

Comics @ the museum

International conference | Bruxelles, 6th of September 2022

Speech by Mattia Morandi

Head of the Press and Communication office of the Italian Ministry of Culture and curator of Fumetti nei Musei

The project

51 stories
set in
51 museums
drawn by
51 of the best
cartoonists
of the italian
scene





Museums

The main objective of Fumetti nei Musei was to enhance the most known and visited museums and archeological parks and the smaller and less **known realities** of the Italian **National Museum** System.

- Galleria Borghese, Roma MARTOZ
- Galleria dell'Accademia, Firenze
 Tuono Pettinato
- Galleria Nazionale d'Arte Moderna e Contemporanea, Roma - LRNZ
- Galleria Nazionale dell'Umbria, Perugia Andrea Settimo
- Galleria Nazionale delle Marche, Urbino Maicol & Mirco
- Gallerie degli Uffizi, Firenze Alessandro Tota
- Gallerie dell'Accademia, Venezia Alice Socal
- Gallerie Nazionali d'Arte Antica, Roma
 Paolo Parisi
- Musei Reali, Torino
 Lorena Canottiere
- Museo e Real Bosco di Capodimonte, Napoli Lorenzo Ghetti
- Museo Nazionale del Bargello, Firenze
 Otto Gabos
- Palazzo Reale, Genova
 Fabio Ramiro Rossin
- Parco Archeologico di Paestum, Paestum Capaccio DR. PIRA
- Pinacoteca di Brera, Milano
 Paolo Bacilieri
- Reggia di Caserta, Caserta
 Maicol & Mirco
- Gallerie Estensi, Modena e Ferrara Marino Neri
- Museo Archeologico Nazionale, Napoli ZUZU

- Museo Archeologico Nazionale, Reggio Calabria Vincenzo Filosa
- Museo Archeologico Nazionale, Taranto SQUAZ
- Palazzo Ducale, Mantova
 Sara Colaone
- Parco Archeologico di Pompei, Pompei Bianca Bagnarelli
- Parco Archeologico del Colosseo, Roma Roberto Grossi
- Parco Archeologico dell'Appia Antica, Roma
 Gud
- Museo Nazionale Etrusco di Villa Giulia, Roma Federico Rossi Edrighi
- Museo Nazionale Romano a Palazzo Massimo, Roma
 Marco Corona
- Villa Adriana e Villa d'Este, Tivoli Eliana Albertini
- Parco Archeologico di Ostia Antica, Ostia Fulvio Risuleo e Antonio Pronostico
- Complesso Monumentale della Pilotta, Parma Luca Negri R.S.M.
- Parco Archeologico di Ercolano, Ercolano Roberta Scomparsa
- Museo delle Civiltà, Roma Manfredi Ciminale
- Museo Storico e il Parco del Castello di Miramare, Trieste Lise e Talami
- Museo Archeologico dei Campi Flegrei, Baia Miguel Angel Valdivia
- Mausoleo di Teodorico, Ravenna Giuseppe Palumbo
- Museo Nazionale di Castel Sant'Angelo, Roma
 Taddei e Angelini

- Museo Preistorico dei Balzi Rossi, Ventimiglia
 Andrea Ferraris
- Palazzo Ducale, Gubbio Michele Petrucci
- Museo d'Arte Orientale, Venezia Marco Galli
- Museo Archeologico Nazionale, Nuoro Alessandro Sanna
- Museo Archeologico Nazionale, Aquileia Emanuele Rosso
- Museo Nazionale Etrusco, Chiusi Pietro Scarnera
- Villa della Regina, Torino Lorenzo Mò
- Museo Archeologico Metauros, Gioia Tauro Federico Manzone
- Castello Scaligero di Sirmione, Sirmione Altan
- MuNDA Museo Nazionale d'Abruzzo, L'Aquila Spugna
- Antiquarium e zona archeologica,
 Canne della Battaglia Silvia Rocchi
- Certosa e Museo di San Martino, Napoli
 Pablo Cammello
- Museo Archeologico Nazionale, Matera
 Vitt Moretta
- Museo Sannitico, Campobasso
 Ratigher
- Rocca di Gradara, Gradara
 Mara Cerri
- Istituto Centrale per il Restauro, Roma Mariachiara Di Giorgio
- Istituto Centrale per la Grafica, Roma Giacomo Nanni





Museums

From classical collections to archeological parks and modern art















The dialogue between cartoonists and museum directors

The creation of the comics story began only after a visit of the cartoonist together with the director and the curators of the museums. In this way it was guaranteed that every reference to art, architecture and historical events was based on scientific rigor.







