

## I. HISTORICAL CONTEXT & MOTIVATION

Corvin Castle (variously known as Hunyadi Castle or Hunedoara Castel, Castelul Corvinilor (Romanian) or Vajdahunyadi vár (Hungarian) is a castle that sits atop a hill in central Romania (Hunedoara County). Its medieval portion was constructed on the site of a 14<sup>th</sup> century stone fortress (Bogdan 1970) by Ioan Hunedoara (John Hunyadi) in the first half of the 15<sup>th</sup> century. Significant building campaigns were later carried out by Mattias Corvinus (15<sup>th</sup> c), Gabriel Bethlen (17<sup>th</sup> c), and a variety of imaginative 19<sup>th</sup> century architects (Velescu 1961), all further reimagined by poorly documented 20<sup>th</sup> century archaeological and restorative campaigns. Upcoming restorations prompted an extensive survey of the castle's older Southern half, including the enigmatic central courtyard, to better understand the current state of construction (see Morris et al 2018).

*Central Courtyard*

The courtyard contains the highest concentration of features from the original stone fortress, including doorframes and stone blocks (Vatasianu 1933, Bogdan 1970). In the 17<sup>th</sup> century, it was home to an administrative or housing complex during the extensive construction of the northern wing. At present, the courtyard is covered in an uneven layer of fine silty soil (nominally less than 20 cm) on bedrock, which is visible over about one third of the courtyard surface. The precise geology is unknown, though the underlying outcrop is most likely composed of metamorphic schists and dolomite (Földvary 1988).

## II. DATA COLLECTION

500 MHz Sensors & Software Noggin with DVL, Smart Tow/Rough Terrain configuration

Grid collected in two directions at 50 cm line spacing, bounded by modern paving (eastern edges) and rough exposed bedrock (northern edge)

