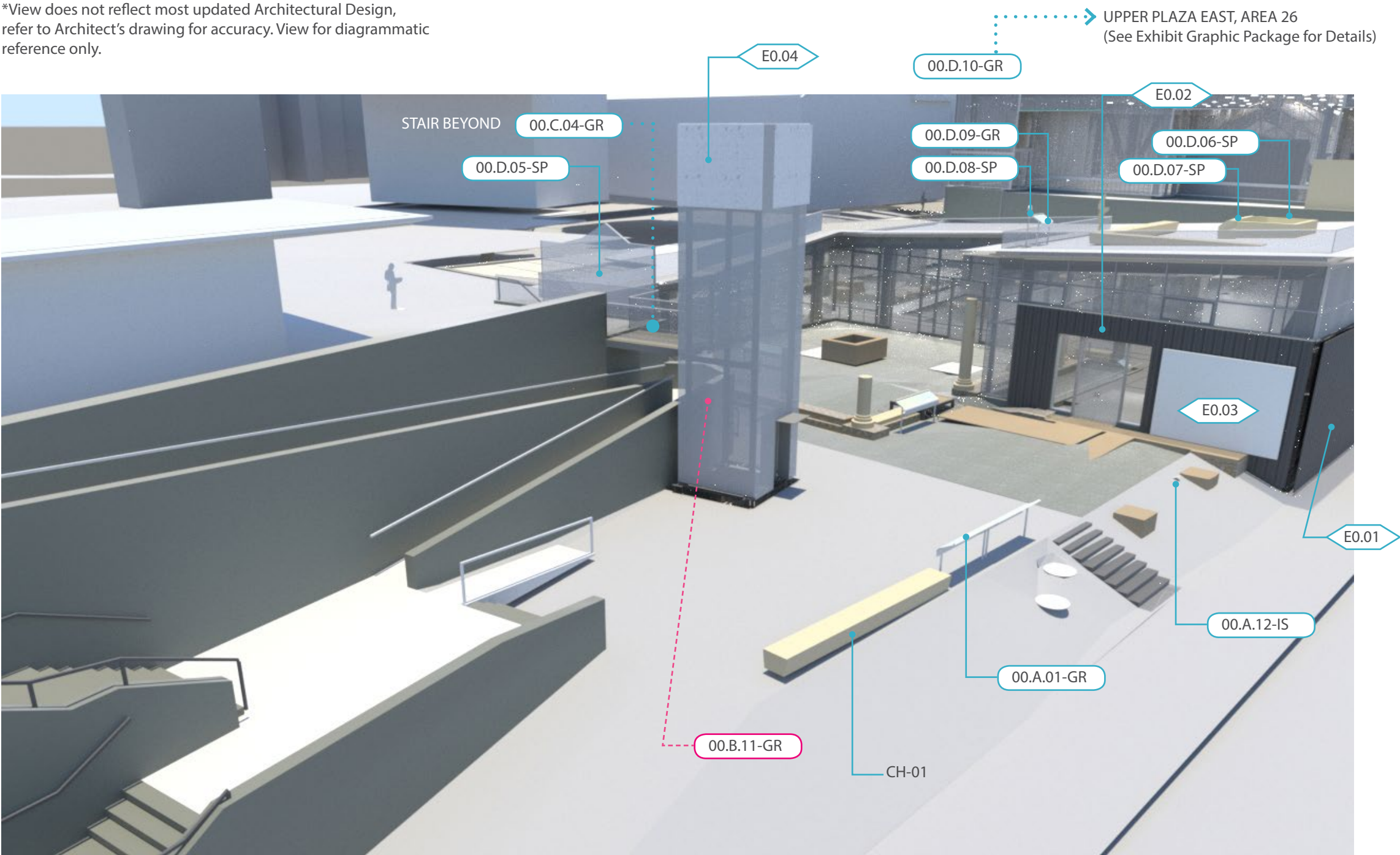
EXTERIOR PLAZA & ARRIVAL

# AREA 00

## EXTERIOR PLAZA & ARRIVAL

### View by Area

\*View does not reflect most updated Architectural Design, refer to Architect's drawing for accuracy. View for diagrammatic reference only.



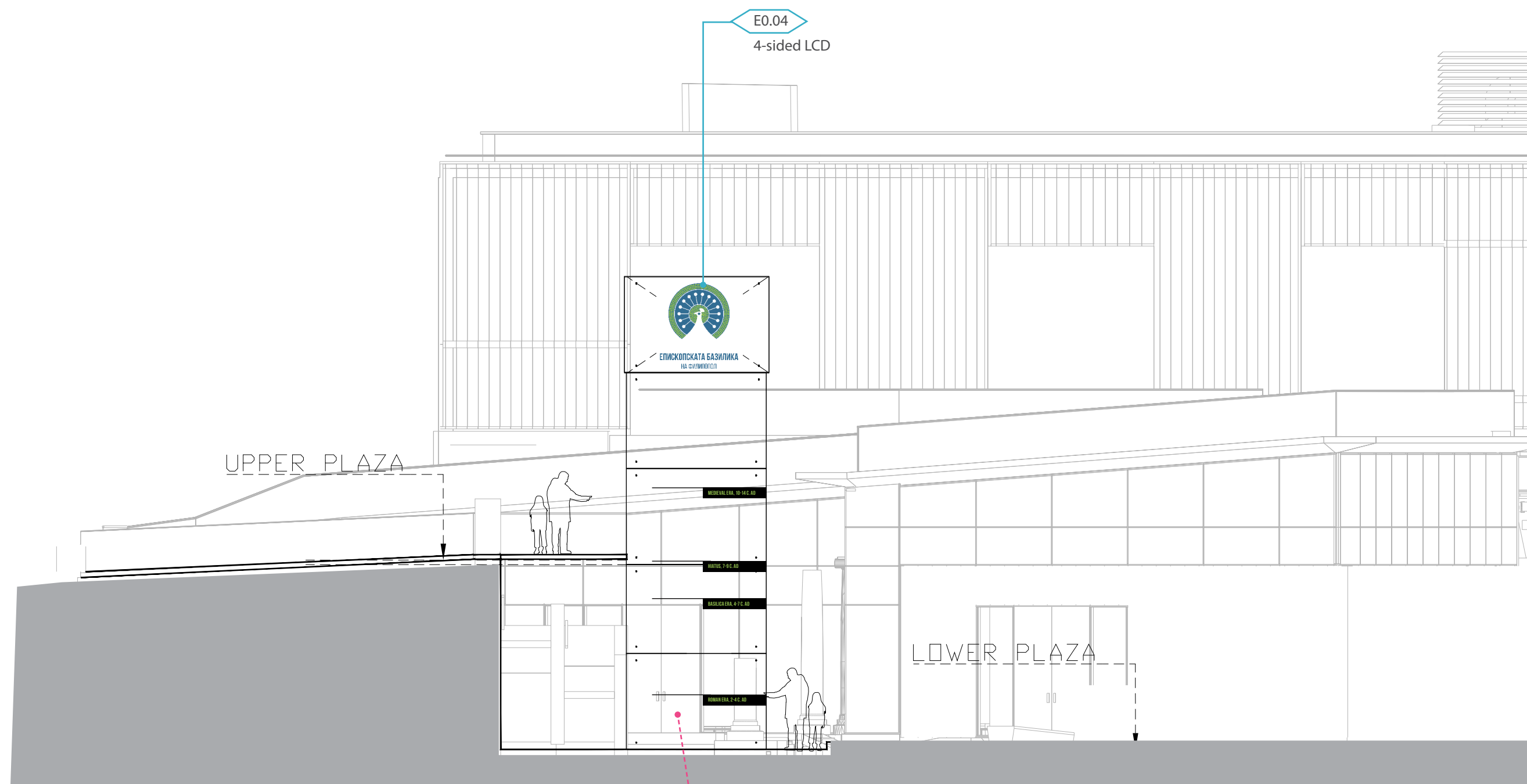
### Exhibit Items List by Area

\* R.R. : Reader Rail Panel / GR-FS: Free-standing Graphic Panel  
\*\* IN SITU: In Situ Artifact  
\*\*\* Refer to Architectural Graphics Signage Package for all other Architectural Graphics Allocation.

COMPONENT ID	COMPONENT NAME
E0.01	VISITOR CENTER TITLE (SOUTH FACADE)
E0.02	VISITOR CENTER TITLE (MAIN ENTRY)
E0.03	DONOR WALL
00.A.01-GR	R.R.: EXTERIOR INTRO (300CM)
00.A.02-IS	IN SITU: ENTRANCE GATES
E0.04	LED SCREENS
00.C.04-GR	SPECIAL GRAPHICS: STAIRWELL MURAL
00.D.05-SP	BISHOP'S BASILICA GLASS OVERLAY
00.D.06-SP	3D BRONZE MODEL OF PHILIPPOPOLIS
00.D.07-GR	CITY OF PLOVDIV
00.D.08-SP	VIEWFINDER OF ROMAN THEATER
00.D.09-GR	R.R.: ROMAN THEATER (75 CM)
00.E.10-GR	R.R.: EXTERIOR INTRO AND APSE (300CM)
00.B.11-GR	SPECIAL GRAPHIC: ELEVATOR STRATIGRAPHY GRAPHICS
CH-01	EXTERIOR BENCH

# AREA 00

## EXTERIOR PLAZA & ARRIVAL



00.B.11-GR

East & West sides of elevator tower ; Double-sided graphic for interior & exterior viewing.



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# AREA 01

ATRIUM



View by Area

\*View does not reflect most updated Architectural Design, refer to Architect's drawing for accuracy. View for diagrammatic reference only.

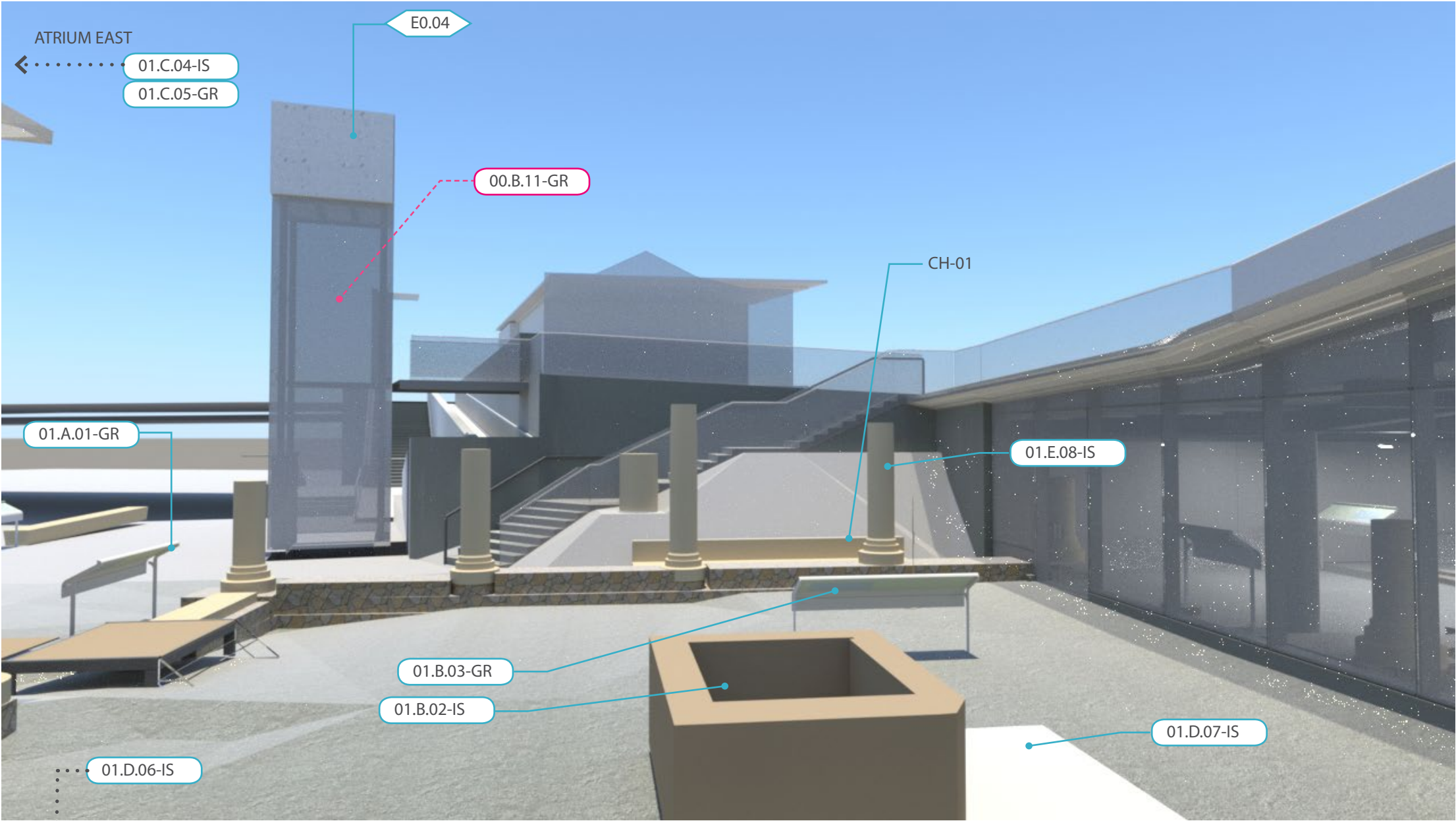


Exhibit Items List by Area

\* R.R. : Reader Rail Panel / GR-FS: Free-standing Graphic Panel  
\*\* IN SITU: In Situ Artifact  
\*\*\* Refer to Architectural Graphics Signage Package for all other Architectural Graphics Allocation.

COMPONENT ID	COMPONENT NAME
01.A.01-GR	R.R.: ATRIUM OVERVIEW (150 CM)
01.B.02-IS	IN SITU: FOUNTAIN
01.B.03-GR	R.R.: ROMAN WATER (150 CM)
01.C.04-IS	IN SITU: GEROUSIA INSCRIPTION
01.C.05-GR	R.R.: GEROUSIA INSCRIPTION (150 CM)
01.D.06-IS	IN SITU: DRAINAGE
01.D.07-IS	IN SITU: PIPES
01.E.08-IS	IN SITU: ARCHITECTURAL ORDER
01.C.09-SP	PEDESTAL FOR GEROUSIA INSCRIPTION
CH-01	EXTERIOR BENCH



View by Area

\*View does not reflect most updated Architectural Design, refer to Architect's drawing for accuracy. View for diagrammatic reference only.

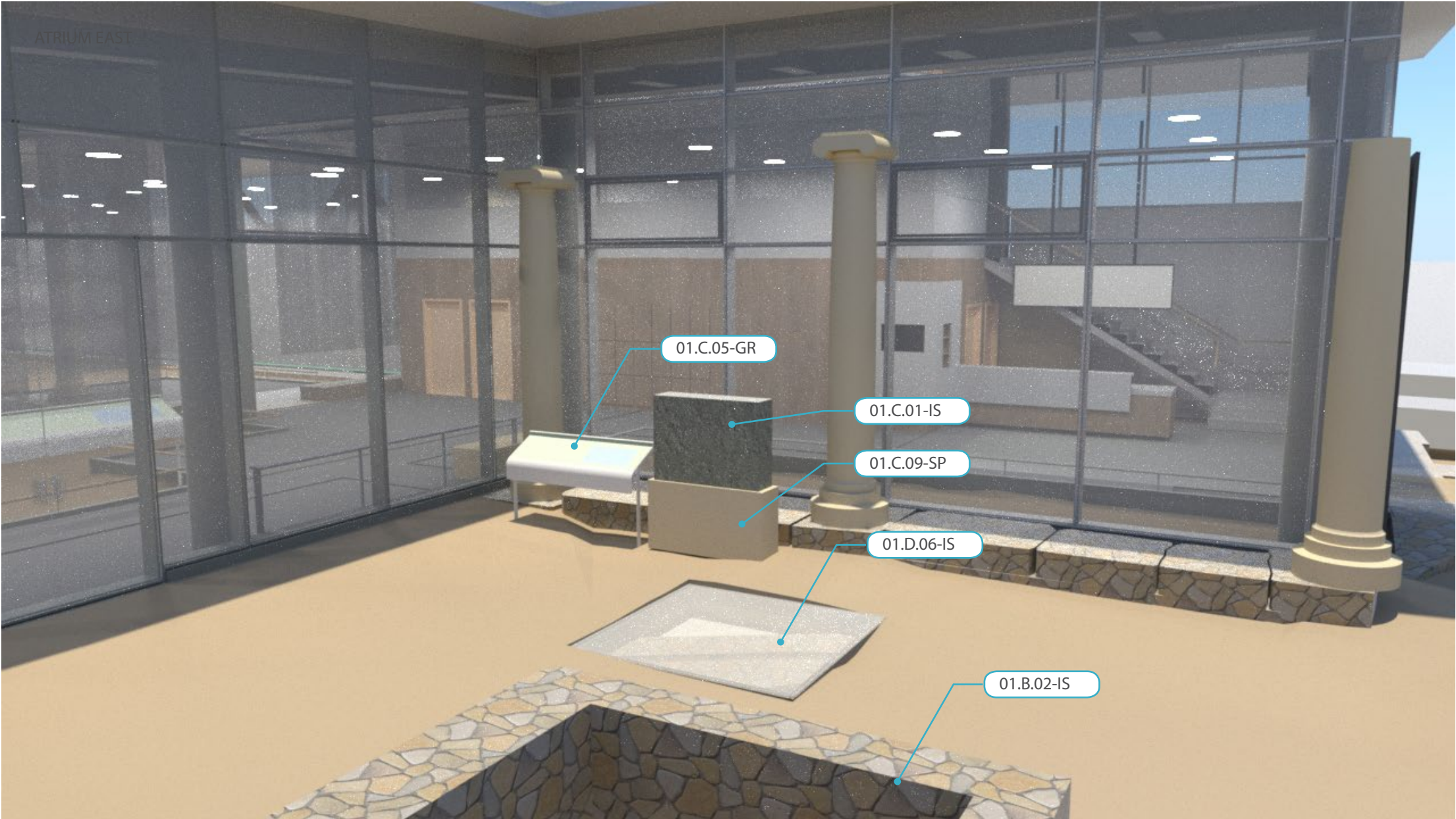


Exhibit Items List by Area

\* R.R. : Reader Rail Panel / GR-FS: Free-standing Graphic Panel  
\*\* IN SITU: In Situ Artifact  
\*\*\* Refer to Architectural Graphics Signage Package for all other Architectural Graphics Allocation.

COMPONENT ID	COMPONENT NAME
01.A.01-GR	R.R.: ATRIUM OVERVIEW (150 CM)
01.B.02-IS	IN SITU: FOUNTAIN
01.B.03-GR	R.R.: ROMAN WATER (150 CM)
01.C.04-IS	IN SITU: GEROUSIA INSCRIPTION
01.C.05-GR	R.R.: GEROUSIA INSCRIPTION (150 CM)
01.D.06-IS	IN SITU: DRAINAGE
01.D.07-IS	IN SITU: PIPES
01.E.08-IS	IN SITU: ARCHITECTURAL ORDER
01.C.09-SP	PEDESTAL FOR GEROUSIA INSCRIPTION
CH-01	EXTERIOR BENCH



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## AREA 02

ENTRY LOBBY

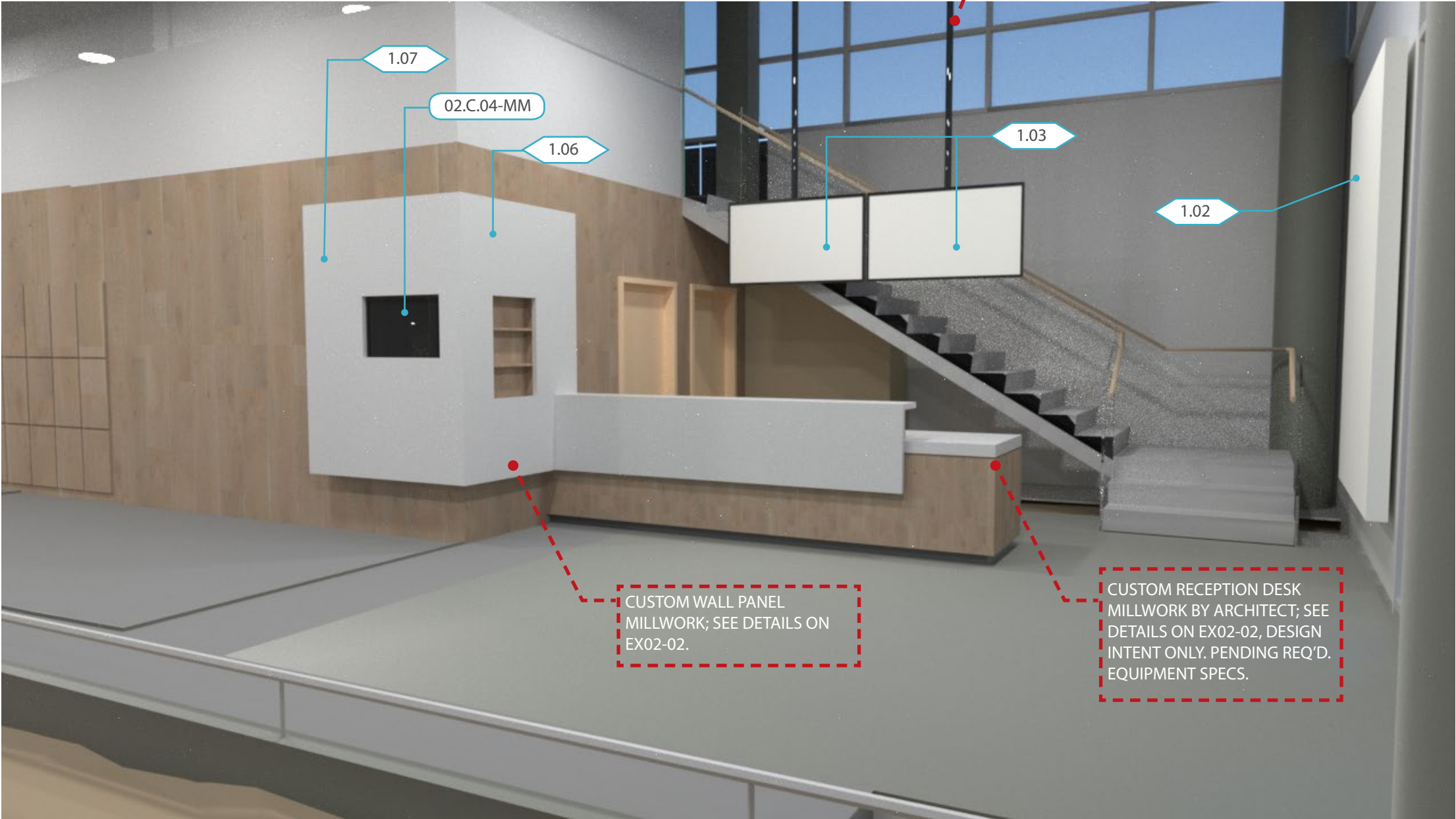


# AREA 02

## ENTRY LOBBY

### View by Area

\*View does not reflect most updated Architectural Design, refer to Architect's drawing for accuracy. View for diagrammatic reference only.