A project approved by Settle Educational Services Centre of the Italian Minister of Culture

The project was created for educational purposes as a starting point for various educational activites such as guided tours, drawing workshops and focus on comics art.





How comics are made

Rigorous design created to be read, drawn, photographed and shared on social media

Fumetti nei
Musei's design
was made by
the cartoonis
and graphic
designer LRNZ
(Lorenzo
Ceccotti).



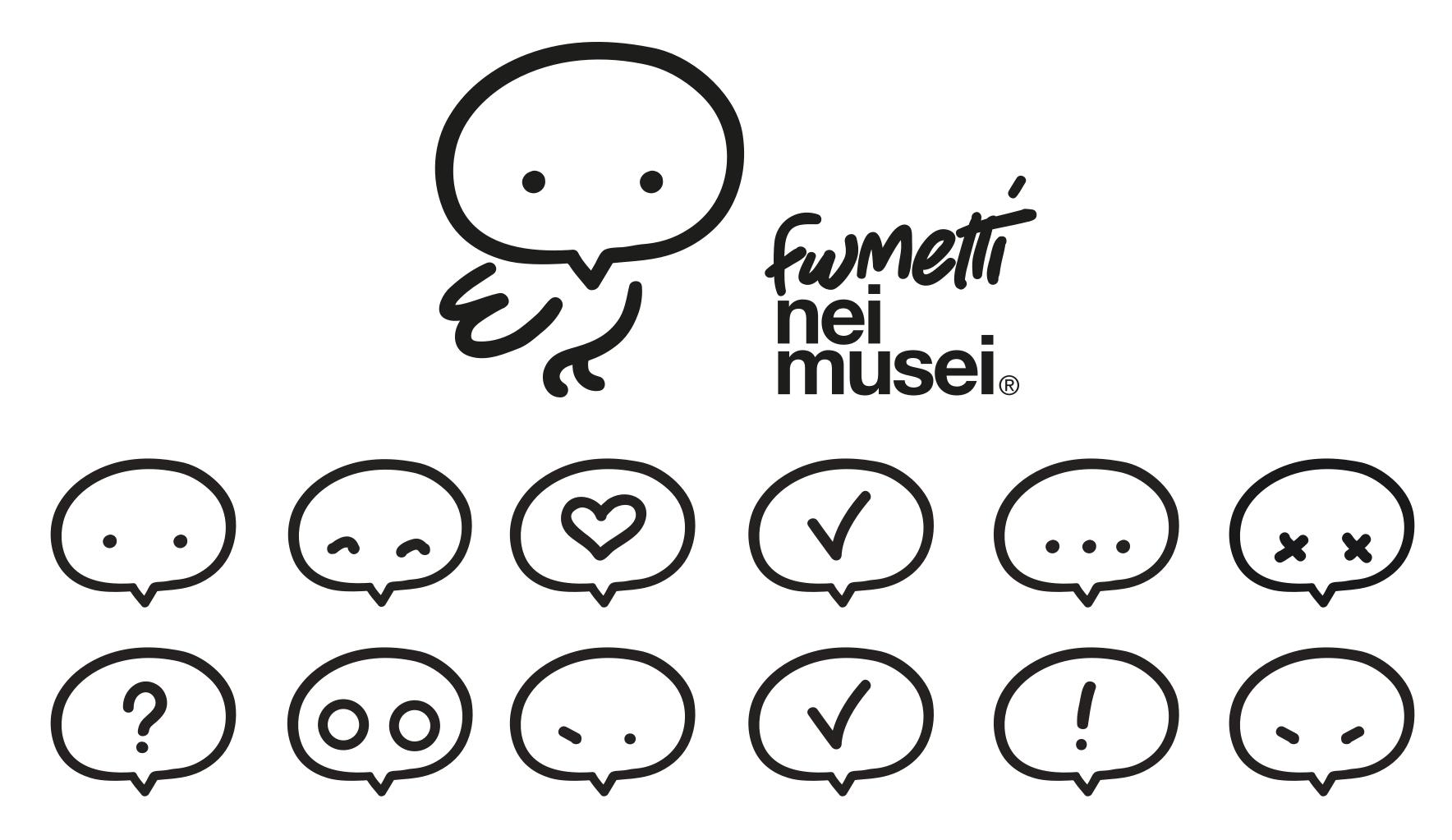
The logo

Fumetti nei
Musei's logo is
inspired by
Minerva's Owl, a
symbol of love
for art and
knowledge. The
logo as well as
the graphic
design is also by
LRNZ.



The emoticons

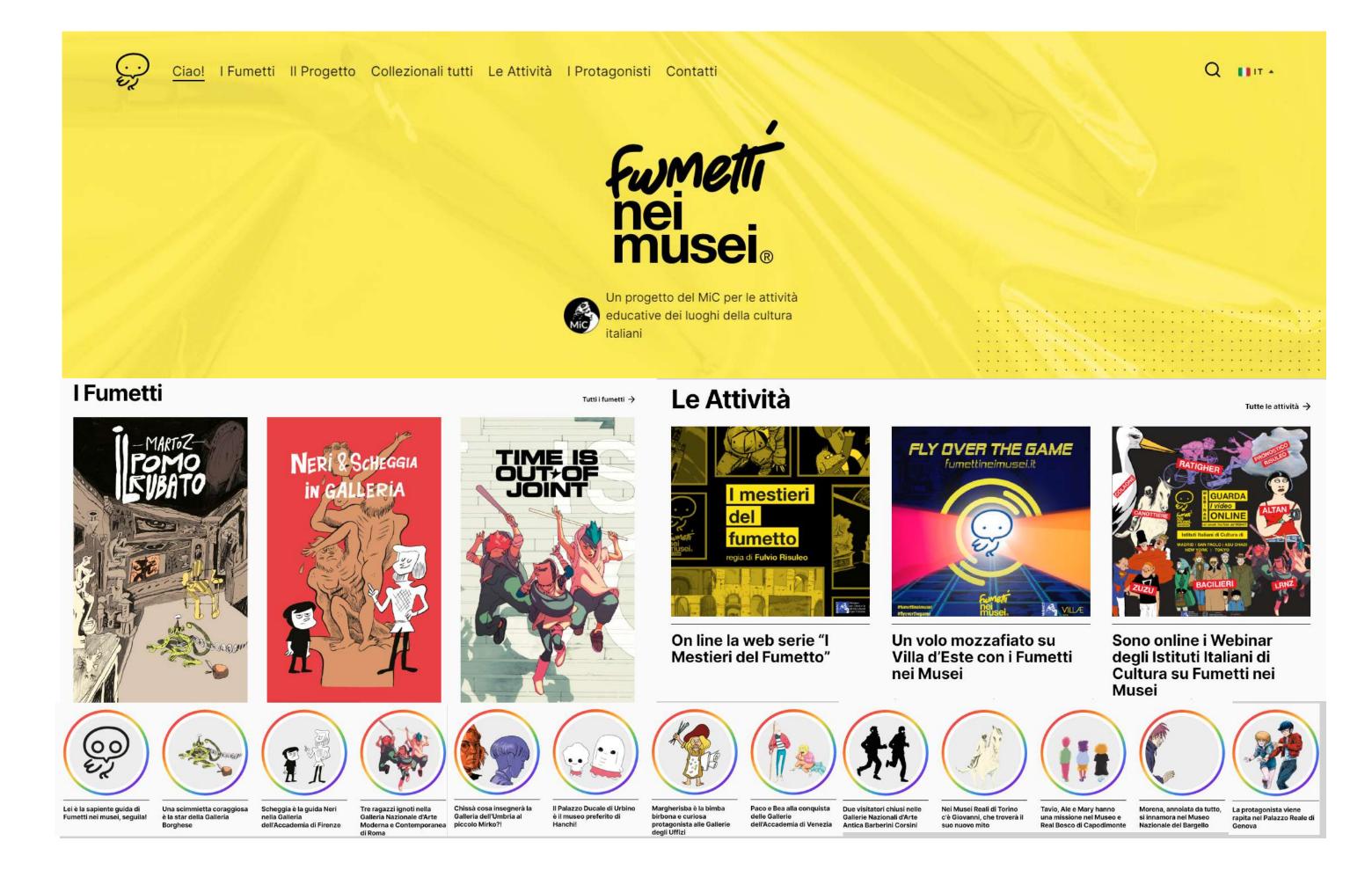
Along with logo were also developed different emoticons that play on the different shapes of the eyes of the Owl and that are at the center of the social strategy.





