



A walk with ~ Fantastical Creatures

The Fitzwilliam is a treasure trove of artworks and objects that tell stories of human endeavor, creativity and culture and is a beautiful, spacious building.

This walk is an exploration of this treasure trove, exploring highlights from the Museum collection that depict imagined, celebrated, and feared fantastical creatures.

Why a museum walk?

Visiting the Museum is a great option for meeting with others and having some gentle exercise as you explore. This walk covers four of the galleries on the ground floor, all of which are full of different objects and artworks.



How long will the walk take?

With time to stop and look the walk should take you approximately 50 minutes.



How far is it?

It's 500 steps, approximately a fifth of a mile.



Are there places to sit?

Yes, in Gallery 21, Greece and Rome, there are benches under both sets of windows. You are also never far away from the café should you wish to stop for a refreshment break.



What access support is available?

There is a lift to all floors near the Courtyard entrance.

Assistance dogs are welcome. Wheelchairs, LoopHear system, tactile map and magnifying glasses are available from the entrance information desks or you can book online.

Email: reception@fizwilliam.ca.ac.uk
Tel: 01223 332900

DEMENTIA COMPASS



This guide has been created through the Portals to the World programme, a partnership initiative between the University of Cambridge Museums and Dementia Compass.

Dementia Compass are a social venture with over a decade of experience supporting individuals with Alzheimer's or other dementias and their families.

Dementia Compass builds and provides resources that reduce the impact of dementia and help people stay connected with who and what matters.

For more information visit the Dementia Compass Website:
www.dementiacompass.com



Or contact them on
07876 350 638
hello@dementiacompass.com

THE
LINBURY
TRUST



Supported using public funding by
ARTS COUNCIL
ENGLAND

UNIVERSITY OF
CAMBRIDGE

The
Fitzwilliam
Museum
CAMBRIDGE

The
Fitzwilliam
Museum
CAMBRIDGE

Museum Walk

Fantastical Creatures

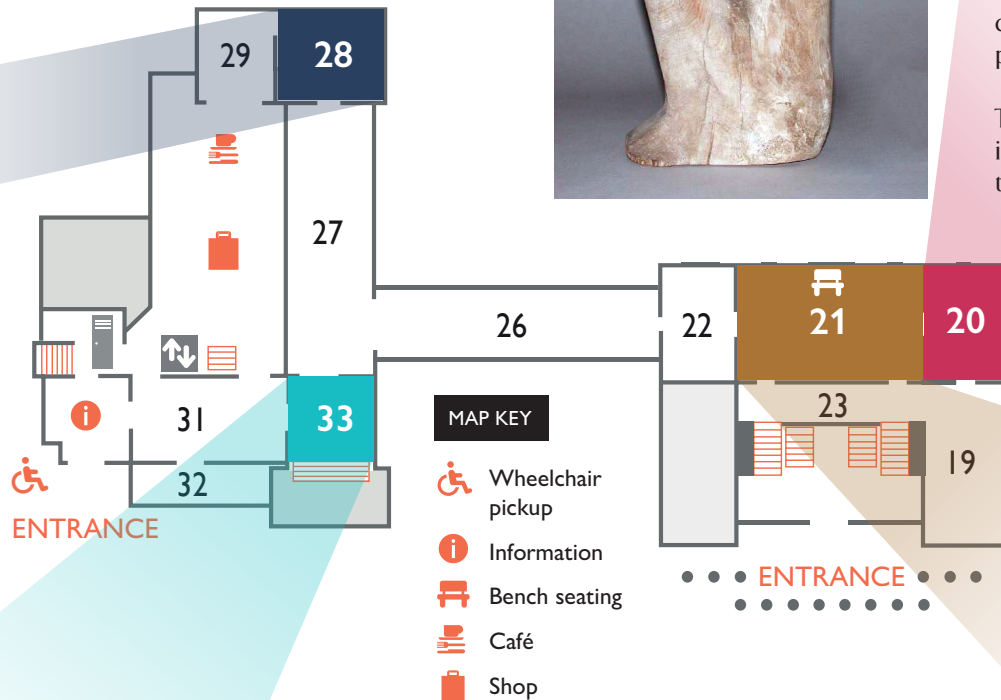


Hawk,
1150-1258 AD,
Iran

How imagined animals
have been used in stories of
strength, power and faith.

The
Fitzwilliam
Museum
CAMBRIDGE

Ground Floor



Gallery
28

Seated Elephant
1680-1690 AD, Arita, Japan

When this piece was made, there were no elephants in Japan. The design would have likely been inspired by descriptions in Buddhist texts. The lotus design and the scrollwork on the elephant's back is common in Buddhist art.

This elephant was created in the Kakiemon style. Its detail and colourful decoration is a glaze over a white base layer. This artistic style was valuable and highly prized in Europe.

Gallery
33



Hawk, Fritware
1150-1258 AD, Iran

This figure of a hawk is large in size and complex in design. It would have been owned by a wealthy individual and used as a status symbol.

Hawks are closely linked with royalty in Iran. The capture and care of birds of prey, known as falconry, was a popular practice among royals. Tahmuras, a legendary Iranian king, was credited with being the person to invent falconry.

Unusually, this hawk has four legs. It may be that this figure is a lion-eagle from Iranian myth and draws on the strength of both animals.

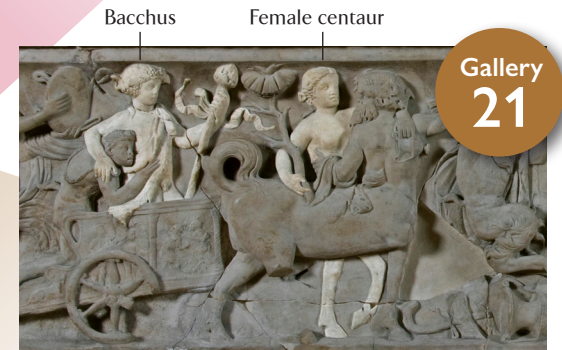
Gallery
20



Wooden figure of a crocodile demon
1290 BC, Egypt

This is a 'protective figure', an object Egyptians believed kept them safe in the 'afterlife'. Crocodiles in Egypt were respected for their power and feared for their aggression; this god, with its crocodile head, combines this power and the fear, making it a great protector - shielding the dead from their enemies.

The arms and legs of this figure appear to be wrapped in fabric, like the wrapping of an Egyptian mummy, this symbolises that the figure is an 'afterlife' being.



Gallery
21

'Strigil' coffin ~ Pashley Sarcophagus
250-300 AD, Arvi, Crete

The side of this sarcophagus depicts the Roman god of wine, Bacchus and his triumphant return from "civilizing" India with the gift of the grape. Bacchus was often seen as a wild and liberated god and his traveling companions are equally animal-like and uncivilized.

Pulling Bacchus' chariot are several centaurs, including a rare female centaur. Centaurs are half-human and half-horse creatures and like Bacchus are known for their wild nature and liking of wine.