### Exhibit Items List by Area

\* R.R. : Reader Rail Panel / GR-FS: Free-standing Graphic Panel  
\*\* IN SITU: In Situ Artifact  
\*\*\* Refer to Architectural Graphics Signage Package for all other Architectural Graphics Allocation.

COMPONENT ID	COMPONENT NAME
1.02	VOLUNTEER WALL
1.03	RECEPTION TICKETING DESK INFO
1.06	RECEPTION: BROCHURE RACK, SIGNAGE
1.07	LED MONITOR & MISSION STATEMENT
02.C.04-MM	MEDIA: VISITOR CENTER VIDEO

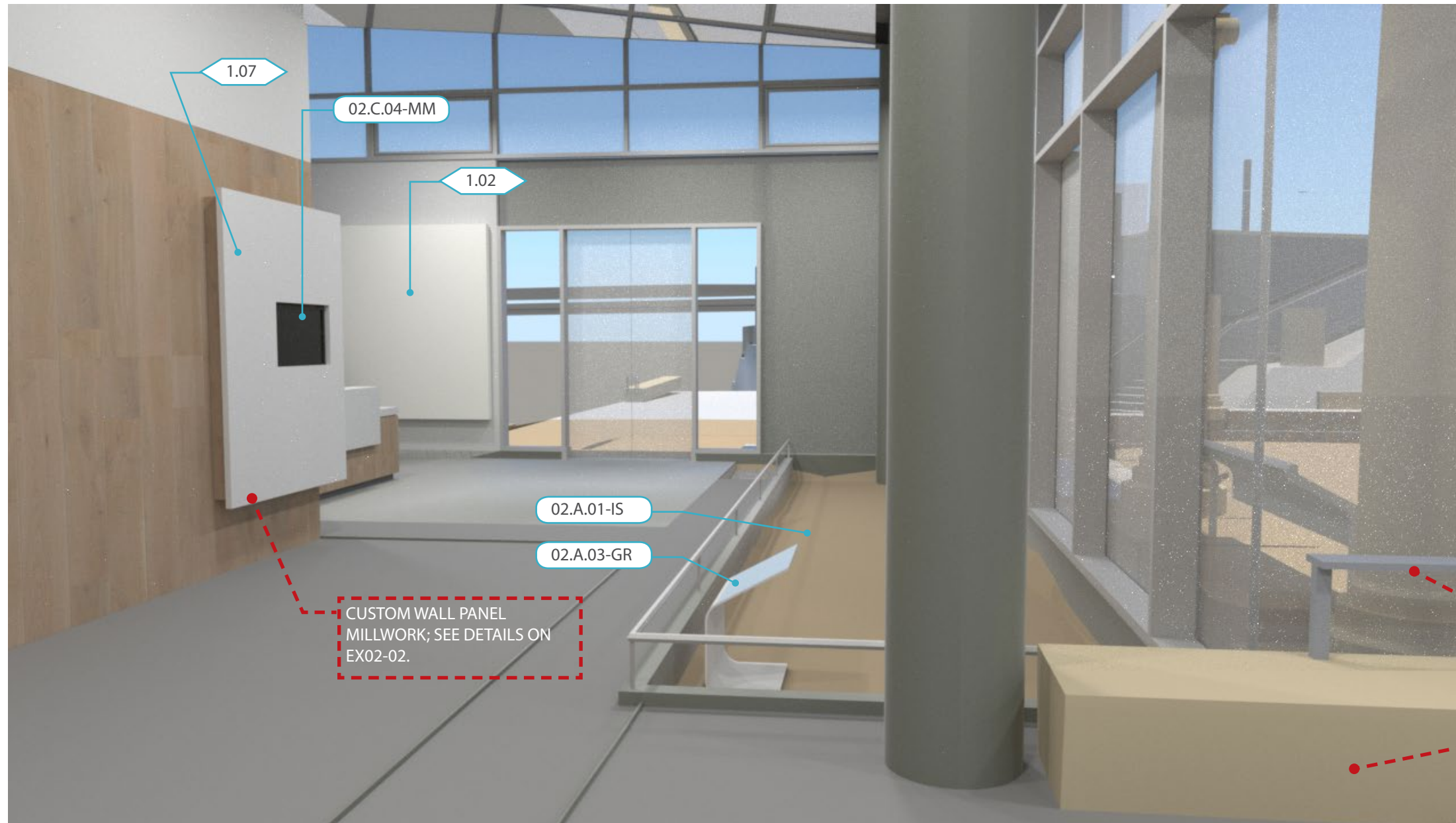


## AREA 02

### ENTRY LOBBY

#### View by Area

\*View does not reflect most updated Architectural Design, refer to Architect's drawing for accuracy. View for diagrammatic reference only.



#### Exhibit Items List by Area

\* R.R. : Reader Rail Panel / GR-FS: Free-standing Graphic Panel  
 \*\* IN SITU: In Situ Artifact  
 \*\*\* Refer to Architectural Graphics Signage Package for all other Architectural Graphics Allocation.

COMPONENT ID	COMPONENT NAME
02.A.01-IS	IN SITU: SOUTHERN PORTICO MOSAICS
02.A.03-GR	GR-FS: SOUTHERN PORTICO MOSAICS
1.02	VOLUNTEER WALL
1.07	LED MONITOR & MISSION STATEMENT
02.C.04-MM	MEDIA: VISITOR CENTER VIDEO



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# AREA 03

NARTHEX

# AREA 03

## NARTHEX

### View by Area

\*View does not reflect most updated Architectural Design, refer to Architect's drawing for accuracy. View for diagrammatic reference only.



### Exhibit Items List by Area

\* R.R. : Reader Rail Panel / GR-FS: Free-standing Graphic Panel  
 \*\* IN SITU: In Situ Artifact  
 \*\*\* Refer to Architectural Graphics Signage Package for all other Architectural Graphics Allocation.

COMPONENT ID	COMPONENT NAME
03.A.01-MM	MEDIAL: MEDIA WALL
03.B.02-IS	IN SITU: PEACOCK MOSAIC
03.B.03-GR	R.R.: NARTHEX AND PEACOCK MOSAIC (150 CM)
03.C.04-IS	IN SITU: BASILICA ENTRANCE ELEMENTS



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# AREA 04

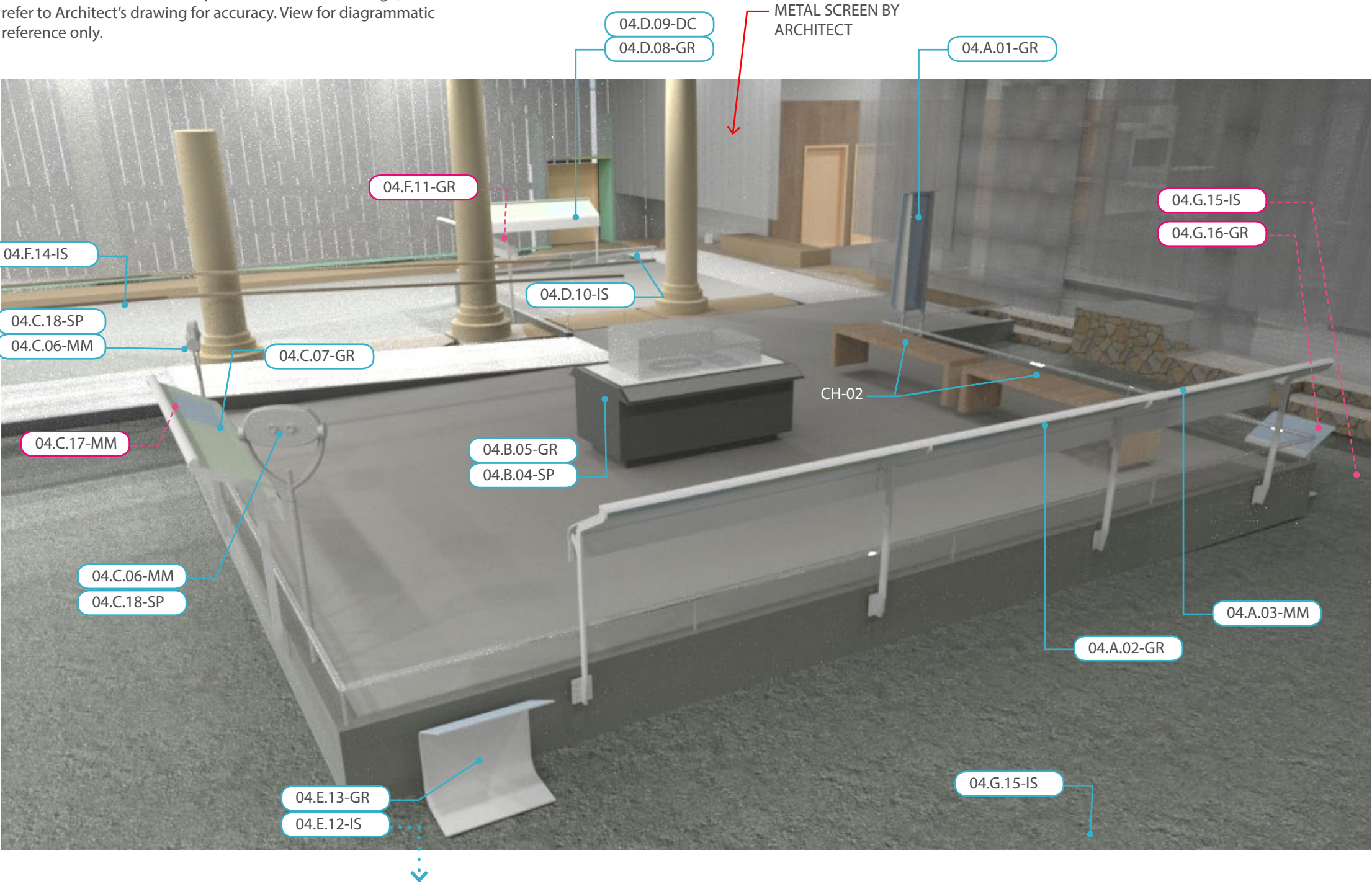
ORIENTATION



# AREA 04 ORIENTATION

## View by Area

\*View does not reflect most updated Architectural Design, refer to Architect's drawing for accuracy. View for diagrammatic reference only.



## Exhibit Items List by Area

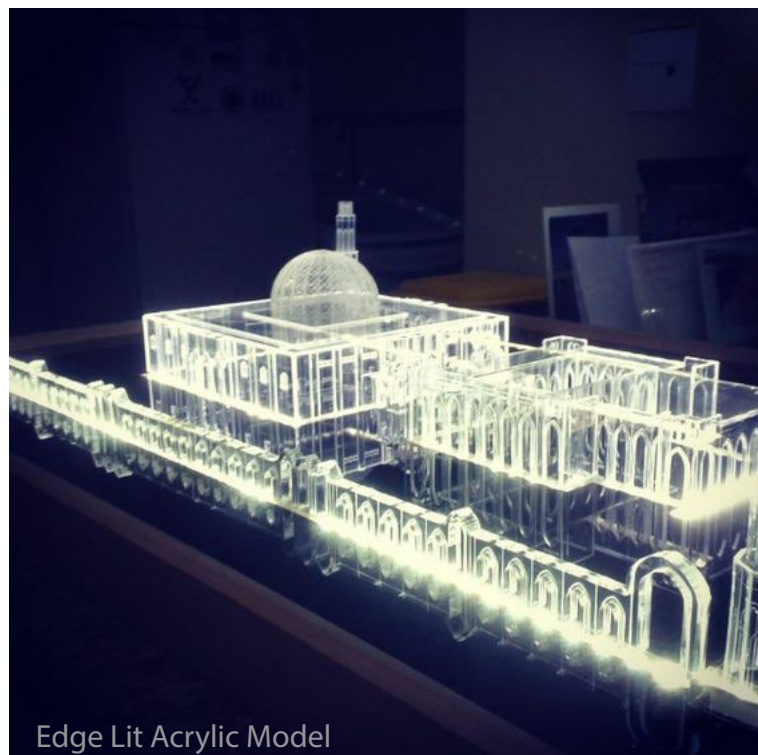
\* R.R. : Reader Rail Panel / GR-FS: Free-standing Graphic Panel  
\*\* IN SITU: In Situ Artifact  
\*\*\* Refer to Architectural Graphics Signage Package for all other Architectural Graphics Allocation.

COMPONENT ID	COMPONENT NAME
04.A.01-GR	INTRO PANEL: INTRODUCTION
04.A.02-GR	GRAPHICS: TIMELINE (450 CM)
04.A.03-MM	MEDIA: INTERACTIVE MAP OF PLOVDIV
04.B.04-SP	3D ACRYLIC SITE MODEL
04.B.05-GR	GRAPHICS: ERAS OF 3D SITE MODEL
04.C.06-MM	MEDIA: VIEWFINDERS (2)
04.C.07-GR	R.R.: INTRO TO BISHOP'S BASILICA AND MOSAICS
04.D.08-GR	R.R.: PAGAN BUILDING
04.D.09-DC	DISPLAY CASE: PAGAN BUILDING
04.D.10-IS	IN SITU: BUILDING FOUNDATIONS
04.E.12-IS	IN SITU: MEDIEVAL HOUSE
04.E.13-GR	GR-FS.: MEDIEVAL HOUSE
04.F.14-IS	IN SITU: SOUTHERN AISLE MOSAICS
04.G.15-IS	IN SITU: CENTRAL NAVE MOSAICS
04.G.16-GR	GR-FS.: MOSAIC MAKERS MEETING
04.C.17-MM	MEDIA: MOSAIC LAYERS VIDEO
04.F.11-GR	R.R.: MOSAIC STYLES
04.C.18-SP	(2) VIEWFINDERS
CH-02	INTERIOR BENCH

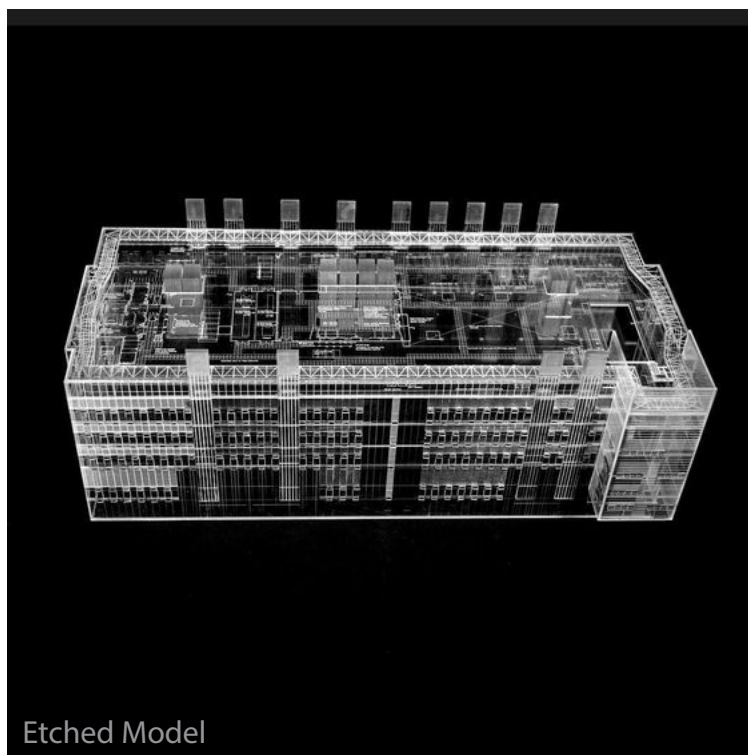


## AREA 04

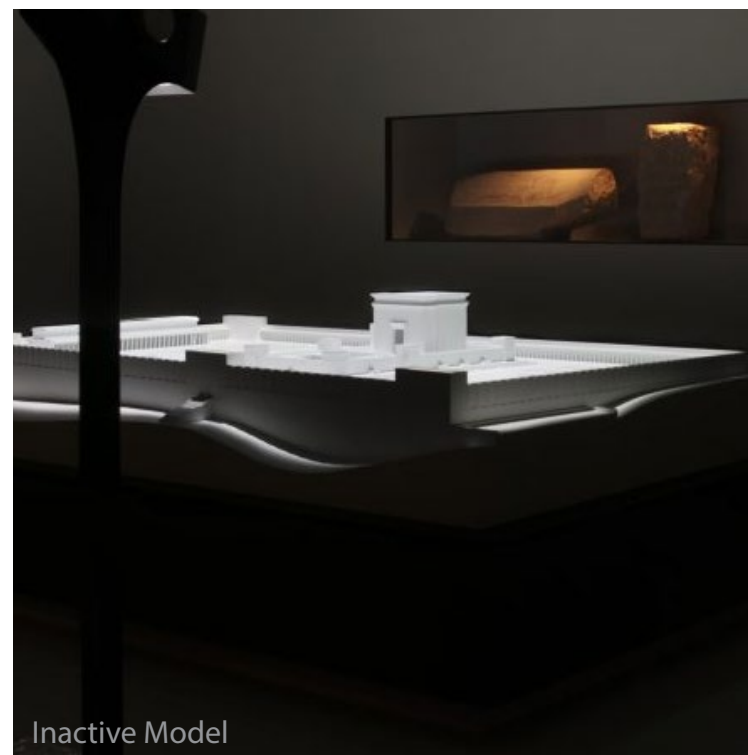
### 04.B.04-SP : 3D ACRYLIC SITE MODEL



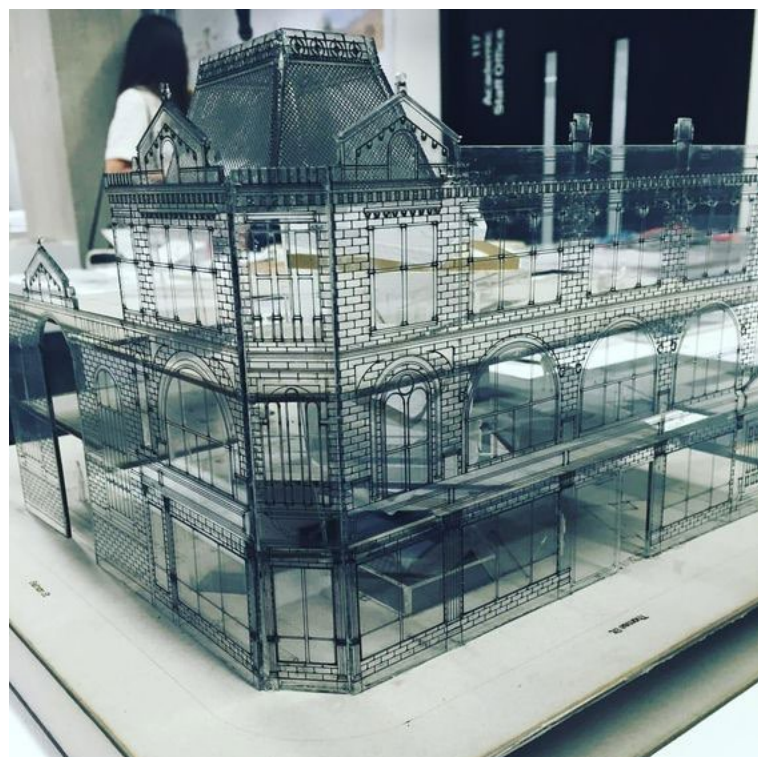
Edge Lit Acrylic Model



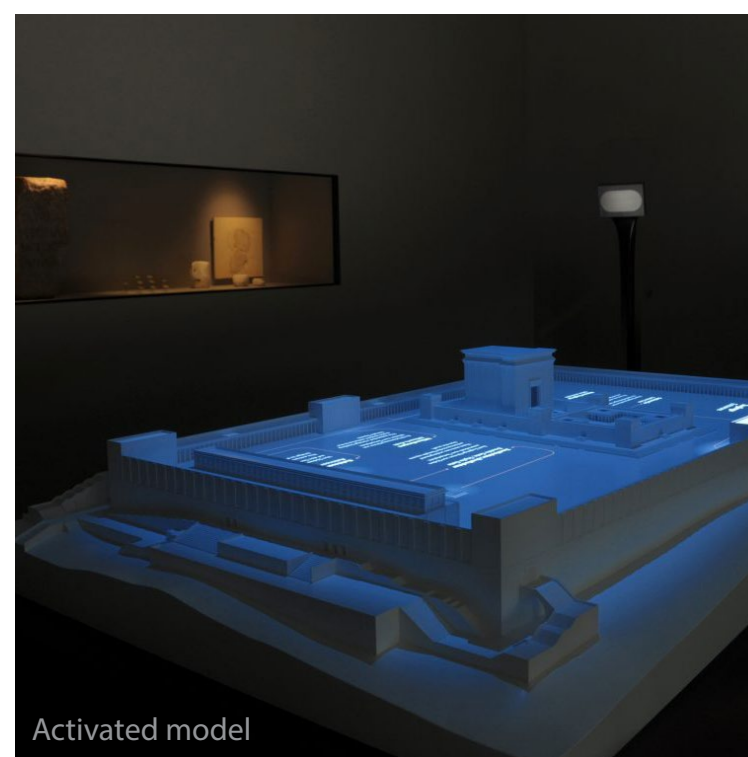
Etched Model



Inactive Model



Edge Lit Model



Activated model

### 04.B.04-SP - 3D ACRYLIC SITE MODEL

Description:  
3D etched acrylic model of the site's historic layers encased in glass vitrine that lights up in different colors to reveal the outlines of the different buildings that have existed on this site: Early Roman Buildings, Late Roman Basilica, Early Medieval Houses, Late Medieval Necropolis.

