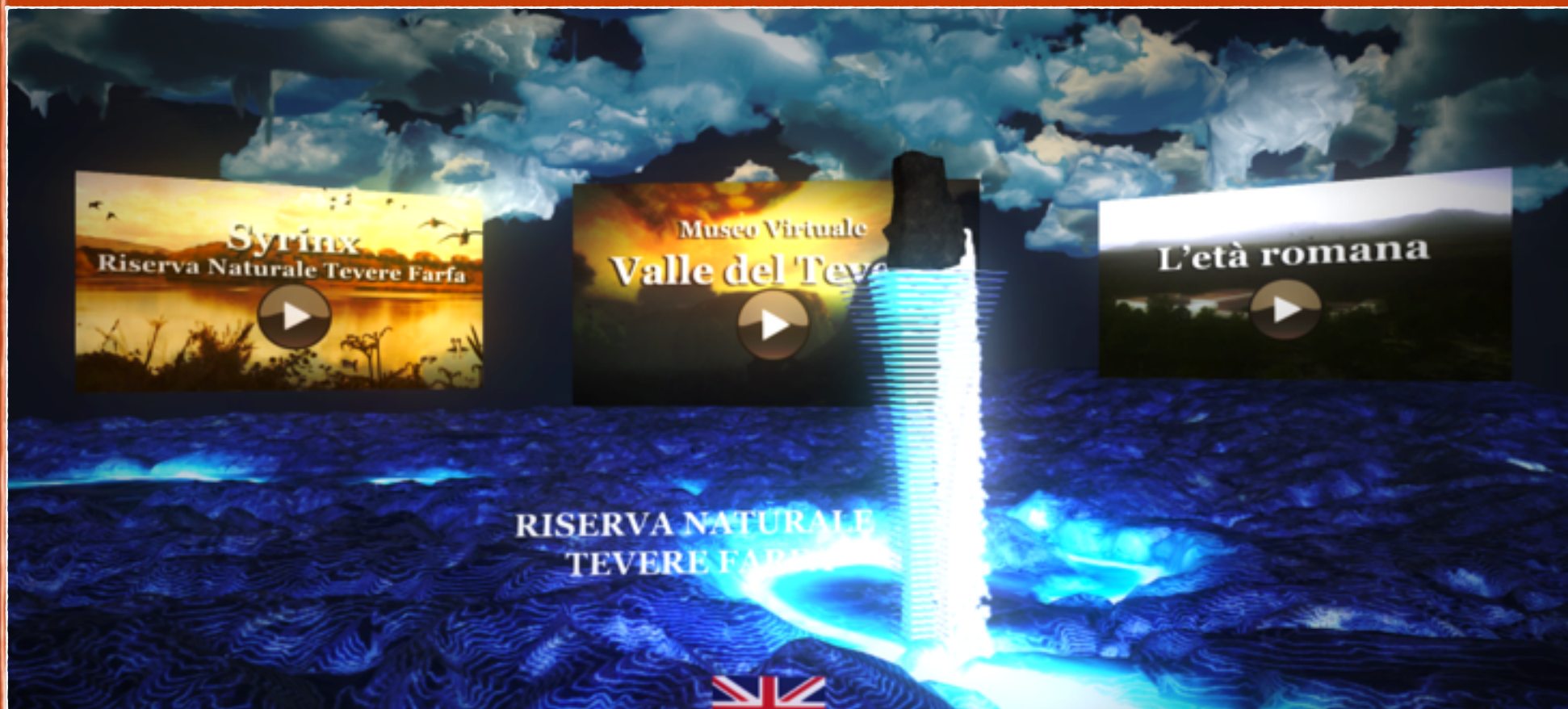


Virtual Museum of the Tiber Valley



Guide to Movies

Virtual Museum of the Tiber Valley

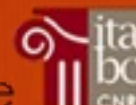


The interactive application shows 13 movies, both in Italian and in English.

www.museovirtualevalletevere.it



Consiglio Nazionale delle Ricerche



Tiber Valley Virtual Museum



This short movie illustrates the various activities that brought to the development of the virtual reality application with gesture-based interaction, currently on display at the National Etruscan Museum of Villa Giulia, of which here a preview is provided.