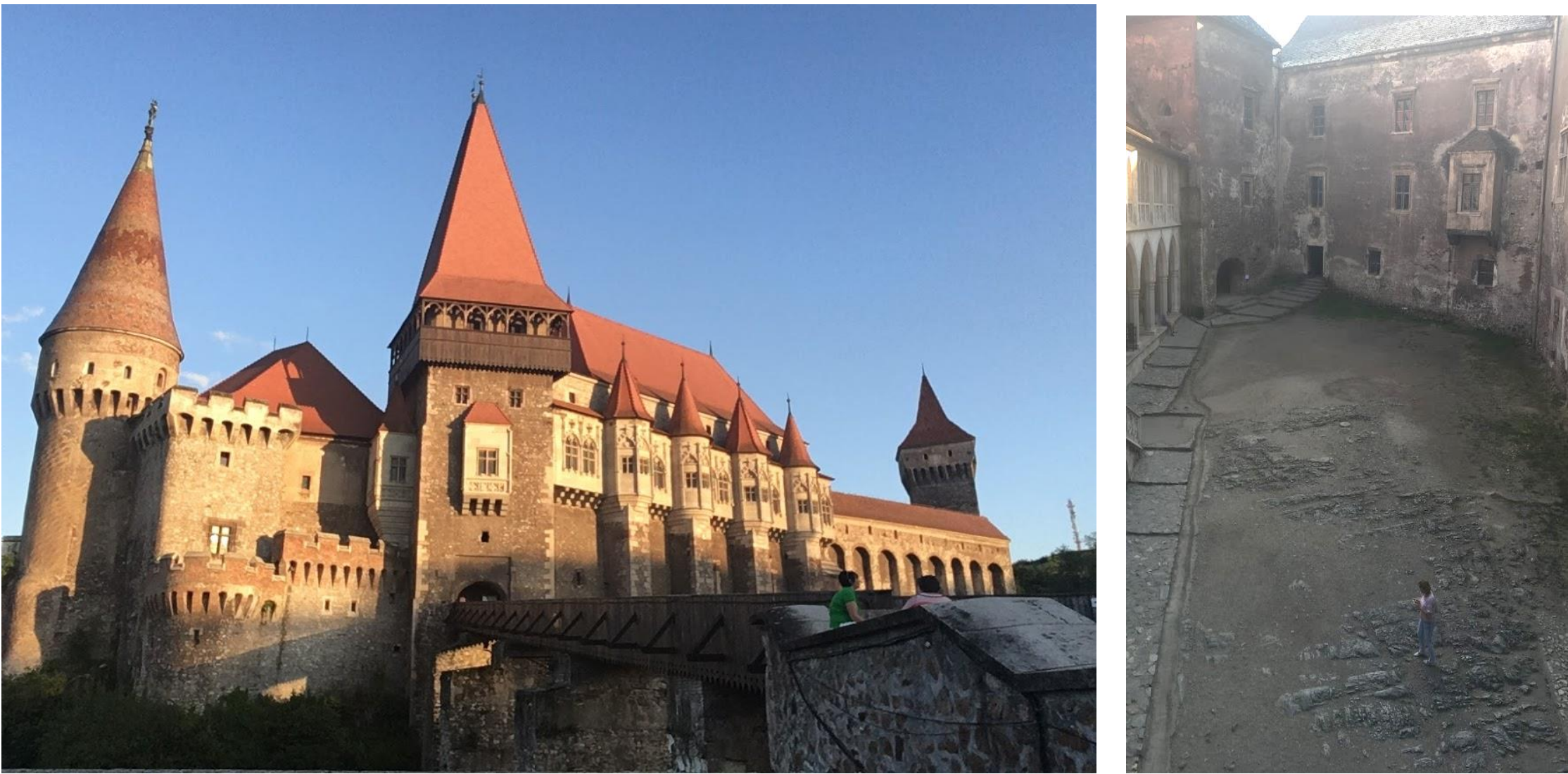
## III. PROCESSING & ANALYSIS

Basic radargram processing: total background removal (except as noted by †); depths shown in ns; horizontal axis in meters; SEC gain; dewow

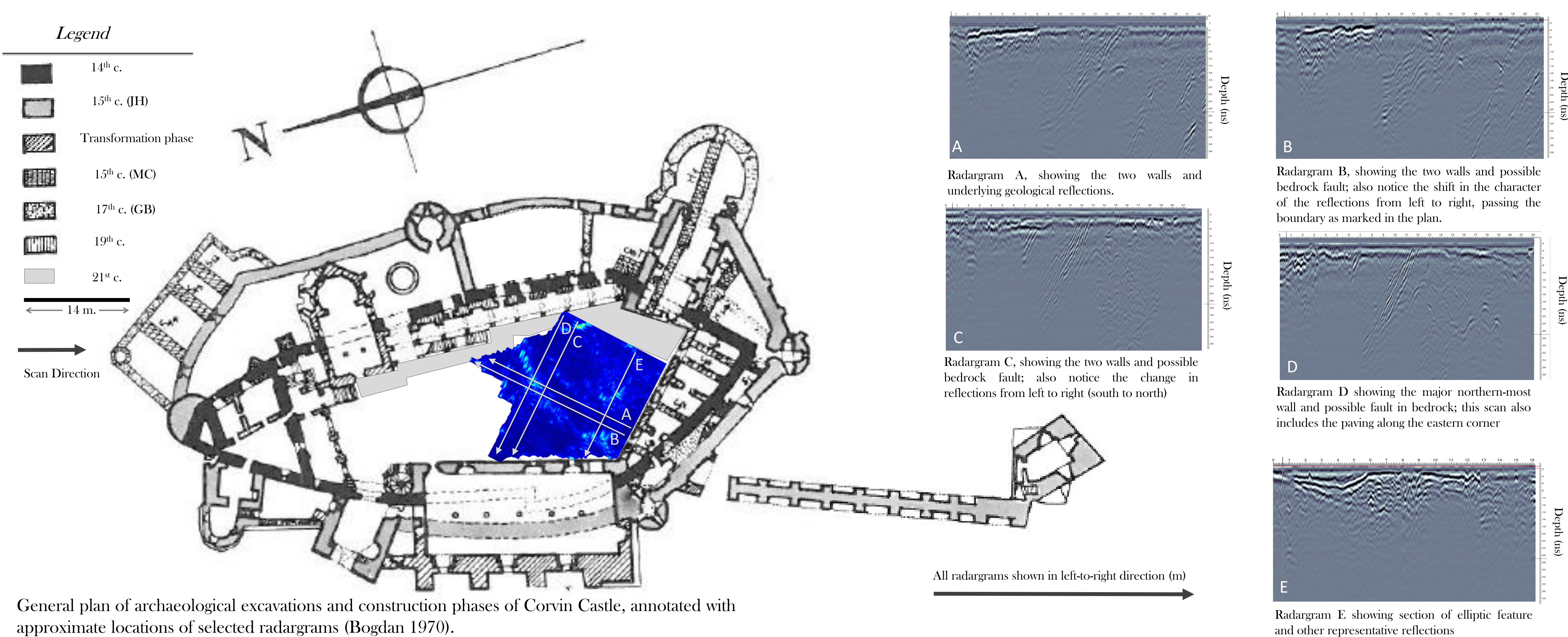
Depth slice processing: 10 cm slice resolution; amplitude dewow, migration, and envelope filters; SEC gain

Minimal display adjustments to contrast and sensitivity

A velocity of 0.1 m/ns may be used for depth estimates



## IV. COURTYARD RESULTS



## V. CONCLUSIONS