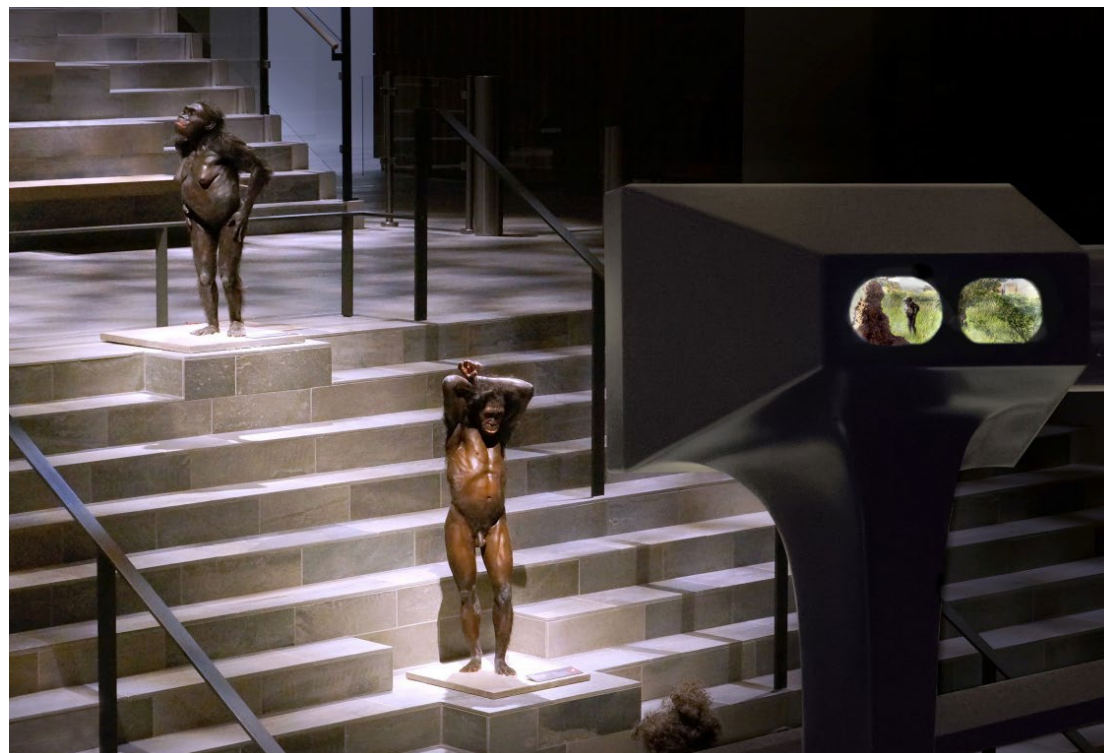
### 04.B.05-GR - ERAS OF 3D MODEL GRAPHIC PANELS

Description:  
Special (4) sided graphic reader rail along the sides of the vitrine. Each side displays basic introductory information about one era and its associated buildings.



## AREA 04

04.C.06-MM : MEDIA: VIEWFINDERS QTY: (2)



04.C.06-MM - MEDIA VIEWFINDERS; QTY: (2)

### Description:

(2) viewfinders are placed along the eastern edge of the orientation platform. Visitors look through them to see a glimpse of the site at three different moments in history: pagan temple during early Roman era; Bishop's Basilica during late Roman era; neighborhood of houses during medieval era.

ABF is looking to the media producer for guidance regarding what technology to utilize. VR imagery would help immerse visitors; however, there is not enough information to create realistic imagery for all 3 eras. The content team can only provide enough information for loose sketches or line drawings. AR imagery overlaid on top of existing ruins might be interesting; there will be visible foundation stones from the pagan temple; columns, wall fragments and mosaic tiles from the Basilica; and partial low walls from a medieval house. At minimum, visitors will look through the viewfinders and see loose illustrations of the site. ABF is also looking to the media producer for guidance regarding functionality. Ideally, visitors are able to rotate the viewfinders to see a wider shot across the space and toggle between views of the 3 eras.

Reference to the right:

Artcom - Evolutionary Stairs 2014

@ Moesgård Museum, Højbjerg, Denmark

<https://artcom.de/en/project/evolutionary-stairs/>





**THE BISHOP'S BASILICA**  
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# AREA 05

DONOR'S INSCRIPTION



# AREA 05

## DONOR'S INSCRIPTION

View by Area

\*View does not reflect most updated Architectural Design, refer to Architect's drawing for accuracy. View for diagrammatic reference only.

LOCATION TBD: 05.C.07-IS  
05.C.08-IS

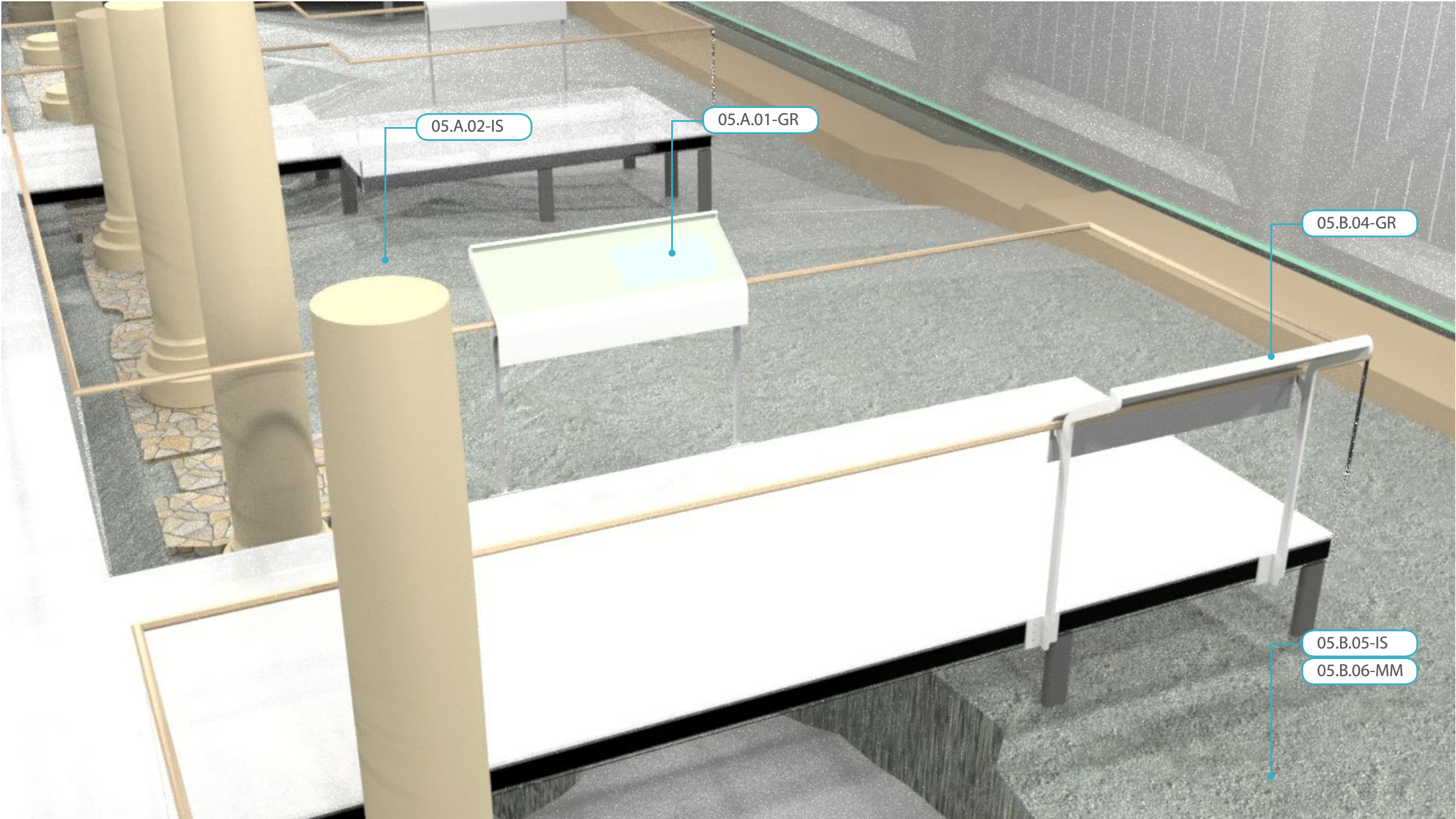


Exhibit Items List by Area

\* R.R. : Reader Rail Panel / GR-FS: Free-standing Graphic Panel  
\*\* IN SITU: In Situ Artifact  
\*\*\* Refer to Architectural Graphics Signage Package for all other Architectural Graphics Allocation.

COMPONENT ID	COMPONENT NAME
05.A.01-GR	R.R.: DONOR'S INSCRIPTION
05.A.02-IS	IN SITU: DONOR'S INSCRIPTION
05.B.04-GR	R.R.: PURIST STYLE AND ROMAN INFLUENCES
05.B.05-IS	IN SITU: SOUTHERN AISLE MOSAICS
05.B.06-MM	MEDIA: PROJECTION OF MISSING MOSAICS
05.C.07-IS	IN SITU: BASILICA'S SOUTHERN STYLOBATE
05.C.08-IS	IN SITU: STYLOBATE OF THE PAGAN BUILDING



**THE BISHOP'S BASILICA**  
OF PHILIPPOLIS

## AREA 06

PAGAN TEMPLE & SOUTH AISLE MOSAICS



# AREA 06

## PAGAN TEMPLE & SOUTH AISLE MOSAICS

View by Area

\*View does not reflect most updated Architectural Design, refer to Architect’s drawing for accuracy. View for diagrammatic reference only.

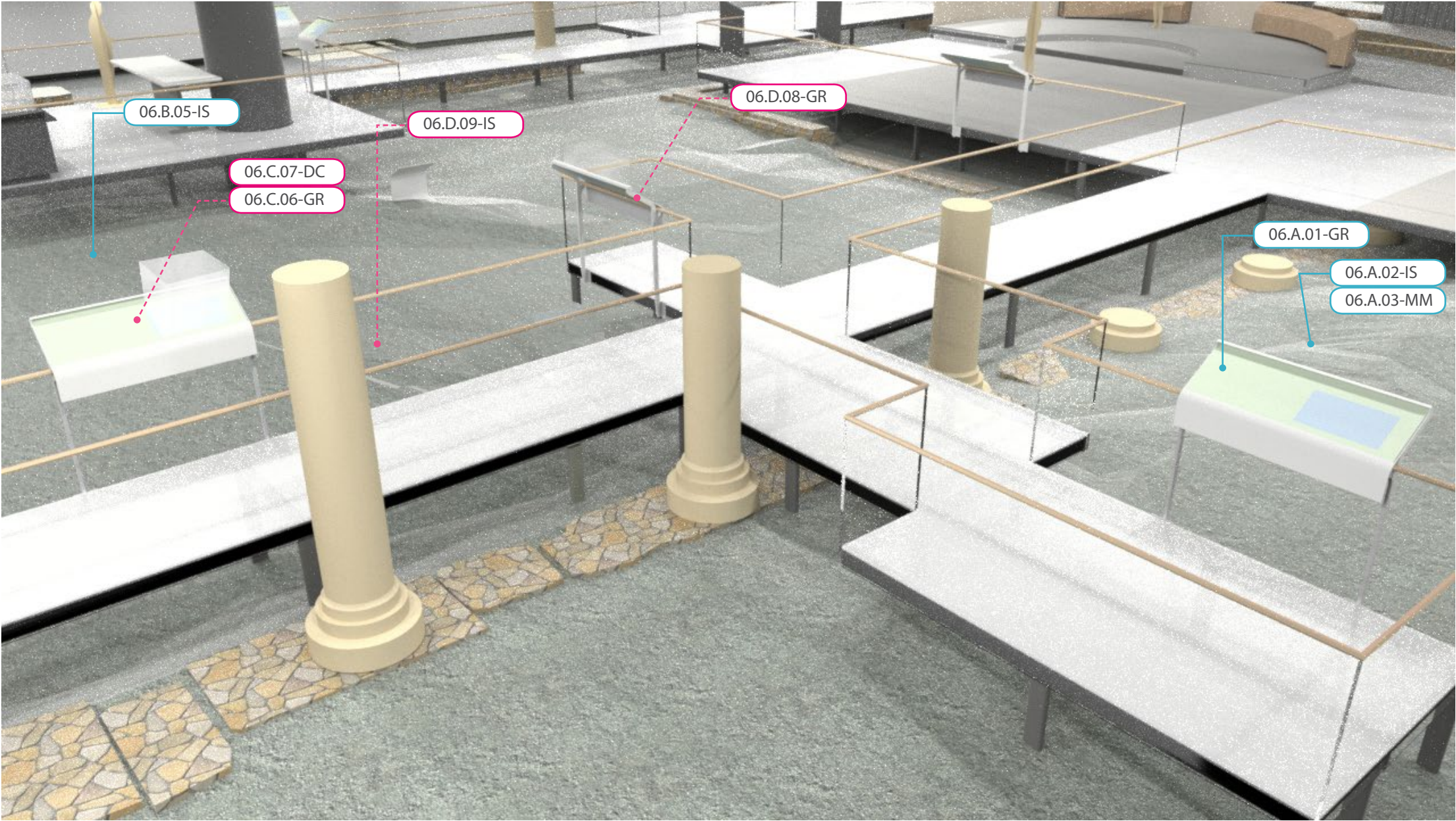


Exhibit Items List by Area

\* R.R. : Reader Rail Panel / GR-FS: Free-standing Graphic Panel  
\*\* IN SITU: In Situ Artifact  
\*\*\* Refer to Architectural Graphics Signage Package for all other Architectural Graphics Allocation.

COMPONENT ID	COMPONENT NAME
06.A.01-GR	R.R.: MOSAIC WORKSHOP IN PHILIPPOPOLIS
06.A.02-IS	IN SITU: SOUTHERN AISLE MOSAICS
06.A.03-MM	MEDIA: PROJECTION OF MISSING MOSAICS
06.B.05-IS	IN SITU: PAGAN BUILDING FOUNDATIONS
06.C.06-GR	R.R.: EXCAVATION OF MYSTERY BUILDING
06.C.07-DC	DISPLAY CASE: ARCHAEOLOGY TOOLS AND RECENT FINDS
06.D.08-GR	R.R.: (CENTRAL) NAVE MOSAICS
06.D.09-IS	IN SITU: (CENTRAL) NAVE MOSAIC PATTERN



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OF PHILIPPOLIS

# AREA 07

MOSAICS CLASSROOM

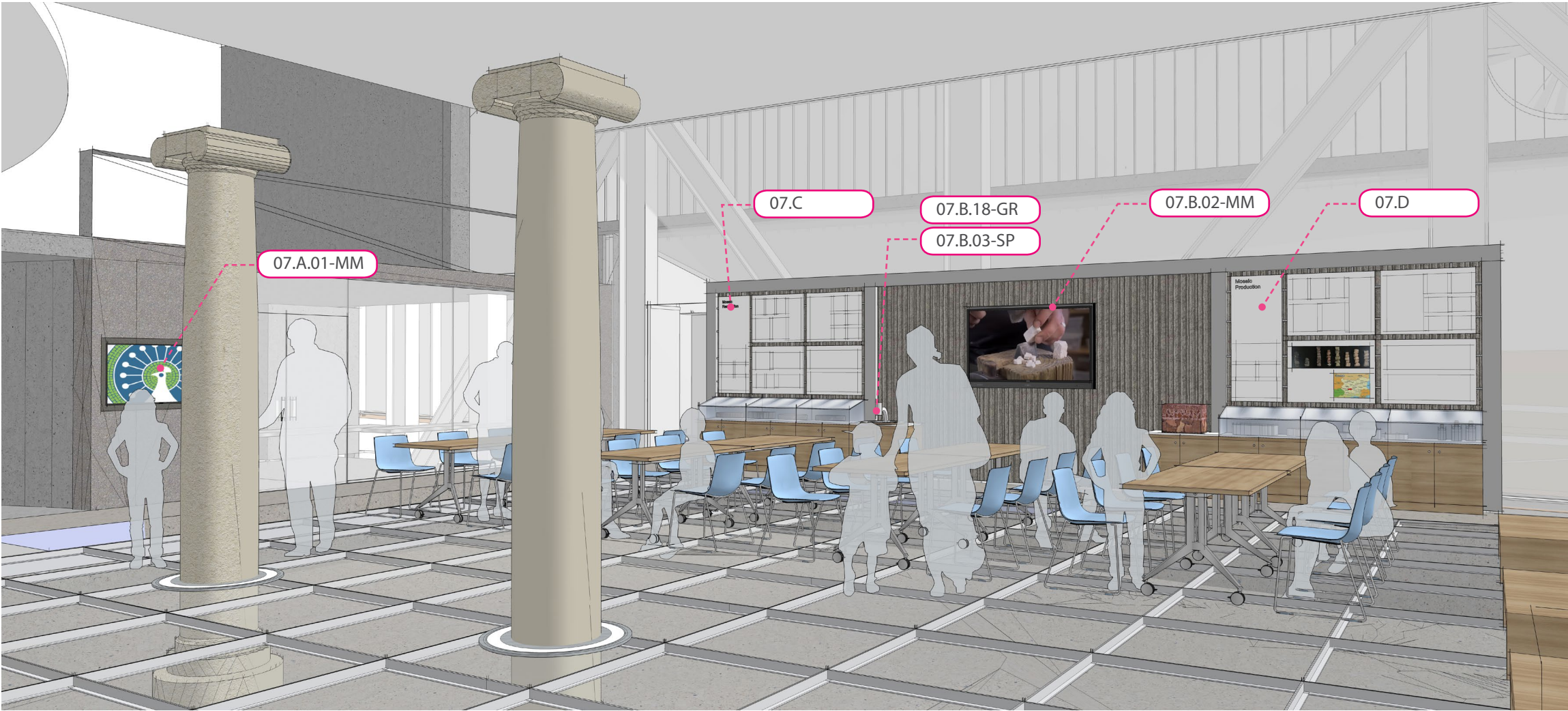


# AREA 07

## MOSAICS CLASSROOM

### View by Area

\*View does not reflect most updated Architectural Design, refer to Architect's drawing for accuracy. View for diagrammatic reference only.



### Exhibit Items List by Area

\* R.R. : Reader Rail Panel / GR-FS: Free-standing Graphic Panel  
\*\* IN SITU: In Situ Artifact  
\*\*\* Refer to Architectural Graphics Signage Package for all other Architectural Graphics Allocation.

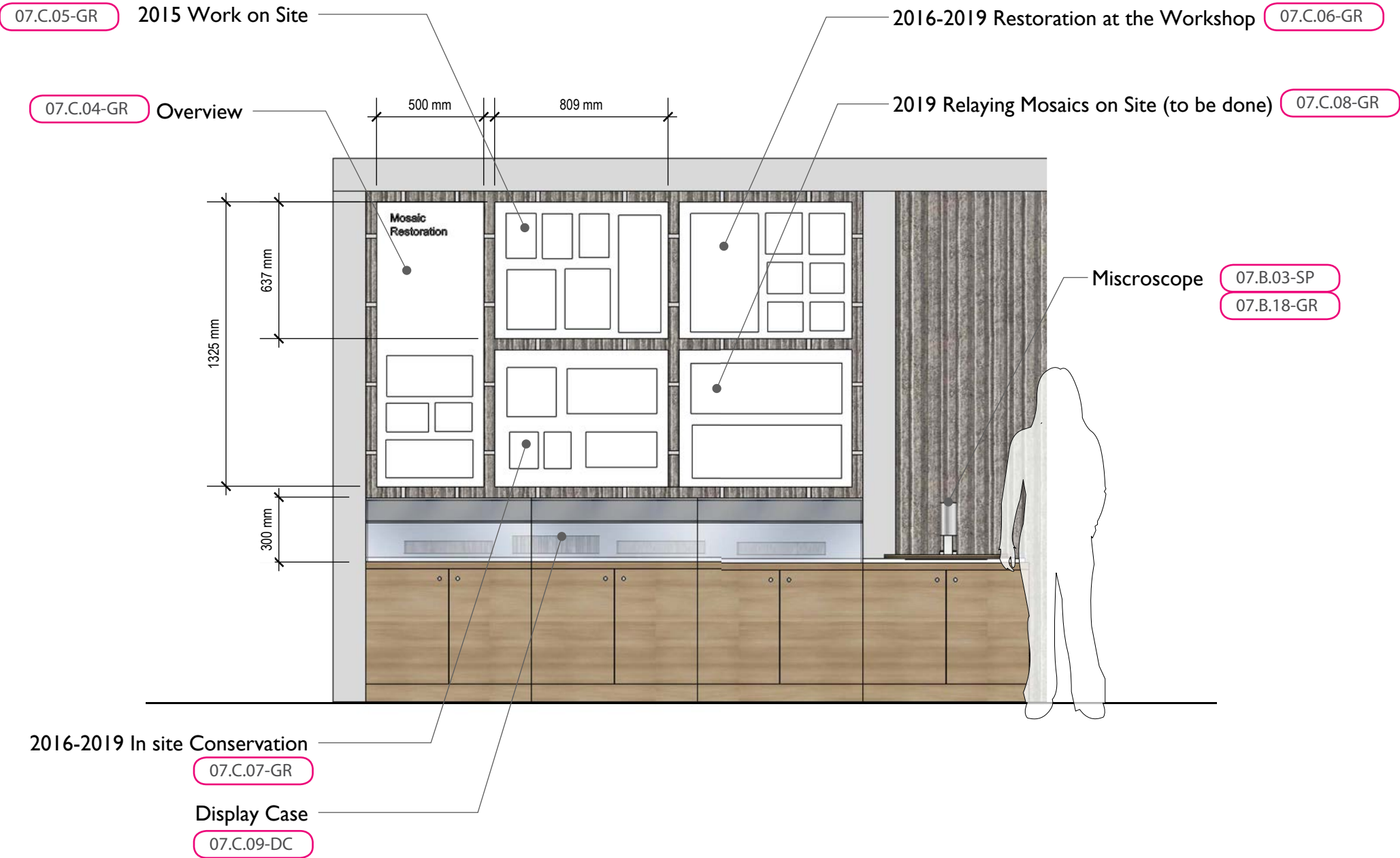
COMPONENT ID	COMPONENT NAME
07.A.01-MM	MEDIA: MOSAIC CONSERVATION VIDEO
07.B.02-MM	MEDIA: MOSAIC MAKING VIDEO
07.B.03-SP	MICROSCOPE
07.B.18-GR	MICROSCOPE PROMPT

# AREA 07

## MOSAICS CLASSROOM

### View by Area

\*View does not reflect most updated Architectural Design, refer to Architect's drawing for accuracy. View for diagrammatic reference only.



### Exhibit Items List by Area

\* R.R. : Reader Rail Panel / GR-FS: Free-standing Graphic Panel  
\*\* IN SITU: In Situ Artifact  
\*\*\* Refer to Architectural Graphics Signage Package for all other Architectural Graphics Allocation.