The web site: fumettineimusei.it

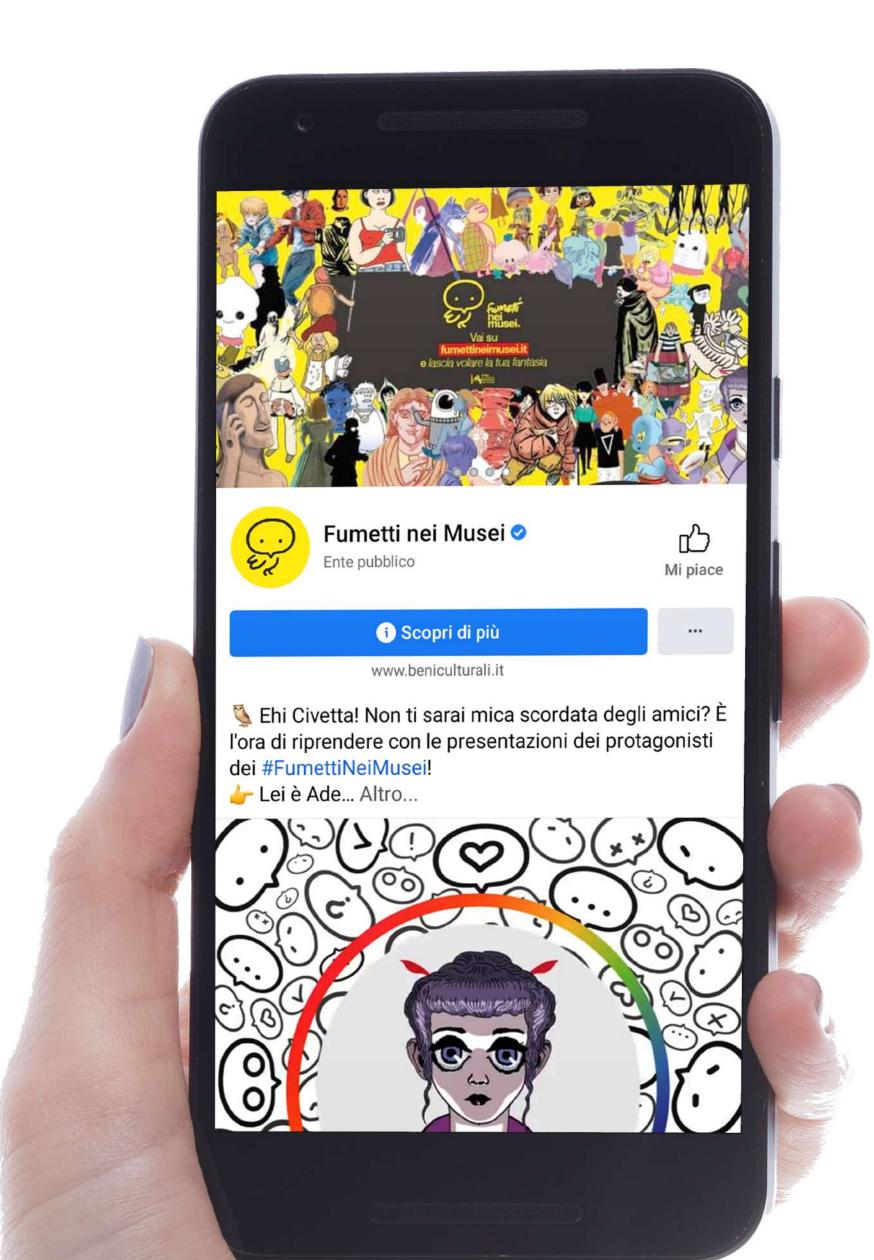
The web site is a digital space that, in the future, will be a useful point of contact between schools and museums for the organization of educational activities related to comics.

