

MYTHOLOGICAL MONSTERS



Explore the whimsical world of Ancient Greek and Roman mythology with the new **Mythological Monsters App**, designed for iPhones, iPads and Androids. Based on Publius Ovidius Naso's 1st Century A.D. epic poem, *Metamorphoses*, the stories and characters in this App provide the user with an appreciation for the world of antiquity, while simultaneously functioning as useful and fun educational tools for children (and adults) of all ages.

Myth Is Fantastical and Universal

A host of strange, surreal and sometimes frightening images populate the fables of ancient cultures. In the Greek and Roman imagination, the Mediterranean was home to **Mythological Monsters**, inhabiting both physical places and the minds of ancient men and women. These monsters were mutant men and women, demigods and wondrous composite creatures.



The Monsters of Greek Mythology

The App is divided into sections chronicling the stories of 9 **Mythological Monsters** from Greek Mythology. Users will discover the stories of Acheloos, the river god, Arachne, the talented weaver transformed into a spider, Chiron, the Centaur, Cerberus, the 3-headed guard dog, The Minotaur, Hecate, Medusa, Scylla, and Typhon through interactive elements.

Visit www.mythologicalmonsters.com for more info.





A New & Original Approach to Mythology

The **Mythological Monsters App** proposes a new and original approach to the world of Greek and Roman Mythology, with its unique illustration style sourced from ancient texts and objects of antiquity. 5th and 6th century B.C. Attic vases and ancient artworks provided insight and inspiration to designer Lucia Conversi, who carefully and skillfully returned life and visual power to images dating back to antiquity.

Publius Ovidius Naso's *Metamorphoses* was the main source used for the writing of the stories depicted in the App. Since the 1st century A.D., this writing has presented itself as an educational text for and poetic account of Roman and Greek Mythology. Other texts were also researched and utilized in the development of this App to ensure accuracy. Keeping in mind that myths, by their very nature, present a myriad of variation, the more common variations were selected and incorporated.

The sounds and music of the App aim to recreate the ancient into the modern. Little is known about Greek music from this time period, as very few fragments of musical writings have survived. However, it is certain that enharmonic intervals formed sounds similar to those of traditional Arabic and Indian music. Based on this knowledge, Paolo Vigliarolo composed the music for the App, using ancient or ethnic instruments such as the tambourine, crotalum, sistrum or zurna, alongside various stringed instruments. The opening scene of the App starts with the Hymn to the Sun by Mimnermus of Colophon, a 7th century B.C. lyric poet.

Linking the myths to their original settings was essential, as mythological stories are geographical stories: each myth has its places and each place has its myths. In order to accomplish this, the App's interface is constituted by a planisphere, created according to ancient geographical concepts, on which the various monsters are positioned. Great care was taken when developing the settings for each story, making use of reworked photographs of the places of each myth as they appear today. The ambience of mythological places has been recreated using locations discovered through careful research. Original photographs taken specifically for this project were utilized.

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Credits

Sergio Fontana is an archaeologist by training with numerous scholarly publications to his name. He developed the App for *Trajan's Column* (published by Mondadori Electa) and *The Imperial Forums*, in collaboration with the Sema Company. He researched the images, wrote the texts, and created the concept of the App, as well as oversaw its production.

Lucia Conversi, a painter, illustrator and multimedia artist exhibiting in Italy, illustrated the App. **Paolo Vigliarolo**, an archaeologist, musician (guitarist in the group Nosound), and scholar of ancient music, created the original soundtrack for the App. **Daniel Alvarez**, a photographer, graphic artist, and web designer, designed the App's graphics including the Minotaur's labyrinth, in addition to taking most of the photographs used in the App. **Mauro Zallocco**, a graphic artist and model maker, created the 3D models present in the App. **Gabriele Monotti**, an IT technician and 3D model maker, currently working on the Katatexilux project, developed the App's 3D environment. **Sally Cann**, an archaeological illustrator and translator, translated the App's texts from Italian into English.

The voices are those of professional actors.

Italian Edition:

Roberta Azzarone, the voice of Medusa.

Livia Bartolucci, the voice of Arachne.

Edoardo Coen, the voices of Achéloos and the Minotaur.

Monica Demuru, the voice of Scylla.

Francesco Iaia, the voices of Chiron the Centaur.

Natalia Magni, the voice of Hecate.

Fernando Maraghini, the voices of Cerberus and Typhon.

English Edition:

David Hughton, the voices of Achéloos, Chiron the Centaur, Cerberus, and Typhon.

Natalia Magni, the voices of Arachne, Hecate, Medusa, and Scylla.

Francesco Petruzzelli, the voice of the Minotaur.

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