Duration: 5'30"



“Syrinx” **Tiber-Farfa** **Natural Reserve**



The music video, set in the Tiber-Farfa Natural Reserve (Nazzano), is inspired by the myth of the god Pan and the nymph Syrinx. The story takes place over the notes of "Syrinx" for solo flute by C. Debussy (1913). Made in collaboration with the Conservatory of Music of Benevento “Nicola Sala”.

Duration: 4'15”

Syrinx was a beautiful water nymph of Arcadia, daughter of the rivers' god, Ladon. One day she met Pan. In order to escape from his harassment, the nymph ran without hearing the compliments of the god. She ran throughout the woodstill arriving to a cane wood. While praying she turned into a reed. When the wind blew among the reeds, she heard a plaintive melody. God, still infatuated, failing in the attempt to identify in which reed Syrinx had turned into, took some and cut seven pieces of decreasing length and tied them together, side by side. He thus created the musical instrument that took the name of his beloved Syrinx.

The gold of Farfa



The olive tree has always been the most representative of Sabina plants; they are thousand years old in this area. Despite the weight of years the plants of this olive tree grove, at Mompeo, seem to dance over the steep side of the hill, suspended between earth and sky.

Duration: 5'



*Blue sky
Yellow field
Blue Mountain
Yellow field
For the desert plain
An olive tree is walking
One and only
Olive tree*

Federico Garcia Lorca

Farfa Abbey

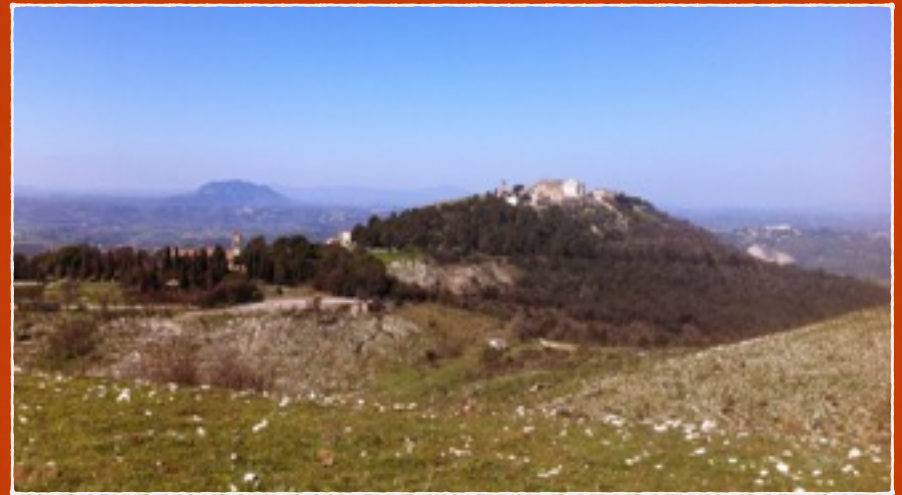


The small village of Farfa, built around the Benedictine Abbey, takes its name from the river that flows nearby. Since the sixth century, it is a place of convergence: there are those who come to pray and others who participate to local markets, someone for a stopover when traveling on foot or bicycle, others come to meditate or study or, more, to discover treasures of art.

It is located at the foot of Mount Acuziano, close from the village of Fara in Sabina, being part of the municipality of Fara in Sabina.

Duration: 52”

In the sky of Fara



This documentary is dedicated to Fara in Sabina, one of the most beautiful and antique villages of the Tiber Valley area.

It tells the phenomenon of gradual depopulation occurred during the XX century, especially after the Second World War: a story which runs similarly to many small towns in Italy, once important centers of the administrative and social life and today witnesses of a precarious beauty.

The story is narrated by mean of testimonies coming from the inhabitants that transmit the feeling of a bright but reclusive village, where the Tiber is perceived as a distant presence.