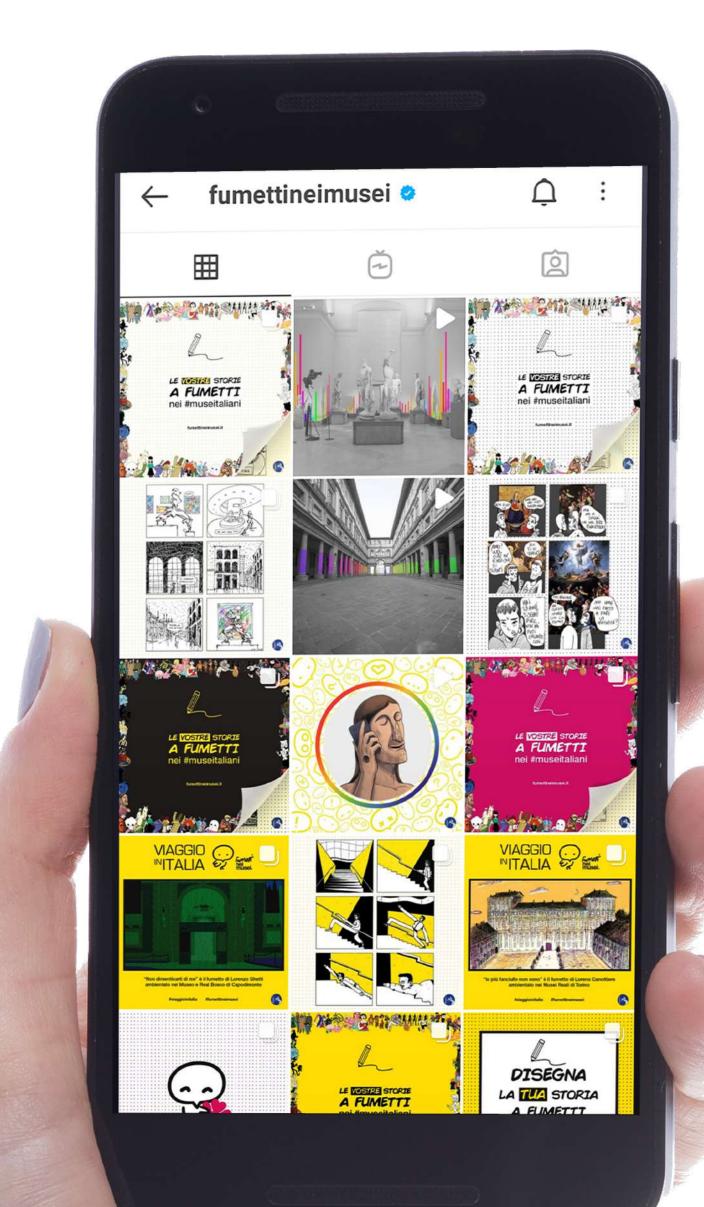




The digital strategy

The digital strategy is curated and implemented "in house" by the Digital Team of the Press and Communication Office of the Ministry of Culture. On Facebook, Instagram, Twitter, YouTube and recently also on TikTok.



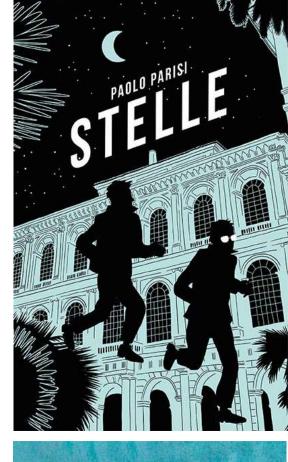




51 comics

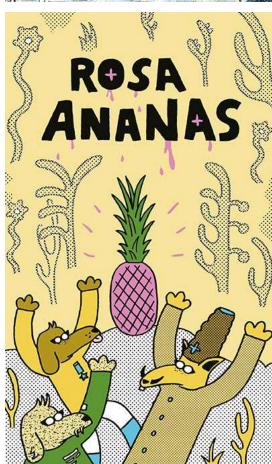
The stories tell secrets, legends of the Italian art collections, details not always known of the museum architectures, and also stories of people who work or worked there, biographies of artists, masterpieces' details.