COMPONENT ID	COMPONENT NAME
07.B.03-SP	MICROSCOPE
07.B.18-GR	MICROSCOPE PROMPT
07.C.04-GR	OVERVIEW
07.C.05-GR	2015 WORK ON SITE
07.C.06-GR	2016-2019 RESTORATION AT WORKSHOP
07.C.07-GR	2016-2019 IN SITU CONSERVATION
07.C.08-GR	2019 RELAYING MOSAICS
07.C.09-DC	DISPLAY CASE FOR MOSAIC RESTORATION

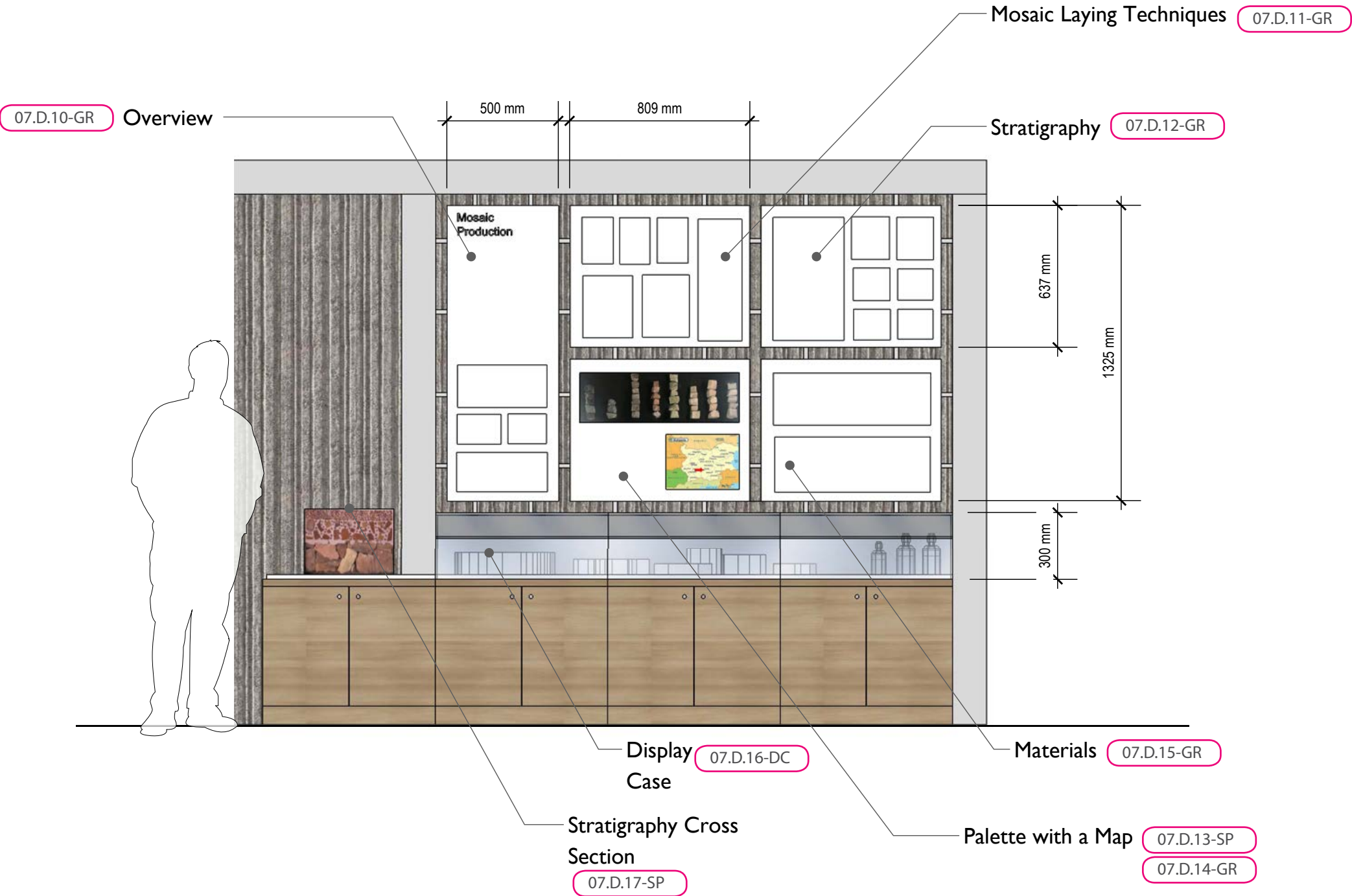


# AREA 07

## MOSAICS CLASSROOM

### View by Area

\*View does not reflect most updated Architectural Design, refer to Architect's drawing for accuracy. View for diagrammatic reference only.



### Exhibit Items List by Area

\* R.R. : Reader Rail Panel / GR-FS: Free-standing Graphic Panel  
\*\* IN SITU: In Situ Artifact  
\*\*\* Refer to Architectural Graphics Signage Package for all other Architectural Graphics Allocation.

COMPONENT ID	COMPONENT NAME
07.D.10-GR	OVERVIEW
07.D.11-GR	MOSAIC LAYING TECHNIQUES
07.D.12-GR	STRATIGRAPHY
07.D.13-SP	PALETTE OF TESSERAE
07.D.14-GR	TESSERAE TYPES AND MAP
07.D.15-GR	MATERIALS
07.D.16-DC	DISPLAY CASE FOR MOSAIC PRODUCTION
07.D.17-SP	STRATIGRAPHY CROSS-SECTION



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# AREA 08

APSE



View by Area

\*View does not reflect most updated Architectural Design, refer to Architect's drawing for accuracy. View for diagrammatic reference only.

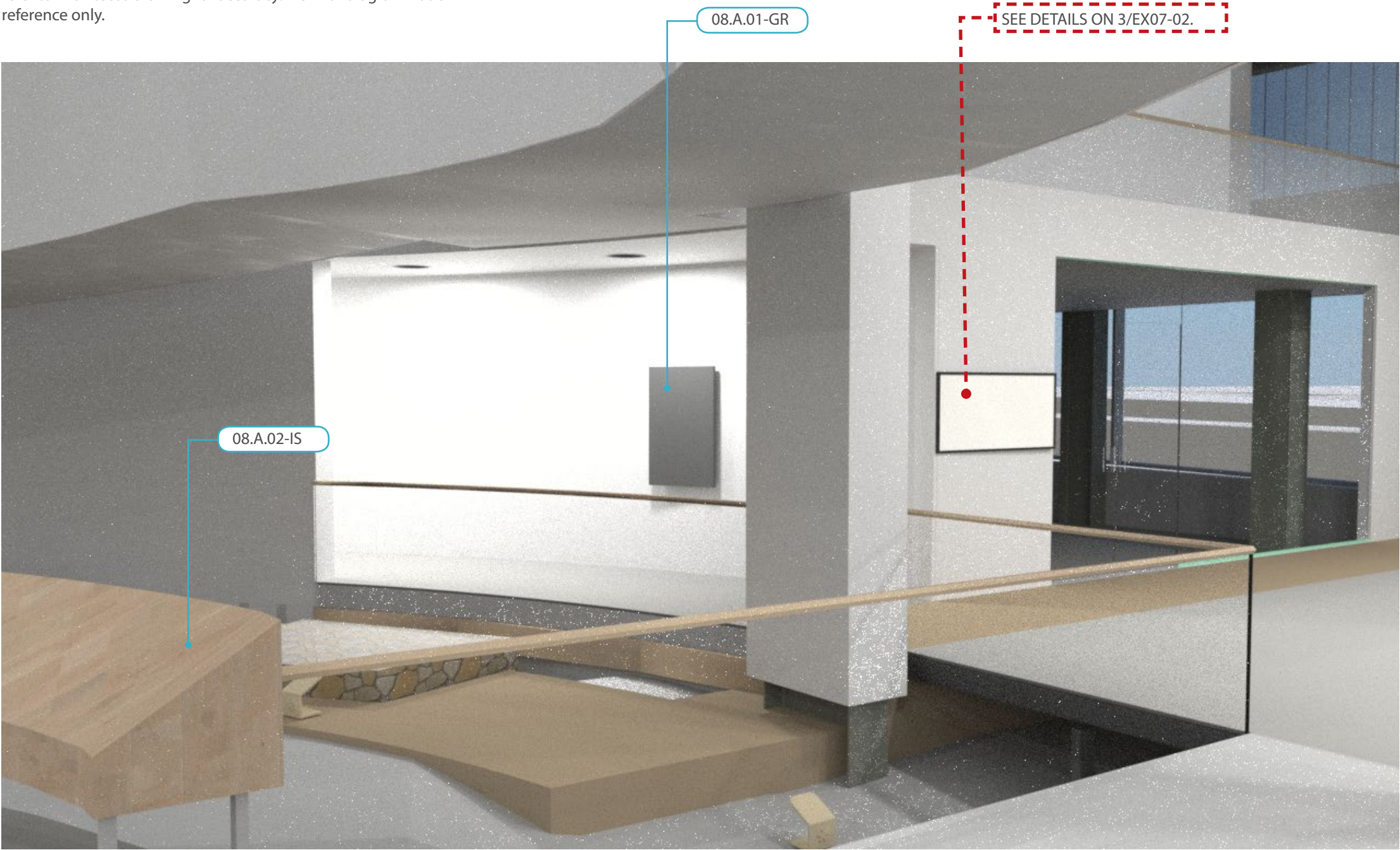


Exhibit Items List by Area

\* R.R. : Reader Rail Panel / GR-FS: Free-standing Graphic Panel  
\*\* IN SITU: In Situ Artifact  
\*\*\* Refer to Architectural Graphics Signage Package for all other Architectural Graphics Allocation.

COMPONENT ID	COMPONENT NAME
08.A.01-GR	WALL MOUNTED GRAPHIC PANEL: APSE THIS WAY
08.A.02-IS	IN SITU: APSE WALL FOUNDATION
08.A.03-GR	WALL MOUNTED GRAPHIC PANEL: APSE FOUNDATION AND WALL



View by Area

\*View does not reflect most updated Architectural Design, refer to Architect's drawing for accuracy. View for diagrammatic reference only.



Exhibit Items List by Area

\* R.R. : Reader Rail Panel / GR-FS: Free-standing Graphic Panel  
\*\* IN SITU: In Situ Artifact  
\*\*\* Refer to Architectural Graphics Signage Package for all other Architectural Graphics Allocation.

COMPONENT ID	COMPONENT NAME
08.A.01-GR	WALL MOUNTED GRAPHIC PANEL: APSE THIS WAY
08.A.02-IS	IN SITU: APSE WALL FOUNDATION
08.A.03-GR	WALL MOUNTED GRAPHIC PANEL: APSE FOUNDATION AND WALL



**THE BISHOP'S BASILICA**  
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# AREA 09

SANCTUARY



View by Area

\*View does not reflect most updated Architectural Design, refer to Architect's drawing for accuracy. View for diagrammatic reference only.

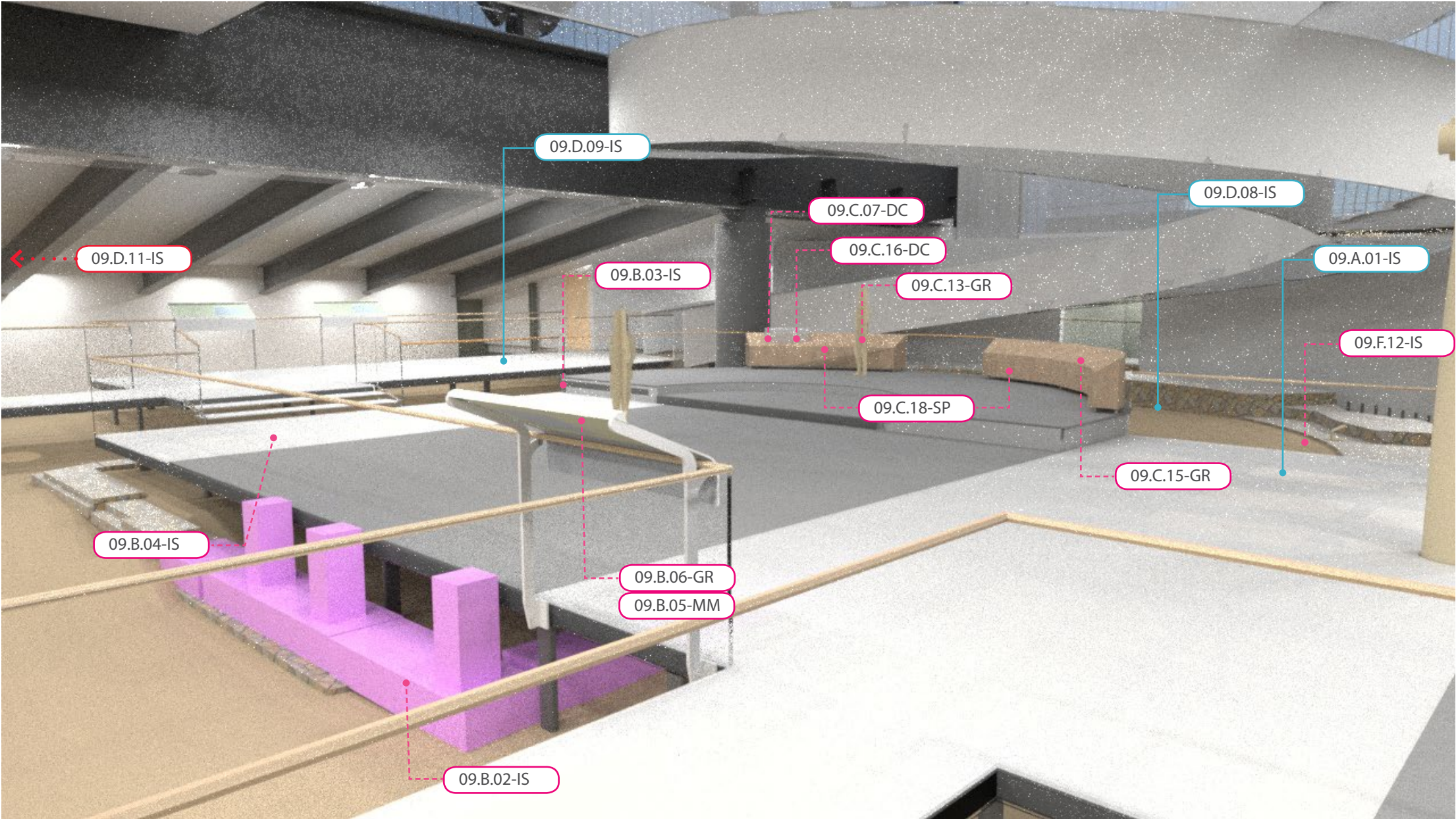


Exhibit Items List by Area

\* R.R. : Reader Rail Panel / GR-FS: Free-standing Graphic Panel  
\*\* IN SITU: In Situ Artifact  
\*\*\* Refer to Architectural Graphics Signage Package for all other Architectural Graphics Allocation.

COMPONENT ID	COMPONENT NAME
09.A.01-IS	IN SITU: ARCHITRAVE
09.B.02-IS	IN SITU: CHANCEL
09.B.03-IS	IN SITU: ALTAR COLUMN (UNDER GLASS)
09.B.04-IS	IN SITU PRESBYTERIAN FLOORING (UNDER GLASS)
09.B.05-MM	MEDIA: BASILICA LAYOUT & LITURGICAL PLANNING TOUCHSCREEN INTERACTIVE (1)
09.B.06-GR	R.R.: RECONSTRUCTION OF BISHOP'S BASILICA
09.C.07-DC	DISPLAY CASE: ALTAR TABLE
09.D.08-IS	IN SITU: DEAMBULATORY MOSAICS
09.D.09-IS	IN SITU: BRICK WORKED PIERS
09.E.11-IS	IN SITU: AMBO
09.F.12-SP	IN SITU: GRAVESTONE MAKER
09.C.13-GR	SPECIAL GRAPHIC: SYNTHRONON (RIGHT)
09.C.15-GR	SPECIAL GRAPHIC: SYNTHRONON (LEFT)
09.C.16-DC	DISPLAY CASE: LAUREL WREATH
09.C.18-SP	Synthronon Reader Rail Millwork



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# AREA 10

MOSAIC LAYERS



# AREA 10

MOSAIC LAYERS

View by Area

\*View does not reflect most updated Architectural Design, refer to Architect’s drawing for accuracy. View for diagrammatic reference only.



Exhibit Items List by Area

\* R.R. : Reader Rail Panel / GR-FS: Free-standing Graphic Panel  
\*\* IN SITU: In Situ Artifact  
\*\*\* Refer to Architectural Graphics Signage Package for all other Architectural Graphics Allocation.

COMPONENT ID	COMPONENT NAME
10.A.01-GR	R.R.: NORTH AISLE MOSAICS
10.A.02-IS	IN SITU: NORTH AISLE MOSAIC PATTERNS
10.A.03-IS	IN SITU: SPIRAL FLUTED COLUMN
10.B.04-GR	R.R.: STRATIGRAPHY OF THE NORTH AISLE
10.B.05-IS	IN SITU: MOSAIC “WINDOWS”





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# AREA 11

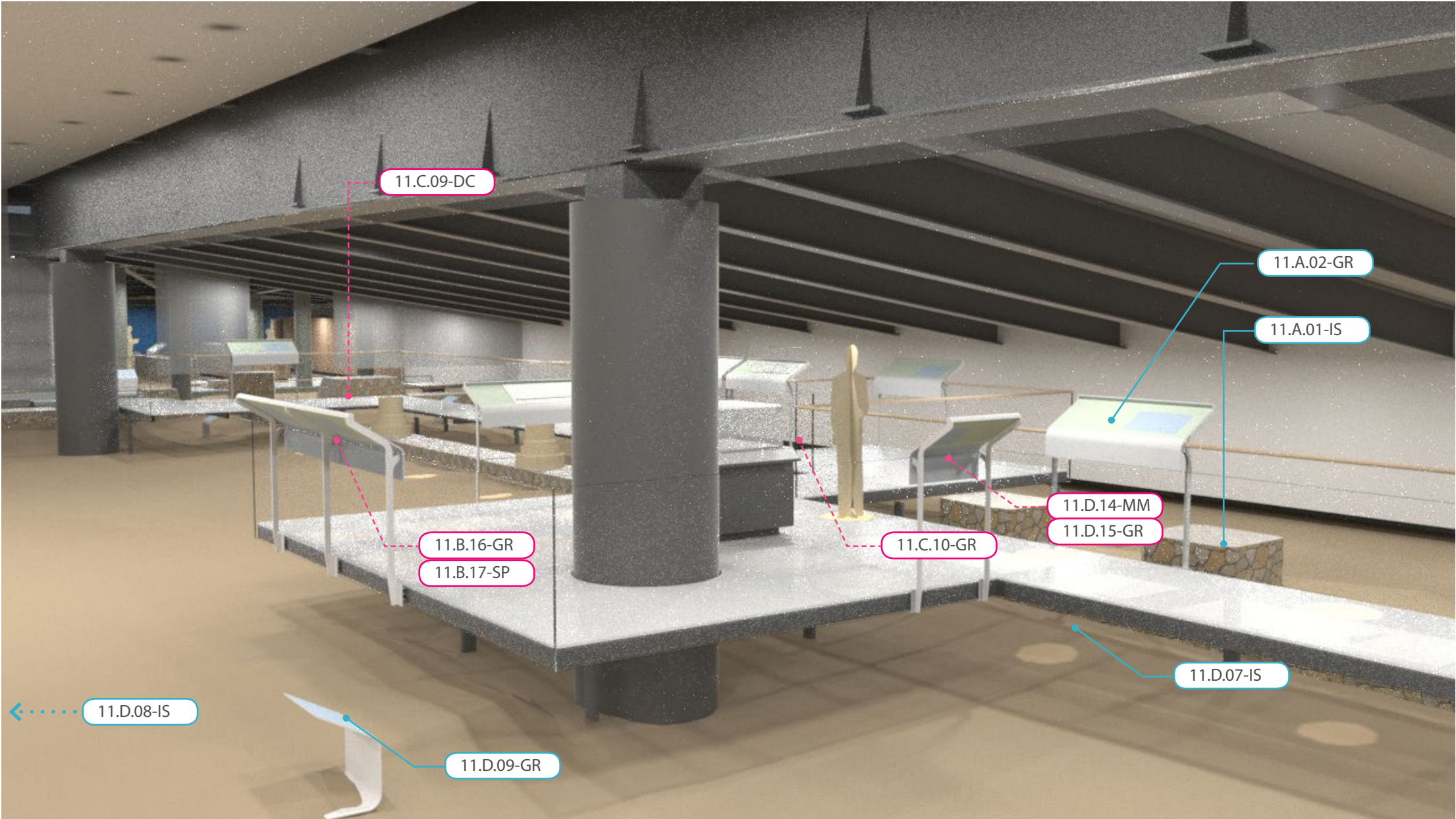
MEDIEVAL NECROPOLIS

# AREA 11

## MEDIEVAL NECROPOLIS

### View by Area

\*View does not reflect most updated Architectural Design, refer to Architect's drawing for accuracy. View for diagrammatic reference only.



All visuals are for reference only, refer to 100% FD package for details.  
Exhibit Items Allocation , 100% FD Submission v4.0; April 19th, 2019

### Exhibit Items List by Area

\* R.R. : Reader Rail Panel / GR-FS: Free-standing Graphic Panel  
\*\* IN SITU: In Situ Artifact  
\*\*\* Refer to Architectural Graphics Signage Package for all other Architectural Graphics Allocation.