Duration: 20'

Bunker Soratte



Still today the story of Bunker Soratte is not well known. Inside the mountain, in the '30s, the Italian government, under the direction of Mussolini, dug 4.5 km of tunnels. Ministers of the government, in case of war and aerial bombardment, would have found protection into them. This complex refuge was actually completed and used by the Germans after September 8, 1943, when they moved into it the "South High Command" of the occupation forces in Italy, led by Albert Kesselring. American planes spotted and bombed the bunker on May 12, 1944, causing few damages. During the Cold War, the innermost part of the bunker was reinforced and adapted to fallout shelter. The tunnels, with the equipment and the relevant objects of that period can be visited today thanks to the support of the association "Bunker Soratte" of Sant'Oreste town. The related short movie shows the inside routes, told by the voice of the two protagonists. A musician plays, in the darkness, a piece of solo flute (Edgard Varèse's *Density 21.5*, 1936), acting as a counterpoint to the drama of the context.

Duration: 8'

The landscape today

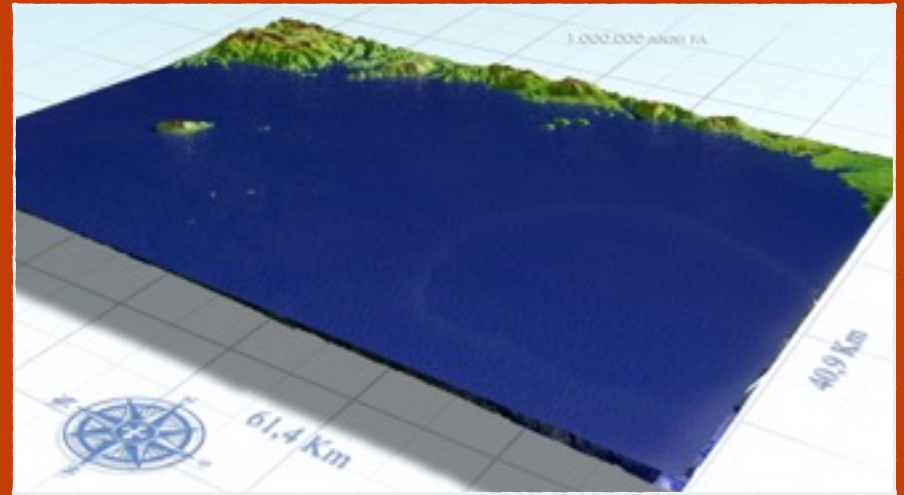


From the viewpoint of the Tiber-Farfa Natural Reserve, a geo-archaeologist talks about the different types of soils on the two shores of the middle course of the Tiber river. This theme is linked to the geological evolution developed in the video "Genesis". We recommend watching both short movies.

Duration: 3'



Genesis



The geological evolution of the middle Tiber Valley is described by means of animation, computer graphic reconstructions and video shots.

3 million years ago cars, which today run along of the G.R.A., a circular primary road around Rome, would have been in the darkness of the sea, under hundreds of meters of water. At that time, Soratte and Cornicolani mountains were small islands. Slowly, the Earth's surface rose up and the Tiber's ancestors were born. The volcano Sabatino and Laziale's eruptions determined variations in the course of the Tiber, bringing to the current shape of the fluvial route. Last explosions of volcanoes and the last glacial era were seen by homo sapiens, 100,000 years ago. Since 12,000 years ago the landscape started modifying its asset becoming how we actually know it.

Duration: 4'

The dawning of the cities



The middle Tiber Valley's landscape is described during the Iron and Orientalising periods (VIII-VII century BC), when the first cities were born. The short movie tells about the main human activities, the form of the villages and houses, the cultivation techniques and their products.

The potential ancient landscape has been reconstructed in 3D by a complex sequence of studies in which geomorphology, ecology, paleobotany, archeology, ancient demography converge. The narration is characterized by a dramatic style, through the imaginary testimony of the main protagonists of that time, witnesses themselves of these environmental and life changes.