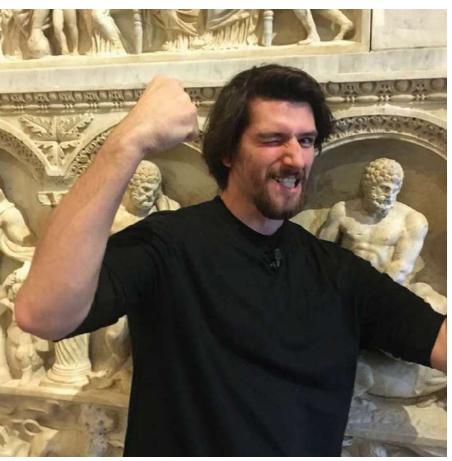






51 cartoonists

Due to the variety of categories involved (manga, graphic novel, fantasy, horror) the project also rapresents a sort of a little atlas of contemporary Italian comics.

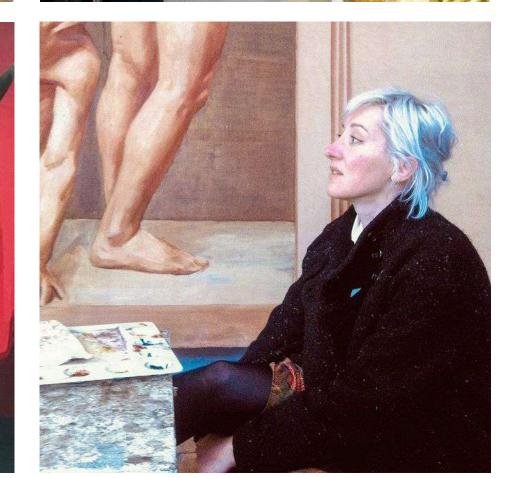


















The publisher



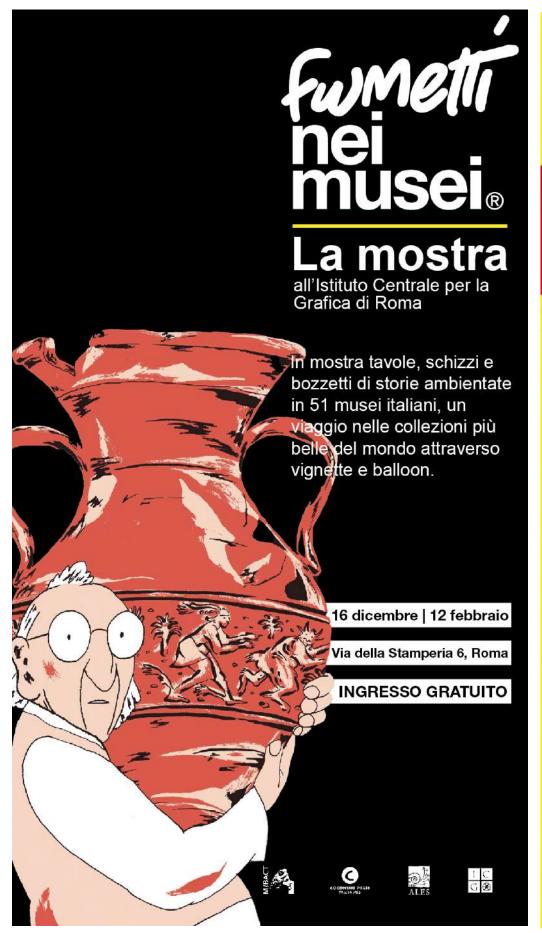
Coconino Press - Fandango is the publishing house that, following a public tender, has been selected by the Ministry of Culture for the creation and distribution of comics.





The exhibitions

Several exhibionts were aimed to promote the project: from the **Istituto Centrale** per la Grafica in Rome to the Santuario di Ercole Vincitore in Tivoli, from Lucca Comic and Games Festival to the Musei Reali in **Turin** and the **Museum of Tunis.**











The first Comics Fund of the Italian State

At the end of the exhibitions, all the original prints on display became part of the heritage of the Istituto Centrale per la Grafica, thus constituting the first important State collection dedicated to the comics art. This has been possible to the cartoonists' generosity who have donated their works.



