



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 explores the Museums ground floor, a magical space packed full of cultural stories and artefacts from around the world and across time. Travelling through four galleries, the walk is a guide to objects which reveal the rituals, traditions, values and beliefs of people –expressed through imagined, feared and celebrated 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.



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 2I, 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
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Museum Walk

Mythical Creatures

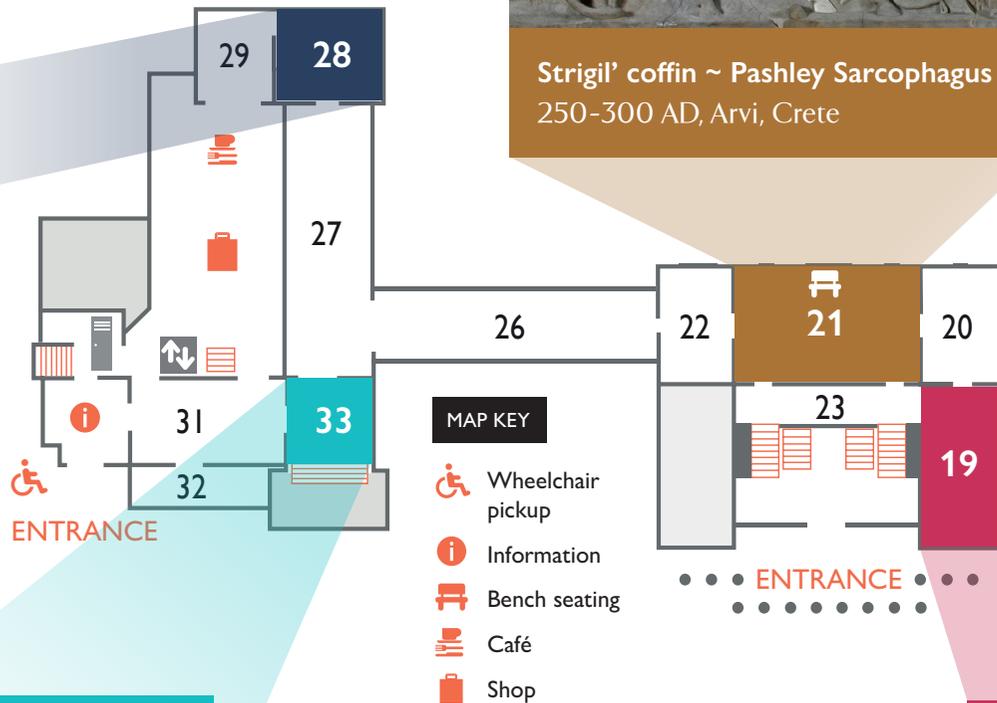


Hawk,
1150-1258 AD,
Iran

How imagined animals
appear in stories of
strength, faith and power.

The
Fitzwilliam
Museum
CAMBRIDGE

Ground Floor



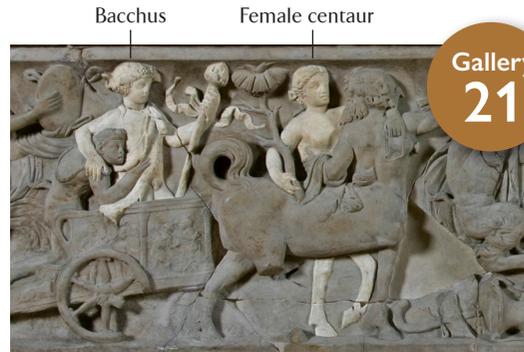
Gallery
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Seated Elephant
1680-1690 AD, Arita, Japan

This porcelain elephant was created in the Kakiemon style, a valuable style that was highly prized in Europe.

The lotus design and scrollwork are painted on a white base layer, then glazed over.

When this piece was made, there were no elephants in Japan. The design was likely inspired by descriptions from Buddhist texts.



Gallery
21

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

This sarcophagus depicts the wild and uncivilised Bacchus, the Roman god of wine, with his travelling companions on his triumphant return from India with the gift of the grape.

Several centaurs pull his chariot, including a rare female centaur. Centaurs are half-human and half-horse, and like Bacchus are known for their feasting and drinking.

Gallery
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Wooden figure of a crocodile demon
1070 BC, Egypt

This wooden figure depicts Sobek, a minor Egyptian god with the head of a crocodile.

Crocodiles in Egypt were respected for their power and feared for their aggression.

Sobek sometimes appears in art as a regular crocodile wearing a feathered crown. Here, he wears a formal wig, traditionally worn by the upper classes.

Gallery
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Hawk, Fritware
1150-1258 AD, Iran

This hawk is large and complex. It would have been used as a status symbol.

Hawks are linked with royalty in Iran. Tahmuras, a legendary Iranian king, was credited with inventing falconry.

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