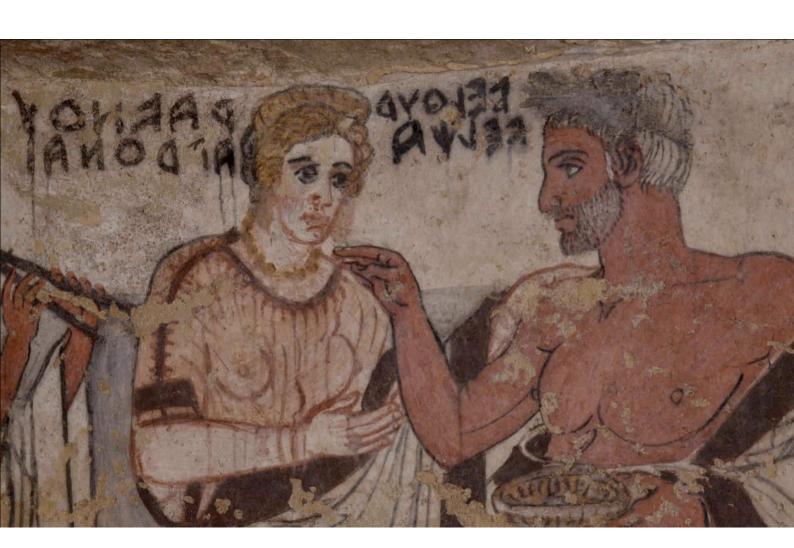


# THE ETRUSCANS, RISE AND FALL OF A MYSTERIOUS ANCIENT CIVILIZATION



A 90' film

Directed by Alexis DE FAVITSKI

Produced by ARTE FRANCE & GALAXIE PRESSE

# **Short summary**

In 2019, in Aleria, Corsica, a team of archaeologists made an unexpected discovery: an important Etruscan burial site which dates back to the fourth century BC. This discovery revives scientific interest in the past of the island's Etruscan people, one of the most prosperous in ancient history - but also one of the most enigmatic. Across France and Italy, thanks to the impressive remains they left us, passionate archaeologists and historians tell us about their history and their decline. Maps and 3D motion graphic design resurrect their monuments, temples and entire cities for a true-to-life trip back in time.

# **Long summary**

In 2019, in Aléria, Corsica, a team of archaeologists made an unexpected discovery while excavating an ancient necropolis. While exploring the ground in depth, they uncovered, in the middle of dozens of Roman tombs, an important Etruscan burial site dating back to the 4th century BC. Inside the funerary chamber lies a skeleton, surrounded by rich furniture. This discovery revives the interest of archaeologists for the Etruscan past of the island. The Etruscans, one of the most prosperous - but also one of the most enigmatic - peoples of ancient history dominated the center of the Italian peninsula for several centuries, but also part of Corsica. From the excavation of the tomb of Aleria, we will discover their greatness, not only in art but in engineering and culture. But also, we will follow the Etruscans in their decline, not having been able to face the expansion of a rising power: Rome. From the 5th century BC, the Etruscan cities fell one after the other, Aleria last in 259 BC. We are guided in this journey, in France and in Italy, by archaeologists and passionate historians who give life to the Etruscan people from the multiple vestiges that it has left us. Maps and 3D motion graphic design bring back to life the monuments, temples and cities that marked the history of the Etruscans.



# **Image processing**

- The film will be accompanied by a **voice-over** that will carry the story forward, introduce the themes, serve as a transition, introduce and give voice to the **historians and scientists**, who will be our **real guides**.
- These **speakers will be filmed in action** and in interaction with significant places and objects. The interviews will be in movement and will integrate the characters in a context. For example, Italian Etruscan necropolises such as those of Cerveteri and Tarquinia are real places for walking. Subjective shots showing what our speakers see will be part of the editing.
- The question of time is important, and the film will take into account the evolution of the Etruscan civilization. As time passes, centuries fade away and we tend to see ancient civilizations as a frozen snapshot. We will take into account this duration by indicating to the viewer as the story unfolds not only where we are, but also in what era we are. These markers could be materialized in a dynamic and ingenious time line.
- The making of **beautiful animated maps** of ancient Europe and the western Mediterranean will help to locate geographically the places, the networks, the Etruscan expansion and decline, etc.
- Etruscan art and craftsmanship are of great beauty, as is the Greek furniture, often present in Etruscan tombs. We will try to capture in the image the beauty of these objects, their details, colors and brightness. This will be done dynamically to avoid a certain museum-like heaviness and, above all, will be justified each time in relation to the meaning of the sequence. We will show these objects while giving them an active place in the story.