Fly Over The Game

To promote the exhibitions, we also made videos titled "Fly over the Game" recalling the language of video games through the use of drones.









The lockdown: #stayathome

During the lockdown period in 2020, Fumetti nei Musei joined digital institutional campaigns inviting italians to stay at home. Given the situation that schools and museums were closed, digital became fundamental to carrying out the project.













Workshops with kids and adults

In addition to the guided tours dedicated to the project, the museums have indipendently developed a series of laboratory activites to bring children to the art collections and the world of comics.



















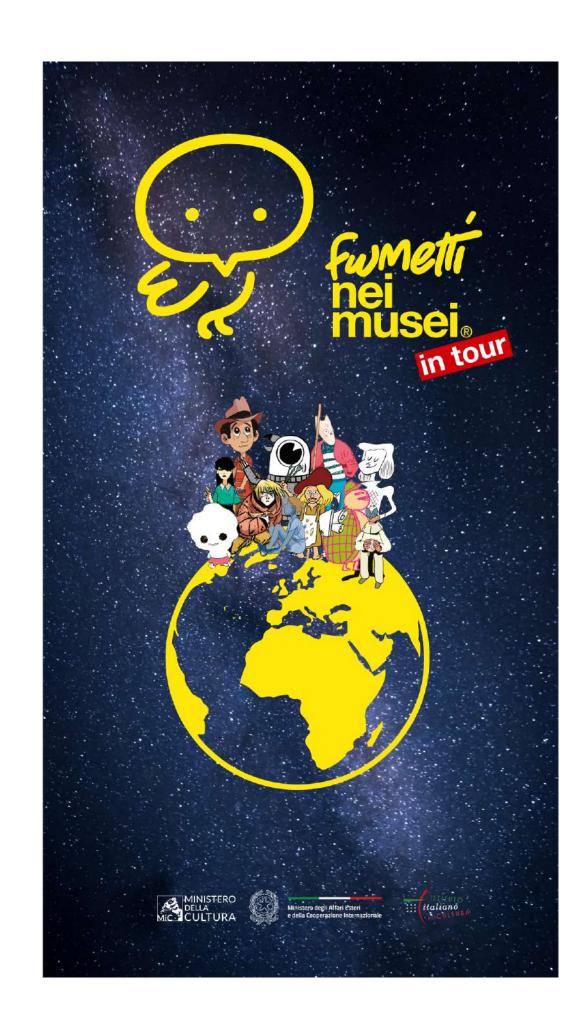
A project to promote the Italian language

The project Fumetti Nei Musei was selected by the Italian Ministry of Foreign Affairs to promote and describe the dialogue between the Italian language and the comics art within the framework of the Week of the Italian Language in the World that was held in 2020.



A project to promote the Italian Language

During the Week of the Italian Language in the World, several webinars were held, each coordinated by the directors of the local Italian Institutes of Culture, in which the authors of the comics have discussed with the directors of the museums and with linguists, translators, professionals from the world of publishing and illustration.











The web series

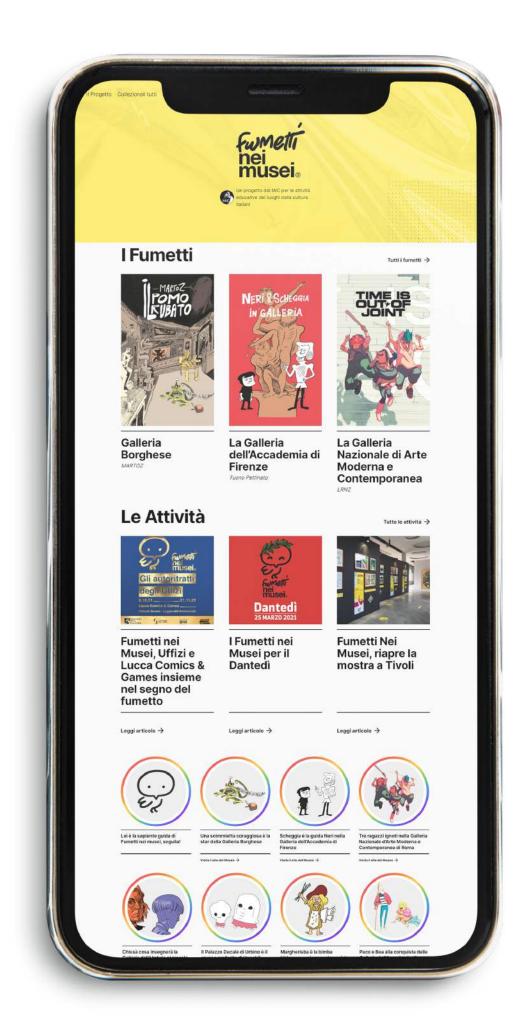
As part of the activities for the promotion of the project, a series of mini documentaries dedicated to the professions of the sector entitled " **Mestieri del Fumetto**" was published on the **Ministry official** YouTube channel. The series it was developped by a young director and cartoonist, Fulvio Risuleo. This series is now available on RaiPlay, the streaming platform of Italian State television (RAI).