COMPONENT ID	COMPONENT NAME
11.A.01-IS	IN SITU: BURIAL CHAMBER
11.A.02-GR	R.R.: NECROPOLIS AND CHRISTIAN BURIAL PRACTICES
11.B.05-DC	DISPLAY CASE: BURIAL ARTIFACTS (JEWELRY)
11.C.10-GR	SPECIAL GRAPHIC: CHURCH AND NECROPOLIS
11.C.09-DC	DISPLAY CASE: CHURCH WALL PAINTINGS
11.D.11-IS	IN SITU: HUMAN FOOTPRINT
11.D.12-IS	IN SITU: AMBO
11.D.13-GR	GR-FS.: AMBO
11.B.06-GR	R.R.: BURIAL ARTIFACTS
11.B.07-DC	DISPLAY CASE: ENCOLPION CROSSES
11.B.08-GR	R.R.: ENCOLPION CROSSES
11.D.14-MM	MEDIA: BIRD MOSAIC TOUCH SCREEN INTERACTIVE
11.D.15-GR	R.R.: BIRD INTERACTIVE (75 CM)
11.B.16-GR	TBD GRAPHICS: FORENSIC ANTHROPOLOGY & SKELETON STORIES
11.B.17-SP	TBD PHYSICAL ACTIVITY: FORENSIC ANTHROPOLOGY SKELETON STORIES

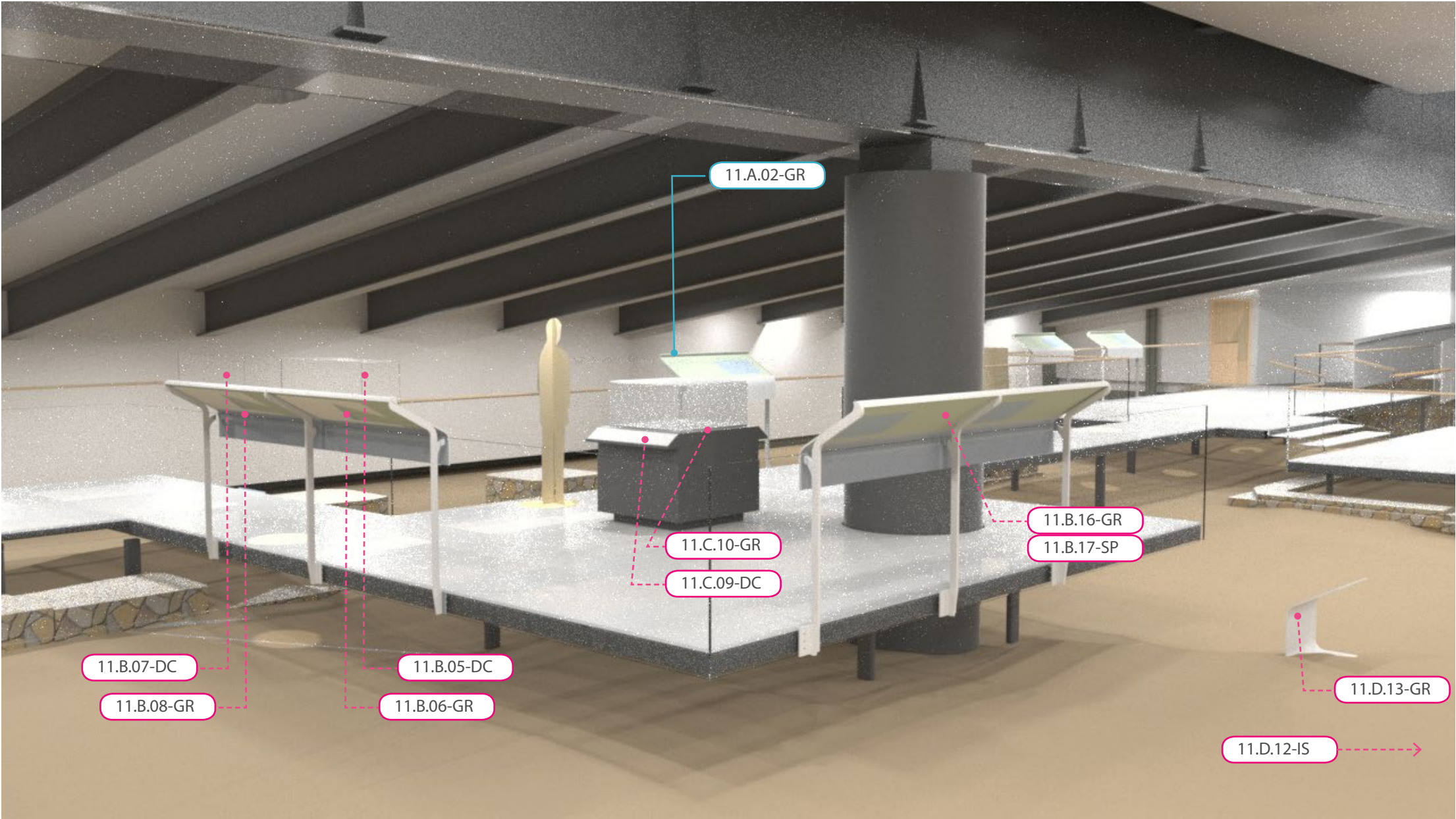


# AREA 11

## MEDIEVAL NECROPOLIS

### View by Area

\*View does not reflect most updated Architectural Design, refer to Architect's drawing for accuracy. View for diagrammatic reference only.



All visuals are for reference only, refer to 100% FD package for details.  
Exhibit Items Allocation , 100% FD Submission v4.0; April 19th, 2019

### Exhibit Items List by Area

\* R.R. : Reader Rail Panel / GR-FS: Free-standing Graphic Panel  
\*\* IN SITU: In Situ Artifact  
\*\*\* Refer to Architectural Graphics Signage Package for all other Architectural Graphics Allocation.

COMPONENT ID	COMPONENT NAME
11.A.01-IS	IN SITU: BURIAL CHAMBER
11.A.02-GR	R.R.: NECROPOLIS AND CHRISTIAN BURIAL PRACTICES
11.B.05-DC	DISPLAY CASE: BURIAL ARTIFACTS (JEWELRY)
11.C.10-GR	SPECIAL GRAPHIC: CHURCH AND NECROPOLIS
11.C.09-DC	DISPLAY CASE: CHURCH WALL PAINTINGS
11.D.11-IS	IN SITU: HUMAN FOOTPRINT
11.D.12-IS	IN SITU: AMBO
11.D.13-GR	GR-FS.: AMBO
11.B.06-GR	R.R.: BURIAL ARTIFACTS
11.B.07-DC	DISPLAY CASE: ENCOLPION CROSSES
11.B.08-GR	R.R.: ENCOLPION CROSSES
11.D.14-MM	MEDIA: BIRD MOSAIC TOUCH SCREEN INTERACTIVE
11.D.15-GR	R.R.: BIRD INTERACTIVE (75 CM)
11.B.16-GR	TBD GRAPHICS: FORENSIC ANTHROPOLOGY & SKELETON STORIES
11.B.17-SP	TBD PHYSICAL ACTIVITY: FORENSIC ANTHROPOLOGY SKELETON STORIES





**THE BISHOP'S BASILICA**  
OF PHILIPPOLIS

# AREA 12

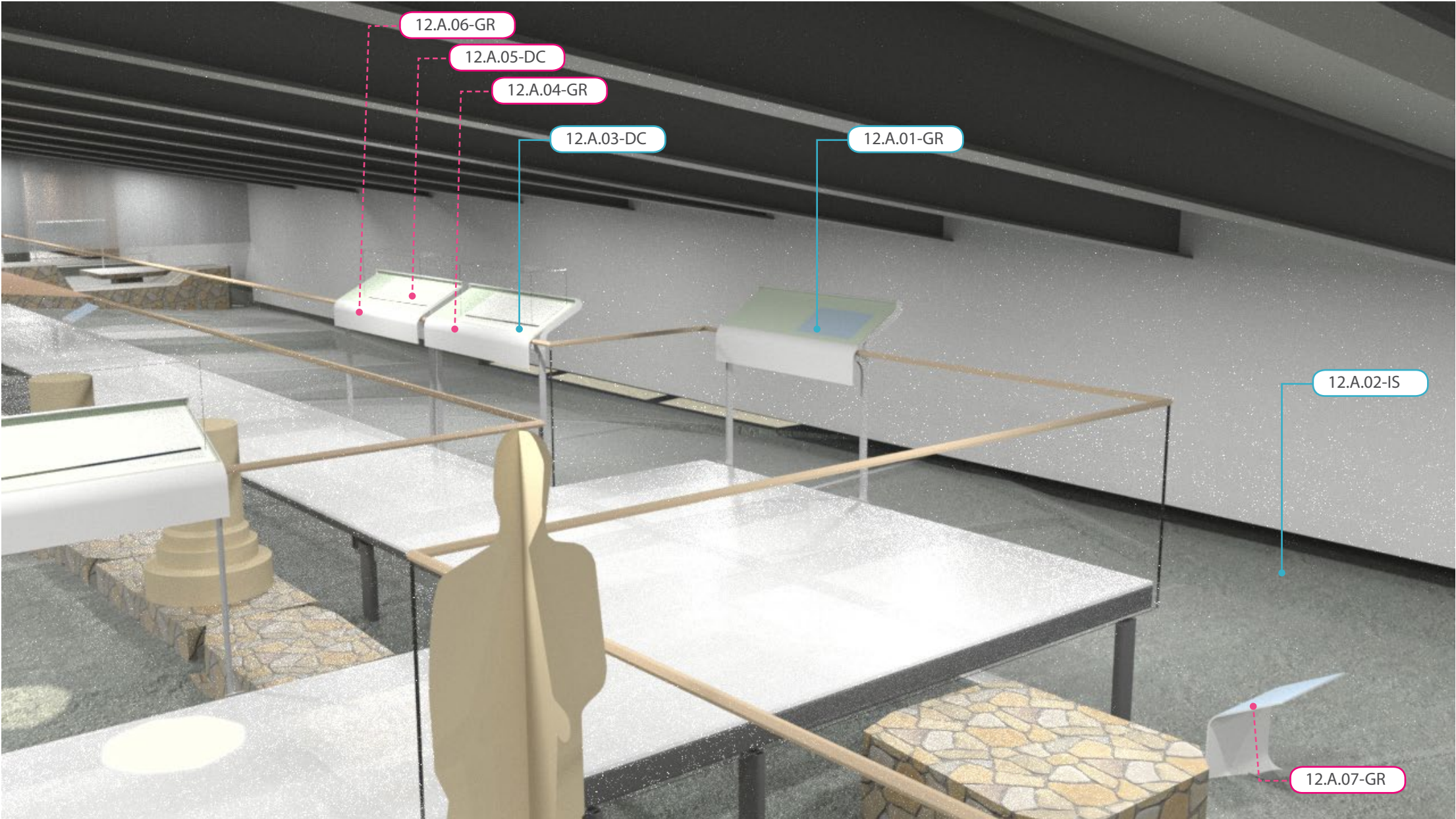
MEDIEVAL NEIGHBORHOOD

# AREA 12

## MEDIEVAL NEIGHBORHOOD

### View by Area

\*View does not reflect most updated Architectural Design, refer to Architect's drawing for accuracy. View for diagrammatic reference only.



### Exhibit Items List by Area

\* R.R. : Reader Rail Panel / GR-FS: Free-standing Graphic Panel  
\*\* IN SITU: In Situ Artifact  
\*\*\* Refer to Architectural Graphics Signage Package for all other Architectural Graphics Allocation.

COMPONENT ID	COMPONENT NAME
12.A.01-GR	R.R.: MEDIEVAL HOMES
12.A.02-IS	IN SITU: DAMAGED SPRING OF LIFE
12.A.03-DC	DISPLAY CASE: POTTERY
12.A.04-GR	R.R.: POTTERY
12.A.05-DC	DISPLAY CASE: COINS
12.A.06-GR	R.R.: COINS
12.A.07-GR	GR-FS: SPRING OF LIFE



**THE BISHOP'S BASILICA**  
OF PHILIPPOLIS

# AREA 13

NORTH WALL



View by Area

\*View does not reflect most updated Architectural Design, refer to Architect's drawing for accuracy. View for diagrammatic reference only.

LOCATION TBD: 13.B.03-IS

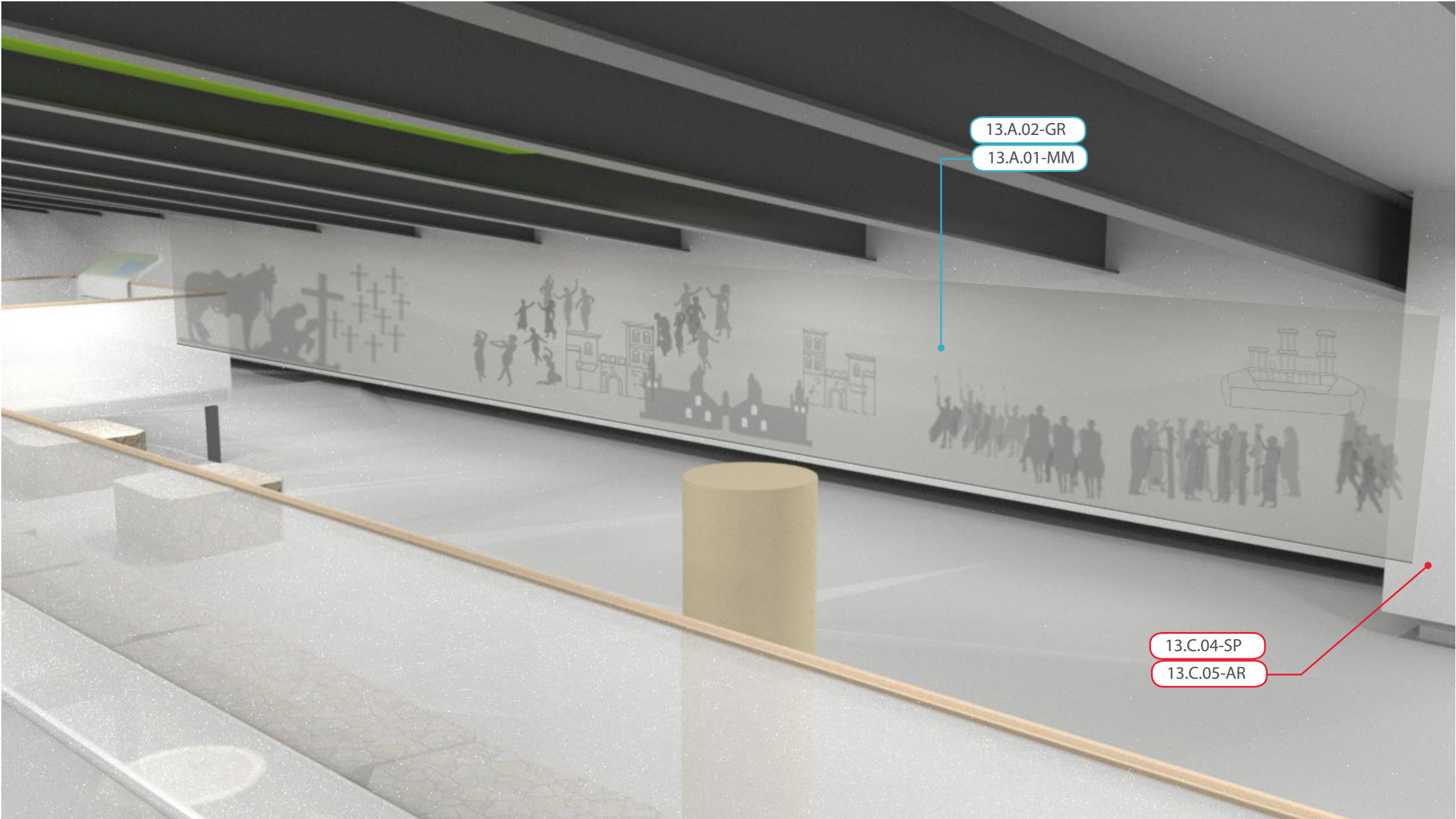


Exhibit Items List by Area

\* R.R. : Reader Rail Panel / GR-FS: Free-standing Graphic Panel  
\*\* IN SITU: In Situ Artifact  
\*\*\* Refer to Architectural Graphics Signage Package for all other Architectural Graphics Allocation.

COMPONENT ID	COMPONENT NAME
13.A.01-MM	MEDIA: SHADOW PROJECTIONS
13.A.02-GR	GRAPHIC: ABSTRACTED ENVIRONMENTAL BACKGROUND
13.B.03-IS	IN SITU: ARCHITECTURAL ELEMENTS
13.C.04-SP	DISPLAY SHELF FOR MOSAICS
13.C.05-AR	NORTH WALL MOSAICS



**THE BISHOP'S BASILICA**  
OF PHILIPPOLIS

# AREA 14

EXIT



View by Area

\*View does not reflect most updated Architectural Design, refer to Architect's drawing for accuracy. View for diagrammatic reference only.

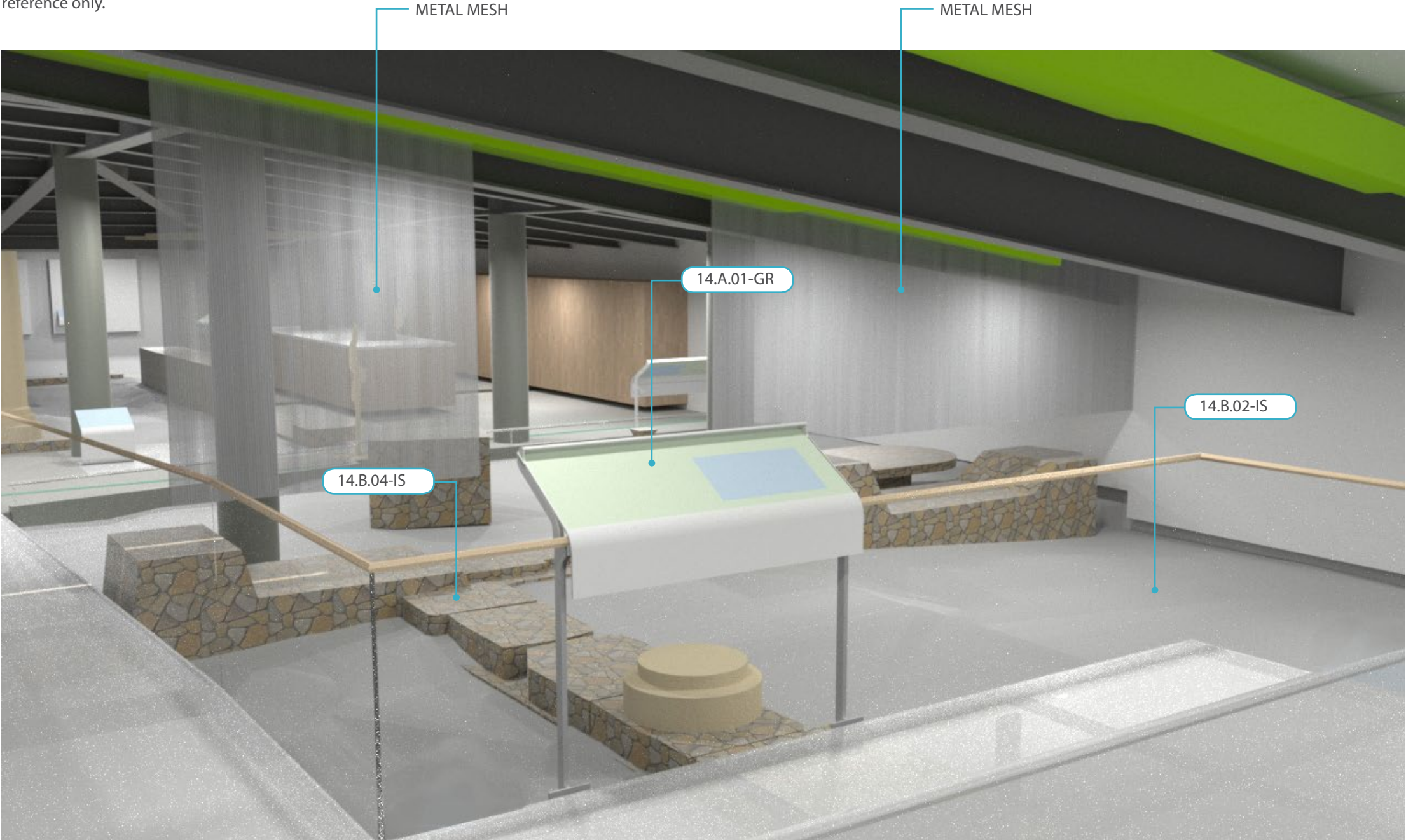


Exhibit Items List by Area

\* R.R. : Reader Rail Panel / GR-FS: Free-standing Graphic Panel  
\*\* IN SITU: In Situ Artifact  
\*\*\* Refer to Architectural Graphics Signage Package for all other Architectural Graphics Allocation.

COMPONENT ID	COMPONENT NAME
14.A.01-GR	R.R.: CONCLUSION
14.B.02-IS	IN SITU: MOSAIC MAKERS
14.B.04-IS	IN SITU: SEPARATION WALL





**THE BISHOP'S BASILICA**  
OF PHILIPPOLIS

# AREA 15

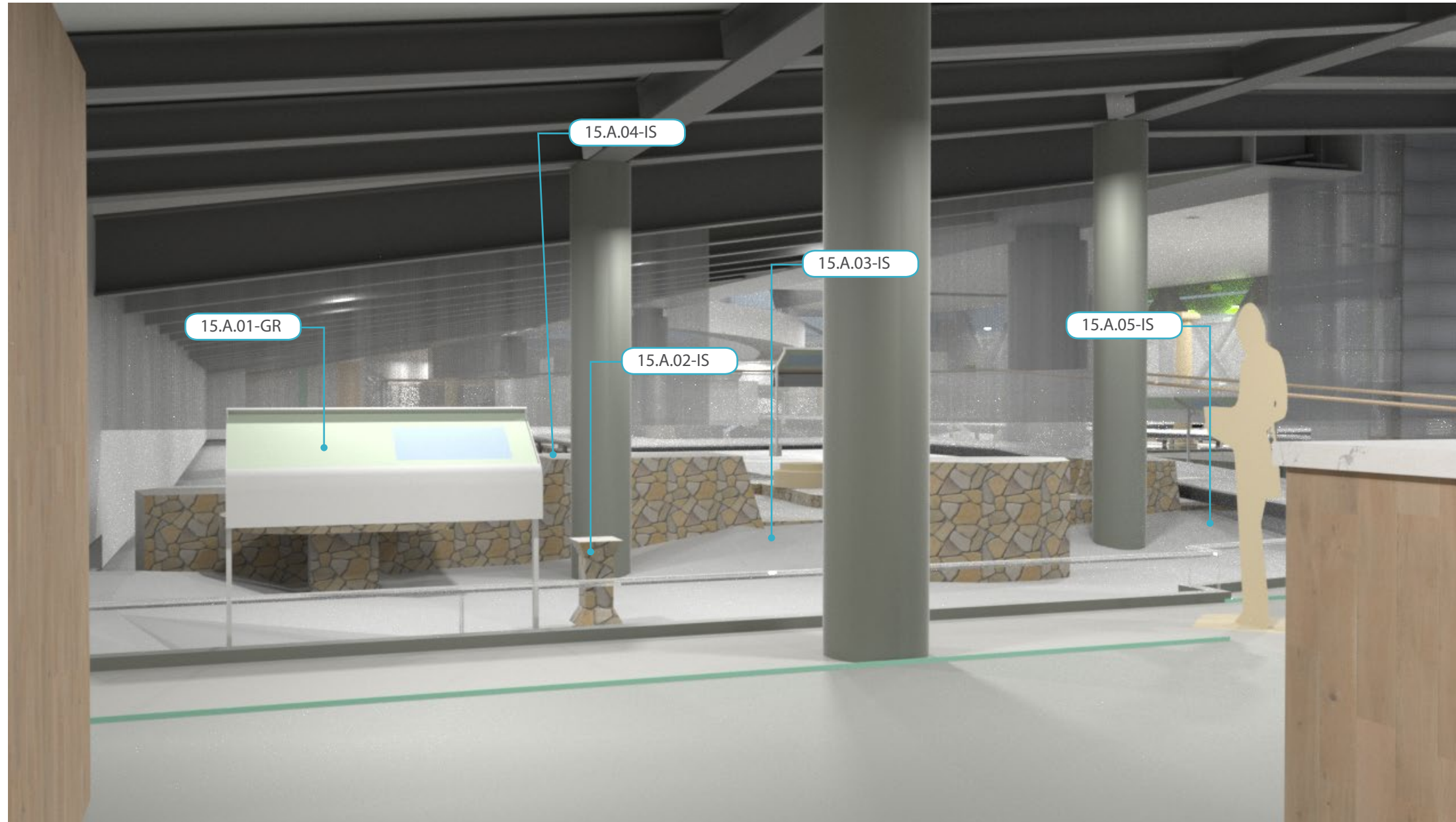
BAPTISTERY

# AREA 15

## BAPTISTERY

### View by Area

\*View does not reflect most updated Architectural Design, refer to Architect's drawing for accuracy. View for diagrammatic reference only.