- We will not do reenactments with actors, but **sober and elegant animations** could evoke particular situations.
- A particular care will be given to the sound and the foley. As we will not make reconstitutions with actors, situations evoking the life of the Etruscans will pass by sound evocations. Thus, for example, when we will see a fresco representing a banquet, a sound background of dishes sound and reconstructed Etruscan music will give more life to the image. Original music will accompany and give rhythm to the film.

# Filming locations

## Archaeological excavations:

Aléria, Corsica – ancient necropolis

Orvieto, Italy – archaelogical site at Campo della Fiera, large Etruscan sanctuary

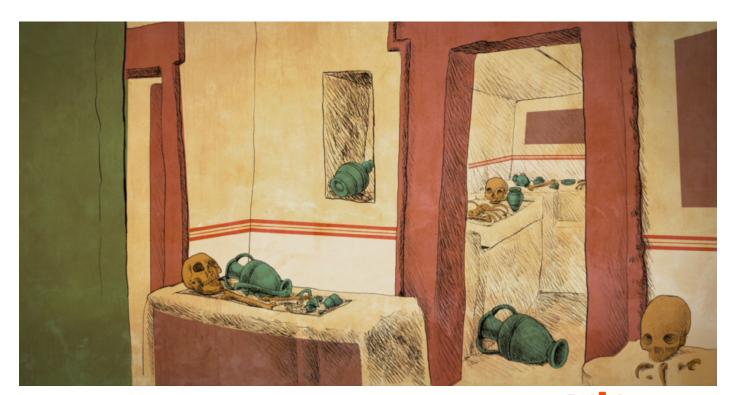
Marzabotto, Italy - archaelogical site of the Etruscan city of Kainua-Marzabotto

#### Other locations:

#### **FRANCE:**

Commune of Aléria and Departmental Museum of archaeology Gilort (Jérôme) Carcopino

Paris (the Louvre Museum)



Lattes (archaeological site and Henri Prades archaeological museum)

Sigean (Corbières museum)

Aix-en-Provence

Marseille

## **ITALY:**

Etruscan necropolis of Banditaccia in Cerveteri

Etruscan necropolis of Monterozzi in Tarquinia

Elba

Frazione of Populonia and its archaeological park

Rome – Etruscan city and Etruscan museum Villa Giulia

Marzabotto - city and National Etruscan Museum «Pompeo Aria»

City of Orvieto

Landcapes: Tuscany, Umbria, Latium, Po Valley



# **Speakers**

By order of appearance in the film

#### Laurent VIDAL

Archaeologist – Inrap (French national Institute for Preventive Archaeological Research)

#### Catherine RIGEADE

Anthropologist – Inrap (French national Institute for Preventive Archaeological Research)

### Stéphane VERGER

Archaeologist, Research Director at the École Pratique des Hautes Études, specialist in protohistoric societies and Mediterranean cultures

#### Federica SACCHETTI

Archaeologist, historian – CNRS (French National Centre for Scientific Research) – Aix-Marseille University – Centre Camille Jullian

#### Carolina MEGALE

Archaeologist – Director of the Archaeological Museum of Populonia

#### Éric GAILLEDRAT

Archaeologist – CNRS (French National Centre for Scientific Research) / Paul Valéry University of Montpellier – Montpellier

#### **Marina BIRON**

Curator/Restorer – Inrap (French national Institute for Preventive Archaeological Research)



#### **Gilles VAN HEEMS**

Etruscologist - Research fellow in ancient languages at the Lumière University Lyon 2

#### Luca CERCHIAI

Archaelogist and etruscologist – University of Salerno

## Françoise GAULTIER

Director of the Department of Greek, Etruscan and Roman Antiquities at the Louvre Museum

#### Simonetta STOPPONI

Archaeologist - Professor at the University of Perugia

#### Elisabetta GOVI

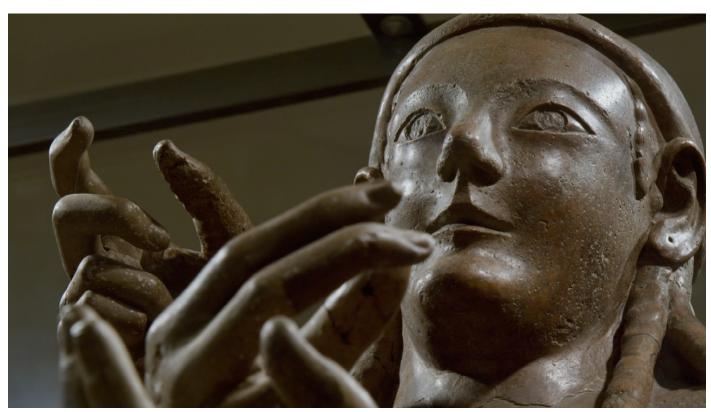
Archaeologist - University of Bologna

#### Andrea GAUCCI

Archaeologist - University of Bologna

#### Mathieu ENGERBEAUD

Historian – Docent at Aix-Marseille University





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