Duration: 3'

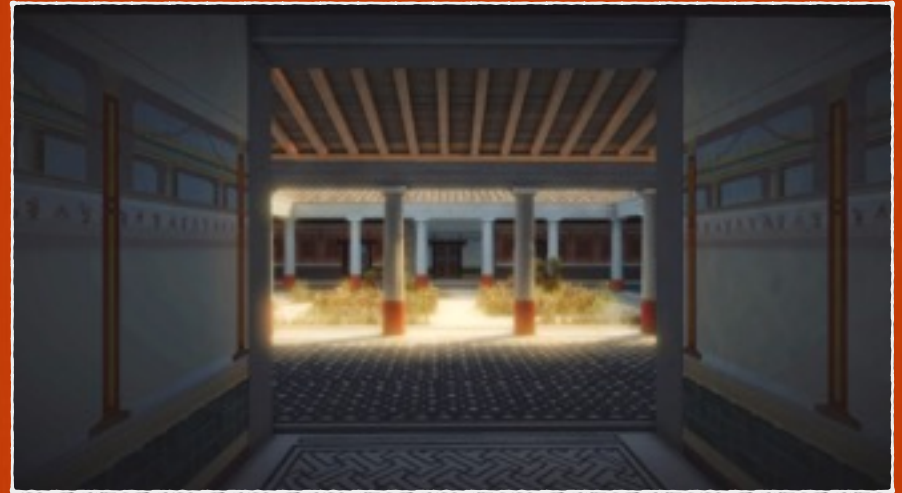
Roman age



The Roman landscape is narrated through the imaginary testimony of a veteran, to whom the Emperor Augustus donated a piece of Sabine lands as a reward for having followed him during the war. In this short movie, human activities, roads, shape of settlements and building typologies (urban settlements and colonies, farms, large aristocratic villas) are described together with the organization of the agricultural landscape (centurations) and the final cultivated products.

Duration: 3'30"

Volusii's Villa



The Volusii's Villa is presented in its modern forms, being an archaeological site, and with a possible 3D reconstruction of the Augustan age. The two layers alternate themselves and overlap with transparency, thanks to the use of camera tracking techniques.

The original floor mosaics are in large part still visible today while the wall decorations are mainly evocative as they have been reconstructed starting from typological studies and comparative examples.

The Villa, at the time of its maximum splendor, was residence of one of the most powerful Roman senatorial families, follower of Augustus Emperor. They had hundreds of slaves under their services, who worked in the surrounding lands.

The Villa is located a few meters from the archaeological site of Lucus Feroniae.

Duration: 2'

Lucus Feroniae



This movie reveals the figure of the ancient Italic goddess Feronia, to whom a “Lucus” was consecrated, firstly intended as sacred wood and then become a sanctuary attended by the peoples of central Italy before the Roman conquest. The Emperor Augustus, transformed Lucus Feroniae into a Roman colony. The cult of Feronia was replaced by Salus Frugifera and Feronia was "officially" forgotten. Today's memory, however, brings Feronia still alive, no longer remembered by names recalling forests, sanctuaries or votive statues but by the names of a movie theater, a mall, a motorway stop, and small commercial properties.

In the movie, the 3D reconstruction of the possible aspect of Lucus Feroniae city is presented, specifically in the Tiberian and then Trajan ages. The characters that populate the spaces are actors filmed in green screen. The leading idea of the movie is revealing the sense of time and immortality through the vision of the "spirit of the place".

The movie recalls the silent cinema style of the '20s of the '900, here re-interpreted under a modern key.

Duration: 11'

Credits



The video provides information on the institutions and authors involved in the project of the Virtual Museum of the Tiber Valley, while showing some relevant moments of the making of.

Duration: 6'



Virtual Museum of the Tiber Valley

realized by:

CNR - ITABC

ITALIAN NATIONAL RESEARCH COUNCIL

***INSTITUTE OF TECHNOLOGIES APPLIED TO CULTURAL
HERITAGE***

financed by:

ARCUS S.p.a.

in collaboration with:

Direzione Regionale per i Beni Culturali e Paesaggistici del Lazio

Soprintendenza per i Beni Archeologici dell'Etruria Meridionale

Società Geografica Italiana

Museo del Fiume di Nazzano

E.V.O.CA. srl

Franz Fischnaller

Digiter srl