### Exhibit Items List by Area

\* R.R. : Reader Rail Panel / GR-FS: Free-standing Graphic Panel  
 \*\* IN SITU: In Situ Artifact  
 \*\*\* Refer to Architectural Graphics Signage Package for all other Architectural Graphics Allocation.

COMPONENT ID	COMPONENT NAME
15.A.01-GR	R.R.: BAPTISTERY
15.A.02-IS	IN SITU: ARA
15.A.03-IS	IN SITU: BAPTISMAL FONT
15.A.04-IS	IN SITU: SACRA MENSA
15.A.05-IS	IN SITU: BRICK MASONRY





**THE BISHOP'S BASILICA**  
OF PHILIPPOLIS

# AREA 16 & 17

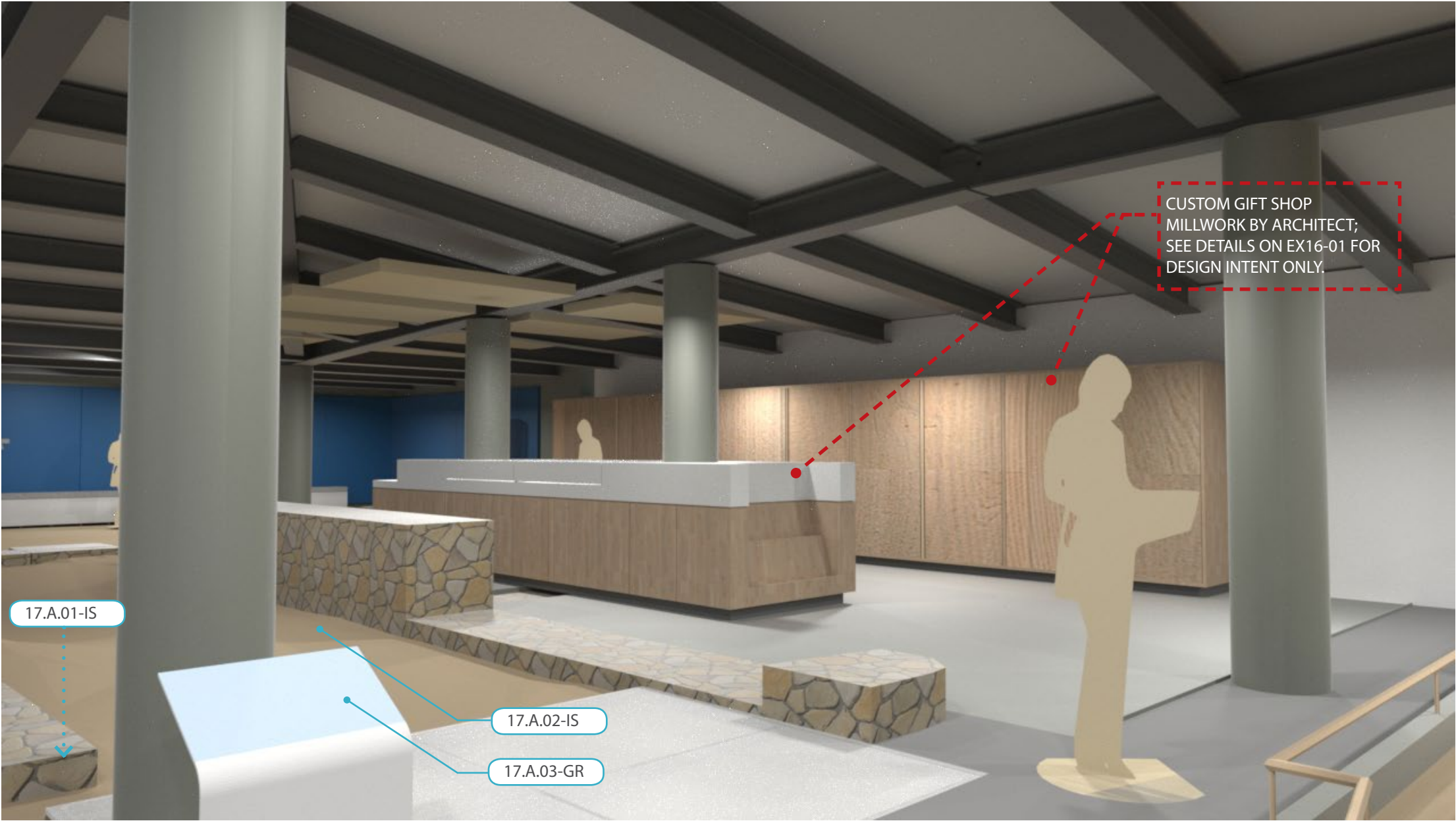
GIFT SHOP & NORTH PORTICO

# AREA 16 & 17

## GIFT SHOP & NORTH PORTICO

### View by Area

\*View does not reflect most updated Architectural Design, refer to Architect's drawing for accuracy. View for diagrammatic reference only.



### Exhibit Items List by Area

\* R.R. : Reader Rail Panel / GR-FS: Free-standing Graphic Panel  
\*\* IN SITU: In Situ Artifact  
\*\*\* Refer to Architectural Graphics Signage Package for all other Architectural Graphics Allocation.

COMPONENT ID	COMPONENT NAME
17.A.01-IS	IN SITU: NORTH PORTICO MOSAICS
17.A.02-IS	IN SITU: NORTH PORTICO WALL
17.A.03-GR	GR-FS : NORTH PORTICO





**THE BISHOP'S BASILICA**  
OF PHILIPPOLIS

# AREA 18

ROMAN CARDO

# AREA 18

## ROMAN CARDO

### View by Area

\*View does not reflect most updated Architectural Design, refer to Architect's drawing for accuracy. View for diagrammatic reference only.

LOCATION TBD:

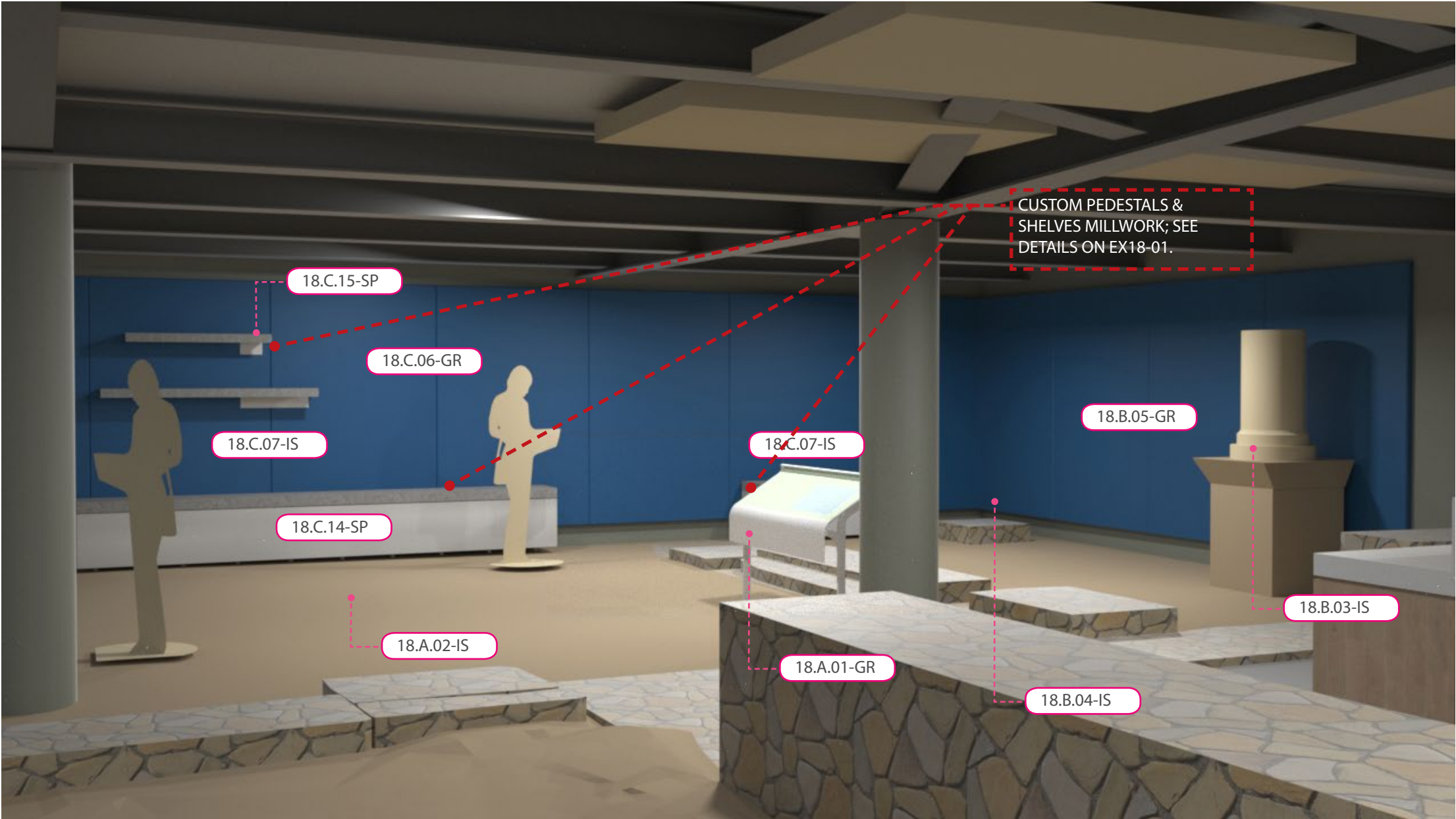
18.B.04-IS

18.D.08-IS

18.D.10-IS

18.B.05-IS

18.D.09-IS



### Exhibit Items List by Area

\* R.R. : Reader Rail Panel / GR-FS: Free-standing Graphic Panel  
\*\* IN SITU: In Situ Artifact  
\*\*\* Refer to Architectural Graphics Signage Package for all other Architectural Graphics Allocation.

COMPONENT ID	COMPONENT NAME
18.A.01-GR	R.R.: ROMAN CARDO AND CITY CONNECTIONS
18.A.02-IS	IN SITU: ROMAN CARDO
18.B.04-IS	IN SITU: PEDESTAL W/ STONE MASON INITIALS
18.B.03-IS	IN SITU: NORTH GATE
18.C.06-GR	GRAPHIC PANEL: ARCHITECTURAL ORDER AND EXPERT RECOGNITION
18.C.07-IS	DISPLAY OF ARCHITECTURAL ORDER
18.B.05-GR	WALL GRAPHICS: GRAPHIC RECONSTRUCTION OF MISSING COLUMN AND ROMAN CARDO
18.E.09-GR	R.R.: STAY INVOLVED
18.E.12-MM	MEDIA: INTERACTIVE FEEDBACK KIOSKS (2)
18.C.13-SP	EXHIBIT WALL CLADDING STRUCTURE
18.C.14-SP	MILLWORK PEDESTAL (2)
18.C.15-SP	MILLWORK SHELVES(2)



# AREA 18

ROMAN CARDO

View by Area

\*View does not reflect most updated Architectural Design, refer to Architect’s drawing for accuracy. View for diagrammatic reference only.

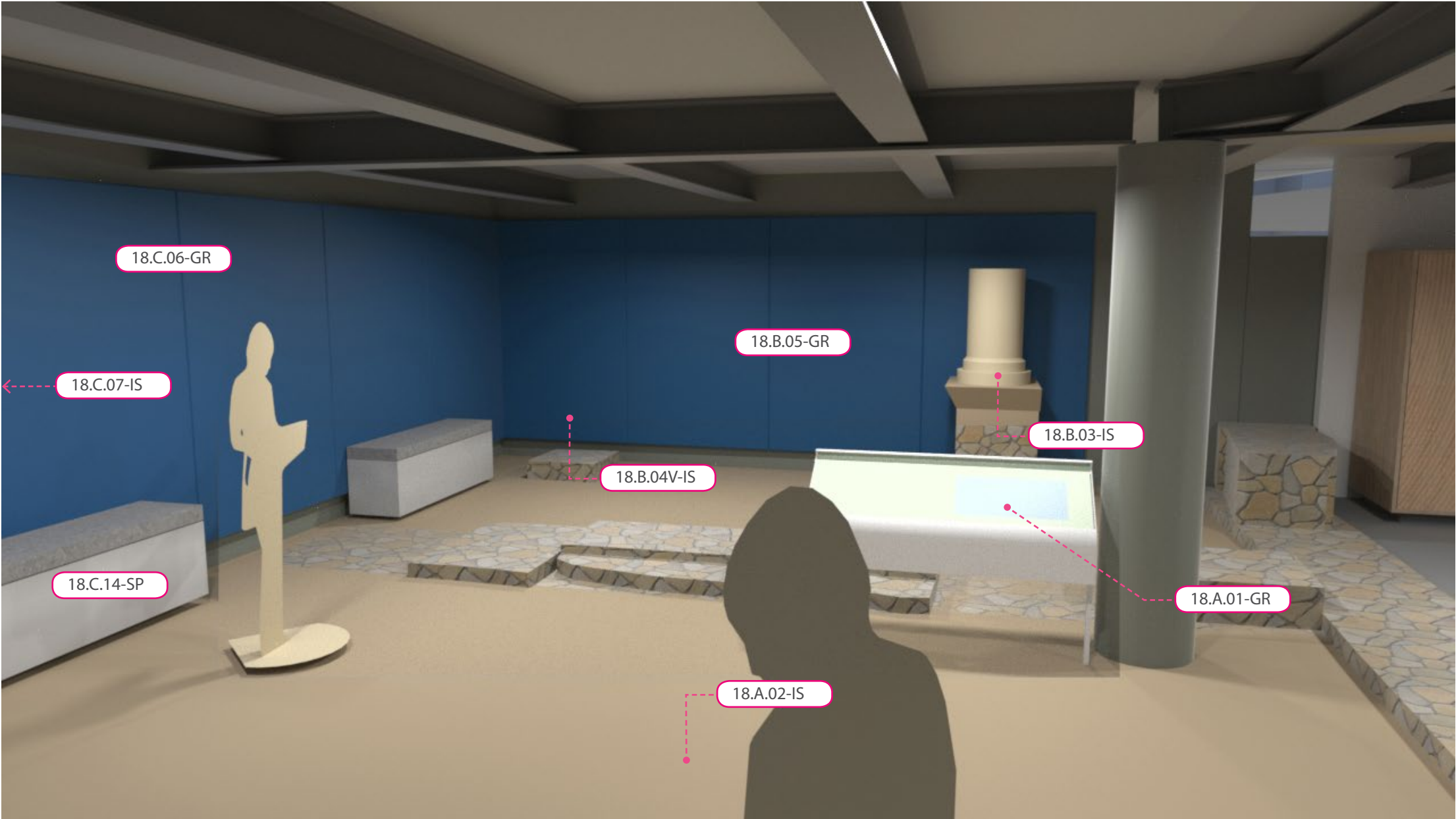


Exhibit Items List by Area

\* R.R. : Reader Rail Panel / GR-FS: Free-standing Graphic Panel  
\*\* IN SITU: In Situ Artifact  
\*\*\* Refer to Architectural Graphics Signage Package for all other Architectural Graphics Allocation.

COMPONENT ID	COMPONENT NAME
18.A.01-GR	R.R.: ROMAN CARDO AND CITY CONNECTIONS
18.A.02-IS	IN SITU: ROMAN CARDO
18.B.04-IS	IN SITU: PEDESTAL W/ STONE MASON INITIALS
18.B.03-IS	IN SITU: NORTH GATE
18.C.06-GR	GRAPHIC PANEL: ARCHITECTURAL ORDER AND EXPERT RECOGNITION
18.C.07-IS	DISPLAY OF ARCHITECTURAL ORDER
18.B.05-GR	WALL GRAPHICS: GRAPHIC RECONSTRUCTION OF MISSING COLUMN AND ROMAN CARDO
18.E.09-GR	R.R.: STAY INVOLVED
18.E.12-MM	MEDIA: INTERACTIVE FEEDBACK KIOSKS (2)
18.C.13-SP	EXHIBIT WALL CLADDING STRUCTURE
18.C.14-SP	MILLWORK PEDESTAL (2)
18.C.15-SP	MILLWORK SHELVES(2)

# AREA 18

ROMAN CARDO

View by Area

\*View does not reflect most updated Architectural Design, refer to Architect’s drawing for accuracy. View for diagrammatic reference only.

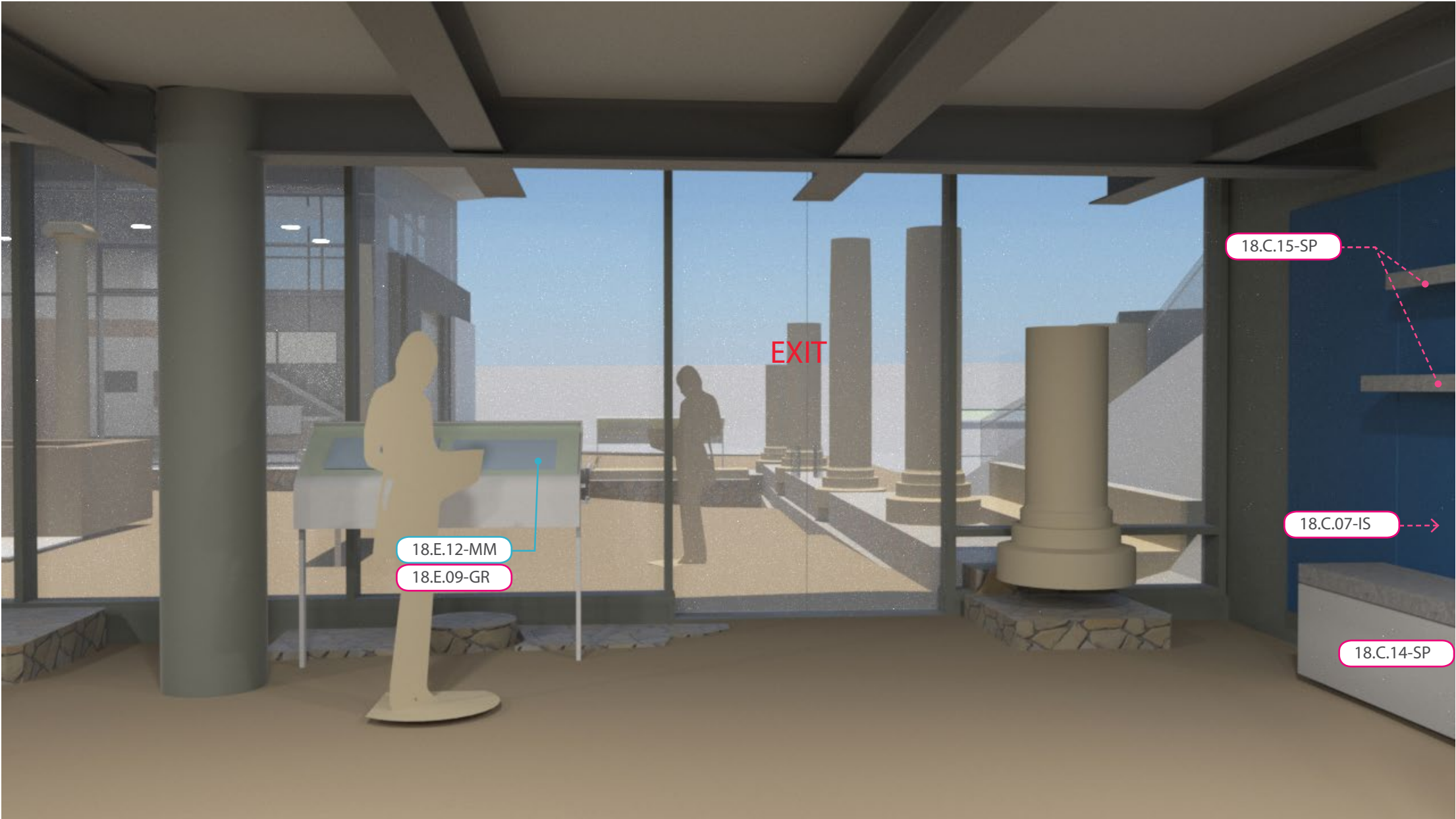


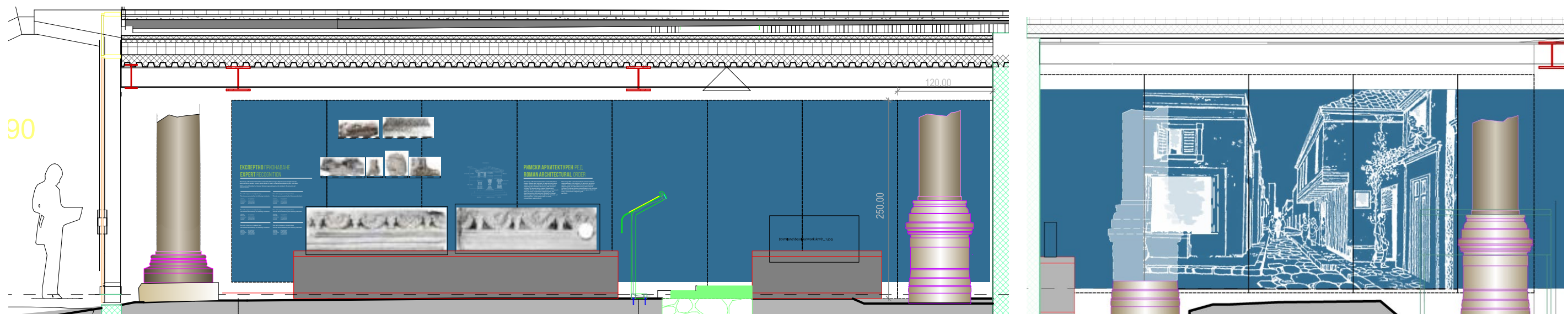
Exhibit Items List by Area

\* R.R. : Reader Rail Panel / GR-FS: Free-standing Graphic Panel  
\*\* IN SITU: In Situ Artifact  
\*\*\* Refer to Architectural Graphics Signage Package for all other Architectural Graphics Allocation.