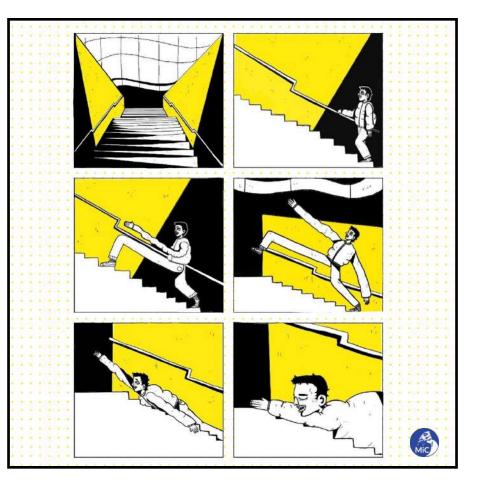


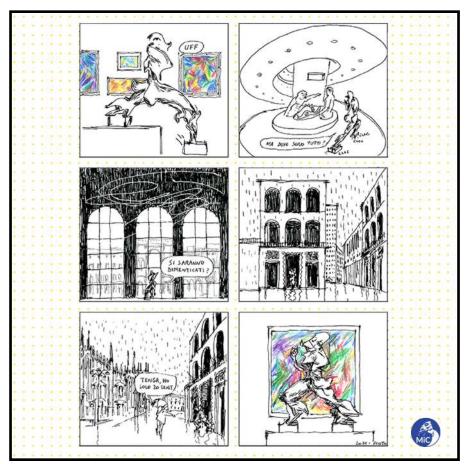


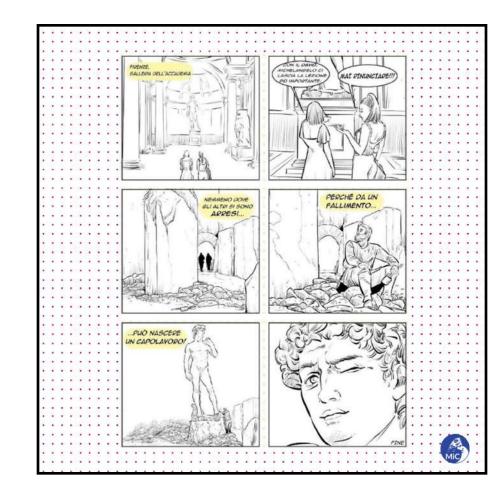
A project to promote drawing

Inside the books, there is a special page with six cartoons to write and draw your story.











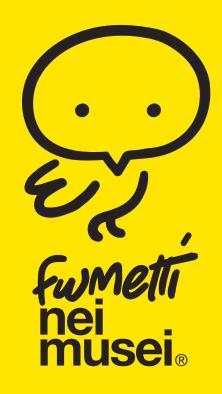


The self-portraits: from Lucca Comics & Games to Uffizi's Galleries

We asked the cartoonists to create a self-portrait. And the 51 self-portraits realized were donated to the Uffizi to be included in its prestiogious collection of self-portraits ranging from the Renaissance to the present day.













A PROJECT CREATED AND CURATED BY

Press Office and Communication of the Italian Ministry of Culture

IN COLLABORATION WITH

Coconino Press Srl

WITH THE SUPPORT WITH

Ales SpA
Centro per i Servizi educativi
Direzione Generale Musei MiC







