The 100th anniversary of the Russian architect Ivan Leonidov initiated a Russian-German virtual collaboration to produce a 3d-video computer simulation.

The starting point of the collaboration was the choice of a 1926 student project of Ivan Leonidov entitled *A Printing House of the Isvestija Newspaper* in Moscow. Information about the project was very poor, consisting of a ground plan, an elevation, a perspective view as well as historical and new photographs of the urban space as it is today. Additionally, a video of the existing location was made. From this information a digital 3d-computer model was created.

Resulting from the collaboration was a 3d-video computer simulation depicting young Leonidov’s student project as if it really did exist on Moscow’s Pushkin Square.

The project demonstrated that a virtual collaboration could work very successfully without any problems. By restricting communication to the Internet, it is certain that during the active project phase both teams were spared many tiresome hours spent in meetings. Internet communication was limited to essential elements only: to what could be mediated between both parties using pictures, hand-drawn sketches and a few written words. However, the initial stages of finding and explaining a real communal project would certainly have been better accomplished and more focused using face to face discussion.

To summarize, this project was both an interesting and enjoyable one. After Mr. Matalasov (MARCHI) was not satisfied with the results of the first digital video simulation, the following summer he traveled to Germany* in order to improve the computer model to produce a perfect “ghost movie” or video computer simulation.

* With funding from the Department of Civil Engineering, University of Duisburg-Essen

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Figure 1: These are the only existing drawings of Ivan Leonidov’s 1926 student project A Printing House for the Newspaper Izvestija / Moscow
Figure 2: This is what Pushkin Square looked like in 1926 when Ivan Leonidov did the design for the student project: the urban fabric of the city appears to be, to the greatest possible extent, smallish and intact. The project was a revolutionary intrusion into the surroundings.

Figure 3: Sketches that illustrate the actual volume and location of the building within the urban structure of the surrounding area.
Figure 4: A first simplified computer model inserted into the urban backdrop. Year 1926 (left) and year 2002 (right).

Figure 5: Final computer model following the definition of dimensions, materials and colors.
Figure 6: Interim step prior to insertion in the 3D video computer simulation.

Figure 7: Stills from the 3D video computer simulation.