COMPONENT ID	COMPONENT NAME
18.A.01-GR	R.R.: ROMAN CARDO AND CITY CONNECTIONS
18.A.02-IS	IN SITU: ROMAN CARDO
18.B.04-IS	IN SITU: PEDESTAL W/ STONE MASON INITIALS
18.B.03-IS	IN SITU: NORTH GATE
18.C.06-GR	GRAPHIC PANEL: ARCHITECTURAL ORDER AND EXPERT RECOGNITION
18.C.07-IS	DISPLAY OF ARCHITECTURAL ORDER
18.B.05-GR	WALL GRAPHICS: GRAPHIC RECONSTRUCTION OF MISSING COLUMN AND ROMAN CARDO
18.E.09-GR	R.R.: STAY INVOLVED
18.E.12-MM	MEDIA: INTERACTIVE FEEDBACK KIOSKS (2)
18.C.13-SP	EXHIBIT WALL CLADDING STRUCTURE
18.C.14-SP	MILLWORK PEDESTAL (2)
18.C.15-SP	MILLWORK SHELVES(2)

# AREA 18

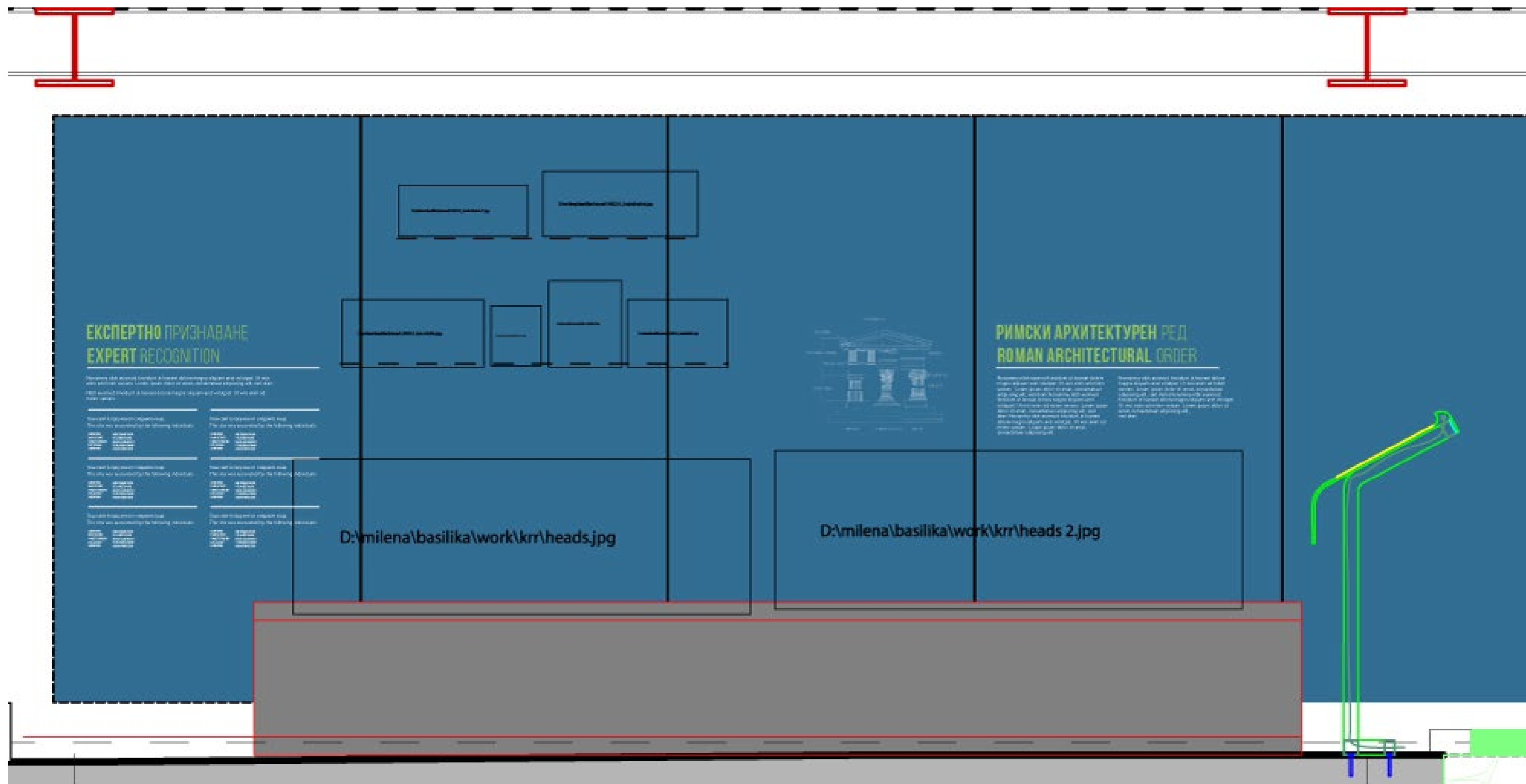
## ROMAN CARDO





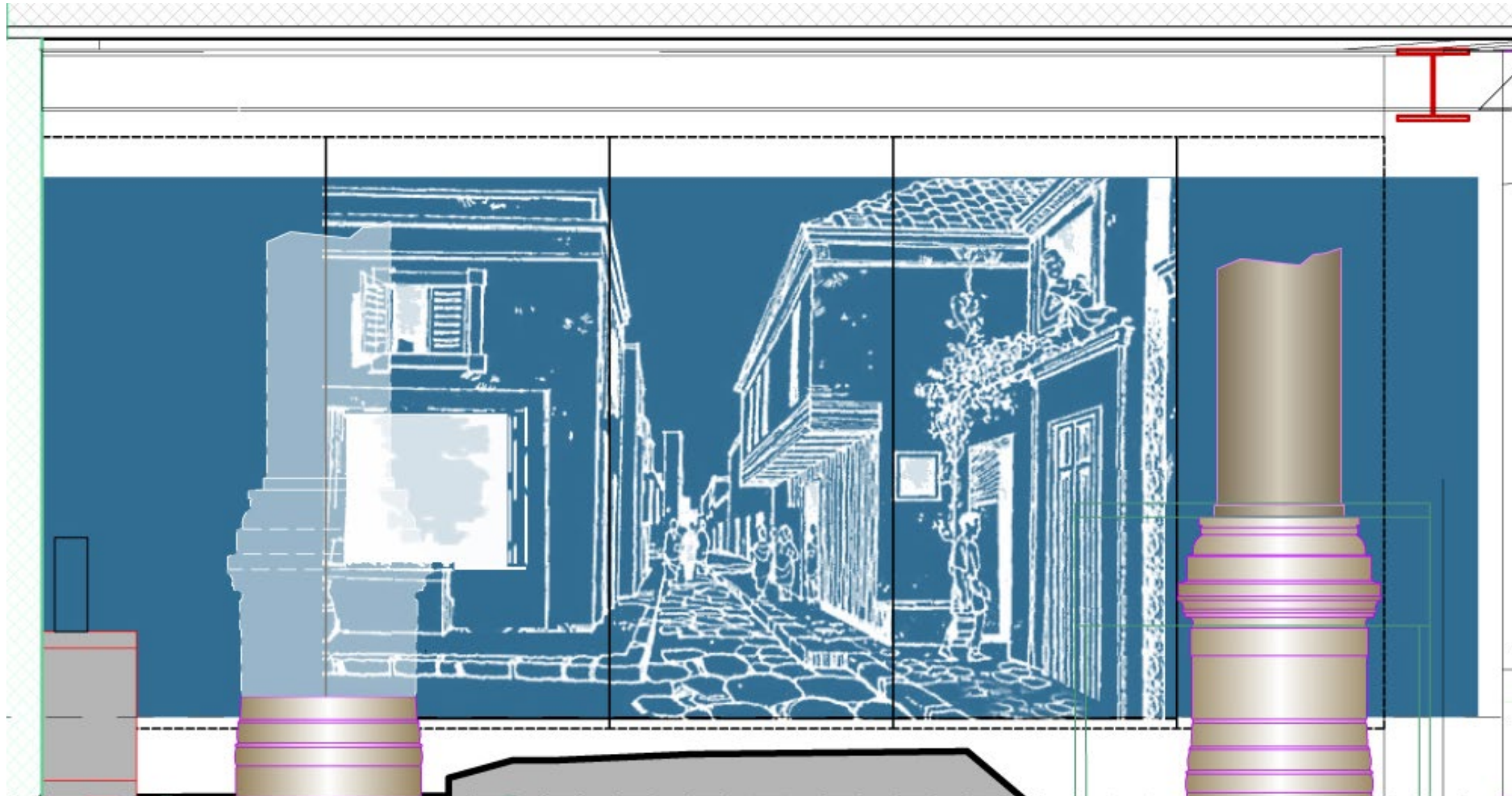
# AREA 18

## ROMAN CARDO



# AREA 18

## ROMAN CARDO





**THE BISHOP'S BASILICA**  
OF PHILIPPOLIS

# AREA 20

RAMP



# AREA 20

## RAMP

View by Area

\*View does not reflect most updated Architectural Design, refer to Architect’s drawing for accuracy. View for diagrammatic reference only.



Exhibit Items List by Area

\* R.R. : Reader Rail Panel / GR-FS: Free-standing Graphic Panel  
\*\* IN SITU: In Situ Artifact  
\*\*\* Refer to Architectural Graphics Signage Package for all other Architectural Graphics Allocation.

COMPONENT ID	COMPONENT NAME
20.A.01-SP	SPECIAL INSTALLATION



**THE BISHOP'S BASILICA**  
OF PHILIPPOLIS

## 2ND FLOOR



# SECOND FLOOR

## INTRO PANEL

View by Area

\*View does not reflect most updated Architectural Design, refer to Architect’s drawing for accuracy. View for diagrammatic reference only.

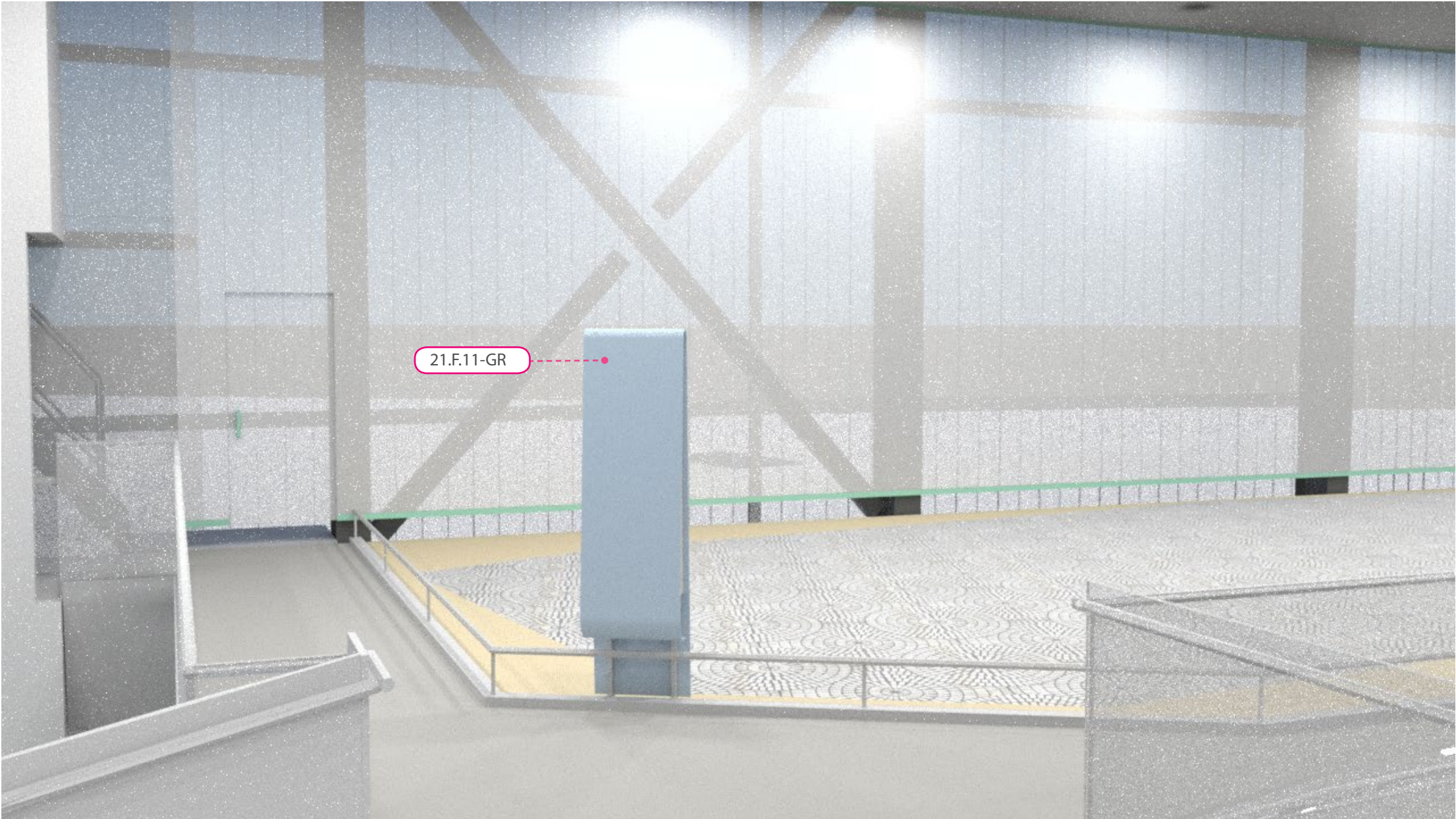


Exhibit Items List by Area

\* R.R. : Reader Rail Panel / GR-FS: Free-standing Graphic Panel  
\*\* IN SITU: In Situ Artifact  
\*\*\* Refer to Architectural Graphics Signage Package for all other Architectural Graphics Allocation.

COMPONENT ID	COMPONENT NAME
21.F.11-GR	INTRO GRAPHIC PANEL: SECOND FLOOR





**THE BISHOP'S BASILICA**  
OF PHILIPPOLIS

# AREA 21

ROMAN PLOVDIV

# AREA 21

ROMAN PLOVDIV

View by Area

\*View does not reflect most updated Architectural Design, refer to Architect’s drawing for accuracy. View for diagrammatic reference only.

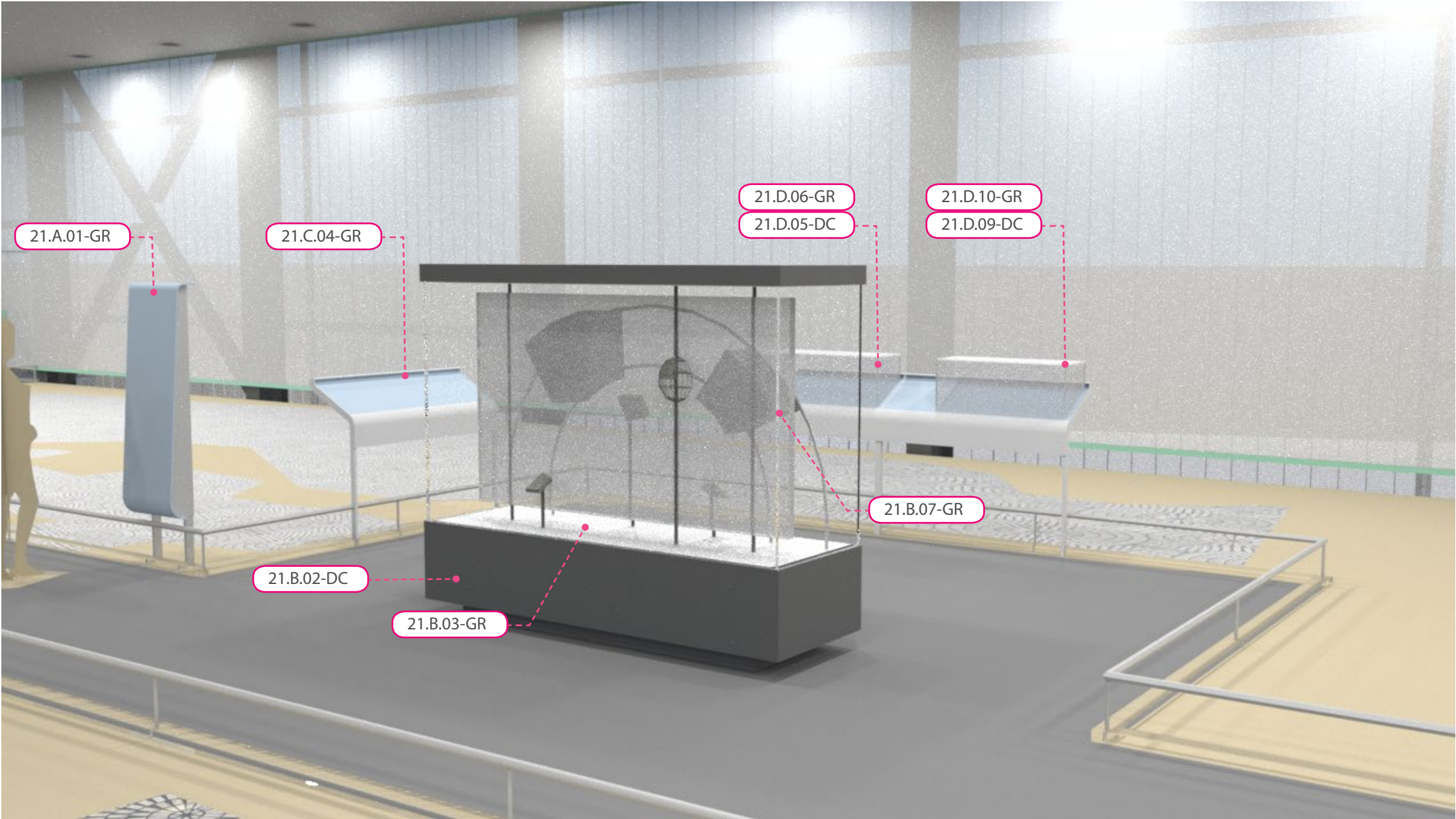


Exhibit Items List by Area

\* R.R. : Reader Rail Panel / GR-FS: Free-standing Graphic Panel  
\*\* IN SITU: In Situ Artifact  
\*\*\* Refer to Architectural Graphics Signage Package for all other Architectural Graphics Allocation.

COMPONENT ID	COMPONENT NAME
21.A.01-GR	INTRO PANEL: ROMAN PHILIPPOPOLIS
21.B.02-DC	DISPLAY CASE: EVERYDAY LIFE
21.B.03-GR	SPECIAL GRAPHIC: DIVERSE AND BUSTLING CITY
21.C.04-GR	R.R.: CHANGING CITY LAYOUTS
21.D.05-DC	DISPLAY CASE: COINS
21.D.06-DC	R.R.: TRADE AND ECONOMY
21.B.07-GR	SPECIAL GRAPHIC: RELIGION AND FAITH
21.E.09-DC	DISPLAY CASE: PAGAN DEITIES
21.E.10-GR	R.R.: RELIGIOUS DIVERSITY



THE BISHOP'S BASILICA  
OF PHILIPPOLIS

# AREA 22

BIRDS



View by Area

\*View does not reflect most updated Architectural Design, refer to Architect's drawing for accuracy. View for diagrammatic reference only.

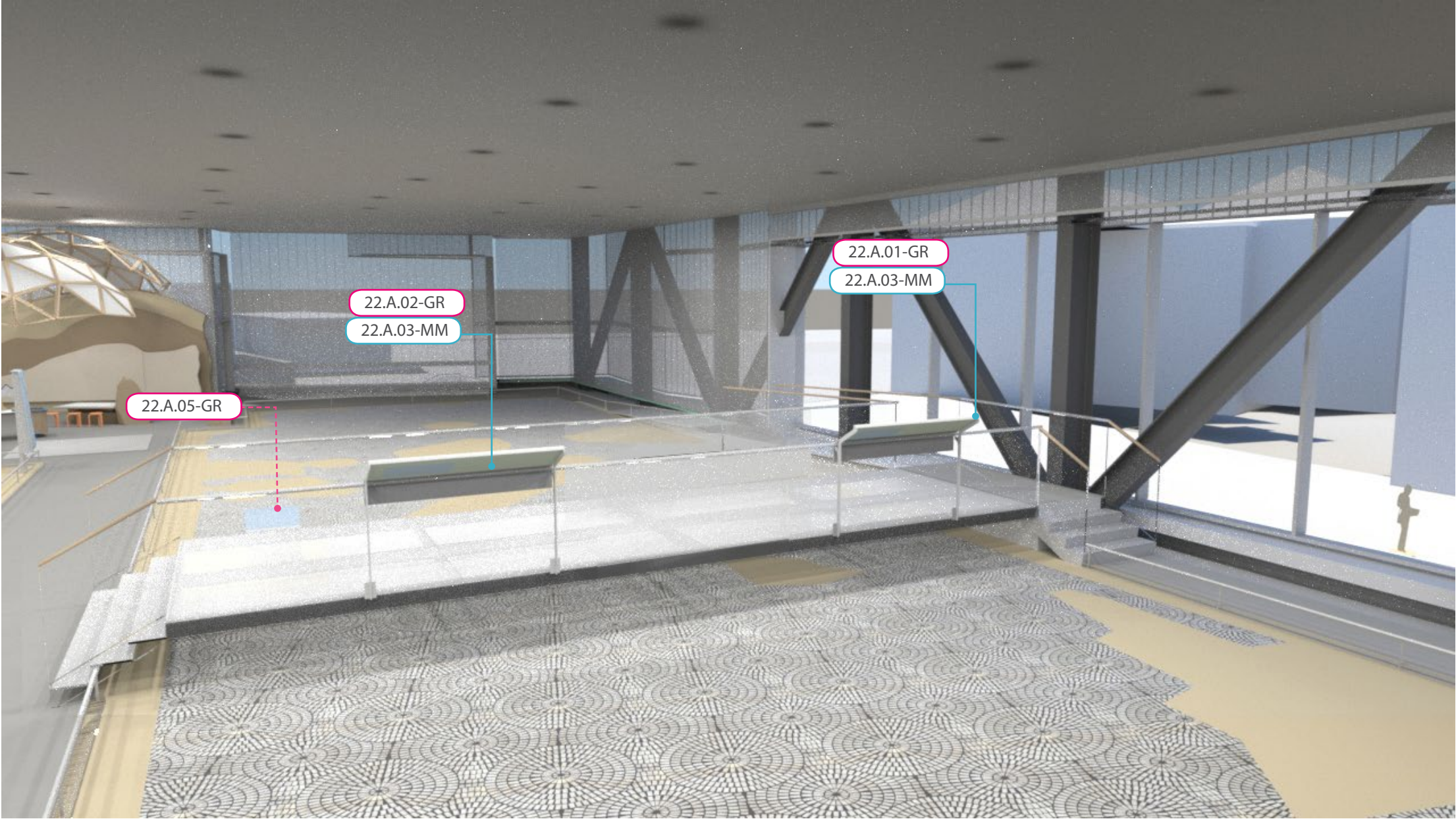


Exhibit Items List by Area

\* R.R. : Reader Rail Panel / GR-FS: Free-standing Graphic Panel  
\*\* IN SITU: In Situ Artifact  
\*\*\* Refer to Architectural Graphics Signage Package for all other Architectural Graphics Allocation.

COMPONENT ID	COMPONENT NAME
22.A.01-GR	R.R.: BIRD MOSAICS (1)
22.A.02-GR	R.R.: BIRD MOSAICS (2)
22.A.03-MM	MEDIA: INTERACTIVE TOUCHSCREEN ABOUT BIRD MOSAICS
22.A.05-GR	GR-FS: NAVE MOSAICS



**THE BISHOP'S BASILICA**  
OF PHILIPPOLIS

# AREA 23

INTERACTIVE AR BIRDS

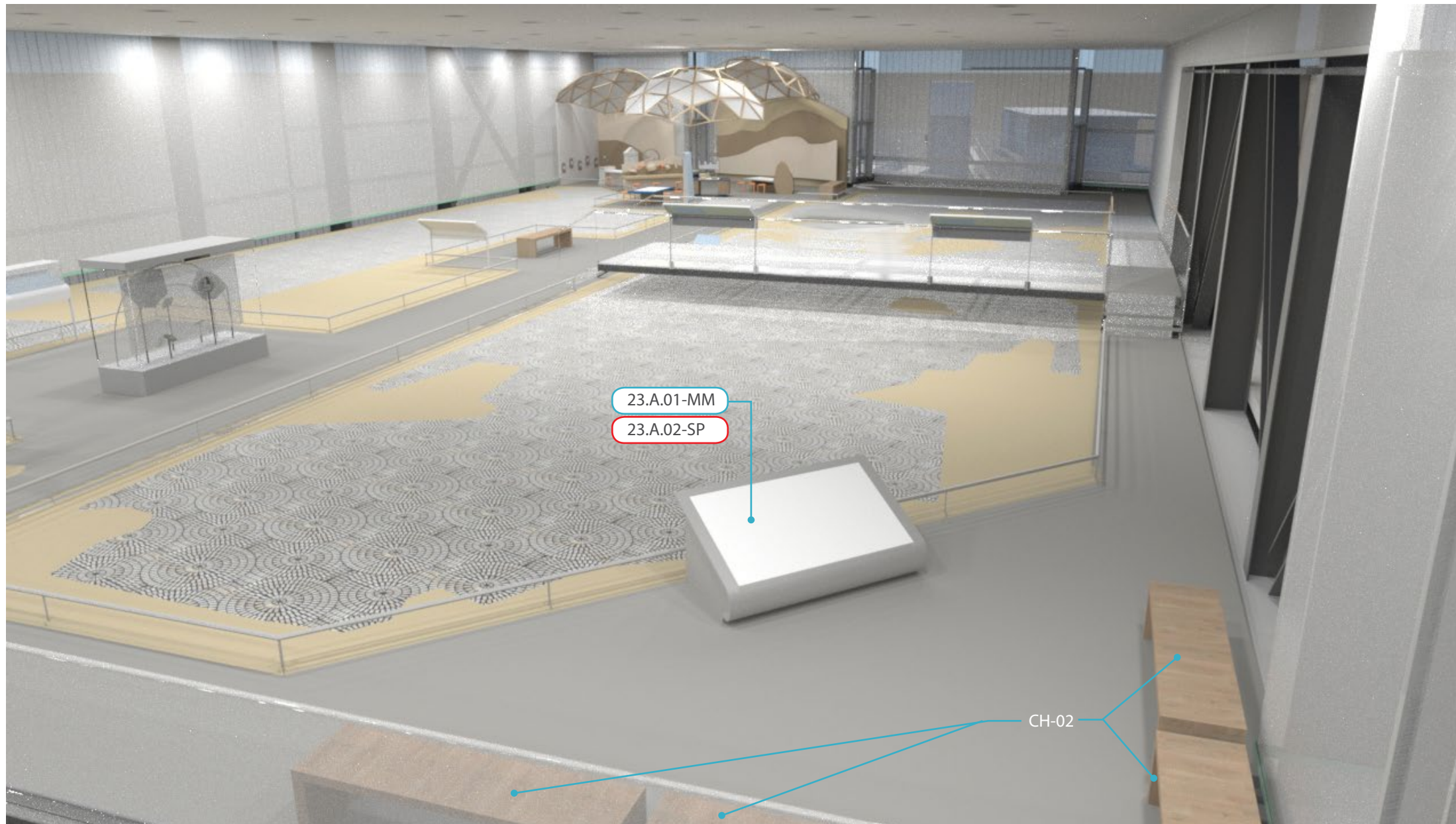


## AREA 23

### INTERACTIVE AR BIRDS

#### View by Area

\*View does not reflect most updated Architectural Design, refer to Architect's drawing for accuracy. View for diagrammatic reference only.



#### Exhibit Items List by Area

\* R.R. : Reader Rail Panel / GR-FS: Free-standing Graphic Panel  
\*\* IN SITU: In Situ Artifact  
\*\*\* Refer to Architectural Graphics Signage Package for all other Architectural Graphics Allocation.

COMPONENT ID	COMPONENT NAME
23.A.01-MM	MEDIA: AR INTERACTIVE
23.A.02-SP	HOUSING FOR AR INTERACTIVE
CH-02	INTERIOR BENCH



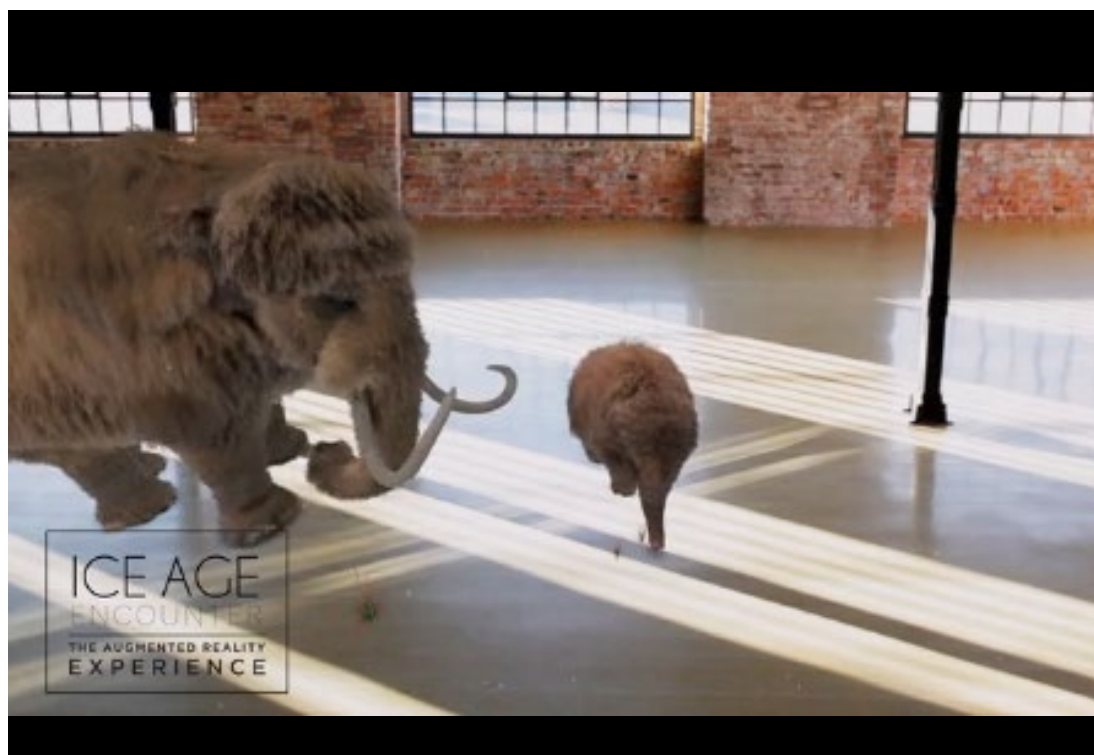
## AREA 23

### 23.A.01-MM : MEDIA: AR INTERACTIVE



#### 23.A.01-MM Augmented Reality Bird Interactive

**Description:**  
AR interactive that enables visitors to bring the “sleeping mosaic birds” to life. Visitors stand on a small platform and see themselves on a large media screen as if they are standing on the mosaics among the birds. Through Kinect technology, visitors can interact with (5) animated AR bird mosaics (i.e. trigger a peacock to display its feathers, chase a chicken, pick up a parrot, more...)



Reference to the right:  
INDE AR Experience  
<https://www.industry.com/>



**THE BISHOP'S BASILICA**  
OF PHILIPPOLIS

# AREA 24

SPRING OF LIFE



# AREA 24

## SPRING OF LIFE

View by Area

\*View does not reflect most updated Architectural Design, refer to Architect’s drawing for accuracy. View for diagrammatic reference only.

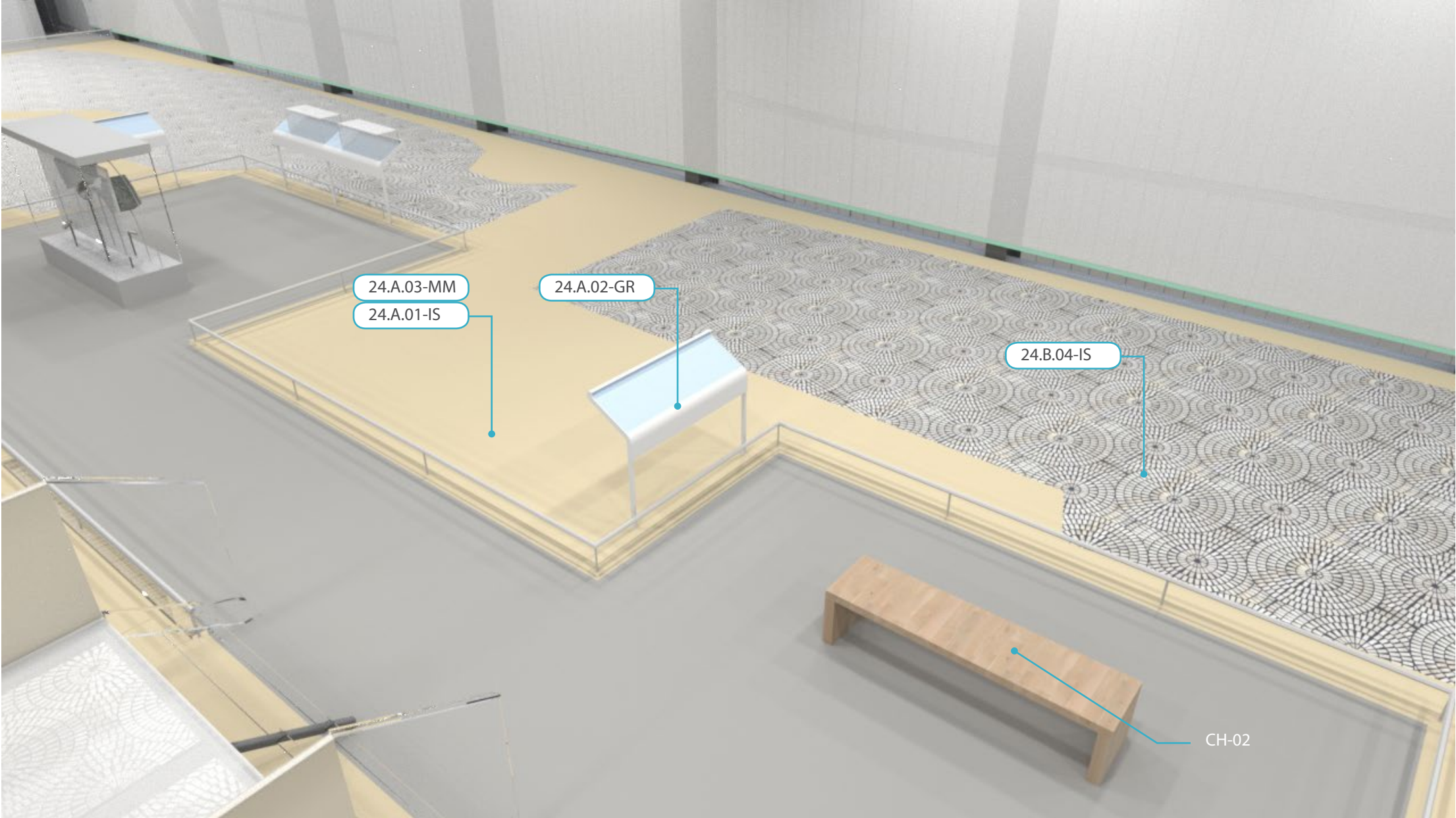


Exhibit Items List by Area

\* R.R. : Reader Rail Panel / GR-FS: Free-standing Graphic Panel  
\*\* IN SITU: In Situ Artifact  
\*\*\* Refer to Architectural Graphics Signage Package for all other Architectural Graphics Allocation.

COMPONENT ID	COMPONENT NAME
24.A.01-IS	IN SITU: SPRING OF LIFE
24.A.02-GR	R.R.: SPRING OF LIFE
24.A.03-MM	MEDIA: SPRING OF LIFE PROJECTION
24.B.04-IS	IN SITU: SECOND LAYER, SOUTH AISLE MOSAICS
CH-02	INTERIOR BENCH





**THE BISHOP'S BASILICA**  
OF PHILIPPOLIS

# AREA 25

DISCOVERY ZONE

# AREA 25

DISCOVERY ZONE

View by Area

\*View does not reflect most updated Architectural Design, refer to Architect's drawing for accuracy. View for diagrammatic reference only.



Exhibit Items List by Area

\* R.R. : Reader Rail Panel / GR-FS: Free-standing Graphic Panel  
\*\* IN SITU: In Situ Artifact  
\*\*\* Refer to Architectural Graphics Signage Package for all other Architectural Graphics Allocation.

COMPONENT ID	COMPONENT NAME
25.A.01-GR	INTRO PANEL: INTRODUCTION
25.A.02-GR	GRAPHIC: MURAL WITH EXPERTS IN THE FIELD
25.A.03-GR	GRAPHIC: ARCHAEOLOGY PHOTO-OP
25.A.04-GR	GRAPHIC: MURAL WITH BIRDS
25.A.05-GR	GRAPHIC: ORNITHOLOGIST PHOTO OP
25.A.06-SP	EXHIBIT WALL FOR EXPERTS IN THE FIELD MURAL
25.A.07-SP	ARCHAEOLOGIST PHOTO OP STAND
25.A.08-SP	EXHIBIT WALL FOR BIRD MURAL (SOUTH)
25.A.09-SP	EXHIBIT WALL FOR BIRD MURAL (WEST)
25.A.10-SP	ORNITHOLOGIST PHOTO OP STAND
CH-02	INTERIOR BENCH
CH-04	STOOL



# AREA 25

## DISCOVERY ZONE

### View by Area

\*View does not reflect most updated Architectural Design, refer to Architect's drawing for accuracy. View for diagrammatic reference only.



### Exhibit Items List by Area

\* R.R. : Reader Rail Panel / GR-FS: Free-standing Graphic Panel  
 \*\* IN SITU: In Situ Artifact  
 \*\*\* Refer to Architectural Graphics Signage Package for all other Architectural Graphics Allocation.

COMPONENT ID	COMPONENT NAME
25.B.01-MM	MEDIA: EXCAVATION TABLE
25.B.02-GR	GRAPHIC: EXCAVATION MYSTERY
25.B.04-GR	SPECIAL GRAPHIC: STRATIGRAPHY
25.B.05-SP	EXCAVATION ACTIVITY STATION
25.C.01-SP	POTTERY PUZZLES
25.C.02-MM	MEDIA: POTTERY SCANNING (2)
25.C.03-GR	GRAPHIC: POTTERY MYSTERY
25.C.04-GR	DIRECTIVE: POTTERY PROMPT
25.D.01-SP	ARCHITECTURAL BUILDING BLOCKS
25.D.02-GR	GRAPHIC: ARCHITECTURE MYSTERY
25.D.03-GR	DIRECTIVE BUILDING PROMPT
25.E.01-MM	MEDIA: DESIGN MOSAIC PATTERNS TOUCH-SCREEN INTERACTIVE
25.E.02-GR	GRAPHIC: MOSAICS MYSTERY
25.E.04-MM	MOSAIC PATTERNS FLOOR PROJECTION
25.E.05-SP	MOSAIC PATTERNS ACTIVITY STATION



# AREA 25

DISCOVERY ZONE

View by Area

\*View does not reflect most updated Architectural Design, refer to Architect’s drawing for accuracy. View for diagrammatic reference only.



Exhibit Items List by Area

\* R.R. : Reader Rail Panel / GR-FS: Free-standing Graphic Panel  
\*\* IN SITU: In Situ Artifact  
\*\*\* Refer to Architectural Graphics Signage Package for all other Architectural Graphics Allocation.

COMPONENT ID	COMPONENT NAME
25.A.04-GR	GRAPHIC: MURAL WITH BIRDS
25.A.05-GR	GRAPHIC: ORNITHOLOGIST PHOTO-OP
25.F.01-SP	GREEK LETTER RUBBING STATION (2)
25.F.02-GR	GRAPHIC: GREEK ALPHABET AND RUBBING
25.F.04-SP	DECORATIVE INSCRIPTION STONE
25.G.01-MM	MEDIA: DECODING CHALLENGE
25.G.02-GR	GRAPHIC: DECODING MYSTERY
25.G.04-SP	DECODING INTERACTIVE ACTIVITY STATION
25.H.01-SP	BONE ANALYSIS STATION
25.H.02-MM	MEDIA: RFID SCANNER W/ DISPLAY (2)
25.H.03-GR	GRAPHIC: BONE MYSTERIES
25.H.04-GR	DIRECTIVE: BONE SCAN PROMPT
25.H.05-SP	MICROSCOPE W/ RFID SCANNER
25.H.06-SP	OSTEOMETRIC BOARD W/ RFID SCANNER
25.I.01-GR	GRAPHIC: OVERHEAD BIRD ILLUSTRATIONS
25.I.02-SP	DOME STRUCTURE
25.J.01-SP	BIRD WATCHING PEEPHOLES
25.J.02-SP	BIRD PUZZLES
25.J.03-GR	GRAPHIC PANEL: BIRD MYSTERIES
25.J.04-GR	DIRECTIVE: BIRD MYSTERY PROMPT



## AREA 25

### DISCOVERY ZONE

#### View by Area

\*View does not reflect most updated Architectural Design, refer to Architect's drawing for accuracy. View for diagrammatic reference only.





## AREA 25

### DISCOVERY ZONE

#### View by Area

\*View does not reflect most updated Architectural Design, refer to Architect's drawing for accuracy. View for diagrammatic reference only.







**THE BISHOP'S BASILICA**  
OF PHILIPPOLIS

# AREA 26

OUTDOOR CHILDREN'S PLAYGROUND

# AREA 26

## OUTDOOR CHILDREN’S PLAYGROUND

### View by Area

\*View does not reflect most updated Architectural Design, refer to Architect’s drawing for accuracy. View for diagrammatic reference only.



26.A.02-SP

26.A.05-SP

26.A.03-GR

### Exhibit Items List by Area

\* R.R. : Reader Rail Panel / GR-FS: Free-standing Graphic Panel  
\*\* IN SITU: In Situ Artifact  
\*\*\* Refer to Architectural Graphics Signage Package for all other Architectural Graphics Allocation.

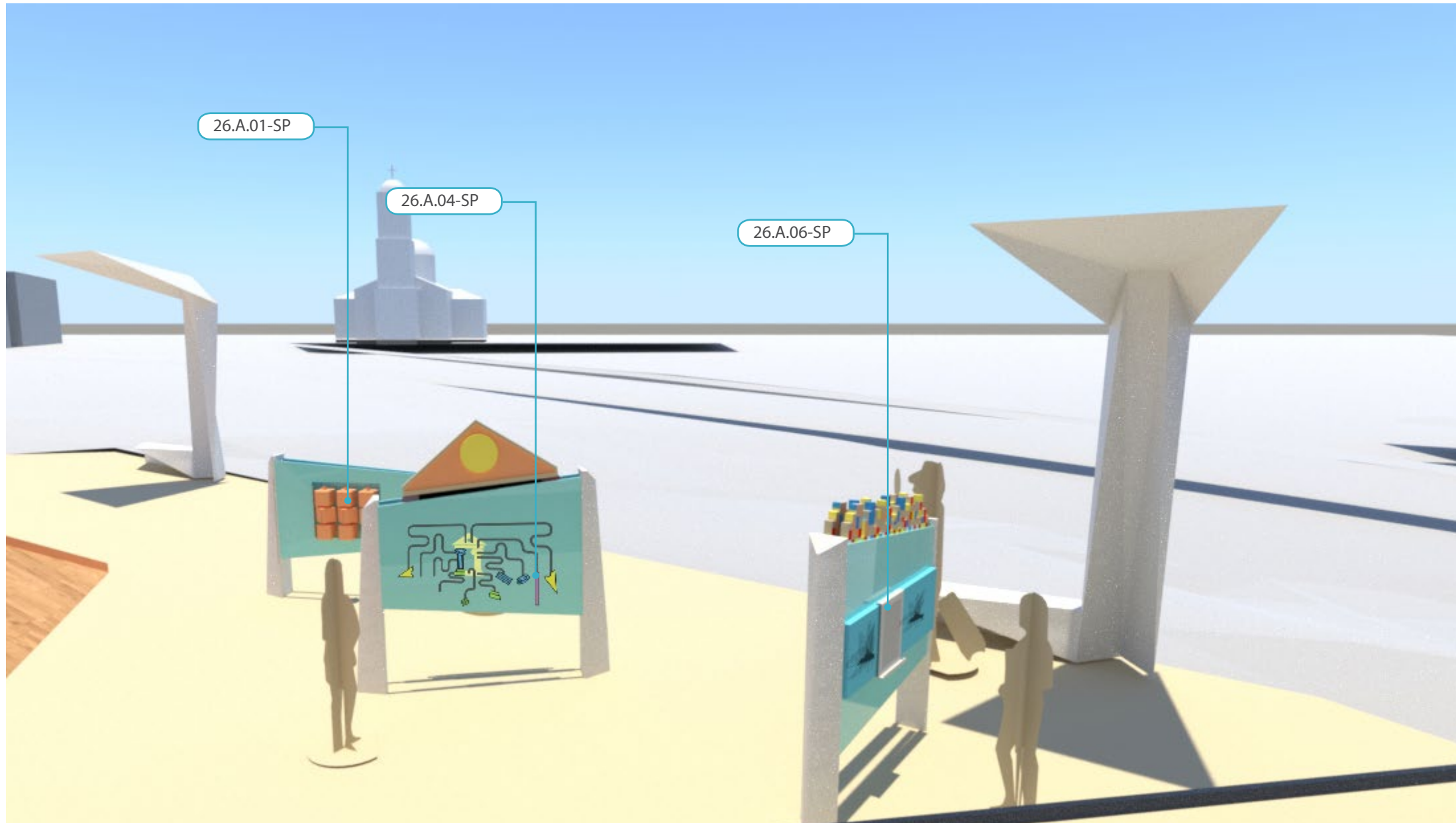
COMPONENT ID	COMPONENT NAME
26.A.02-SP	COLORS AND PATTERNS
26.A.03-GR	SPECIAL GRAPHIC: BIRD PHOTO OP
26.A.05-SP	SPIN PATTERNS

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COMPONENT ID	COMPONENT NAME
26.A.01-SP	MATCHING PUZZLE
26.A.04-SP	ARCHITECTURAL PATHFINDER
26.A.06-SP	SCANIMATION STATION



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