

## MUSÉE DE LA ROMANITÉ

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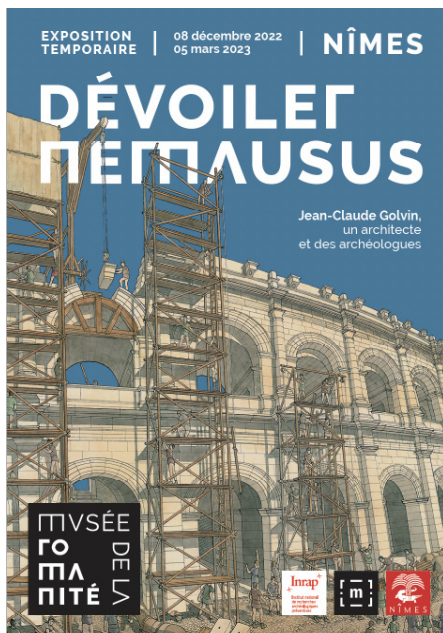
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## PRESS RELEASE

**Temporary exhibition  
8 décembre 2022 – 5 mars 2023**

**'Revealing Nemausus.  
Jean-Claude Golvin, an architect and archaeologists'**



**Is it possible to make a portrait of Nîmes as it was in Antiquity? Can we bring it back to life—with its environment, monuments, streets and population? This is one of the major challenges of archaeology and architecture: enabling people to go back in time and enter a reconstituted Antiquity while scrupulously respecting scientific data and hypotheses.**

Jean-Claude Golvin, architect and archaeologist and former researcher at the CNRS, has devoted his life to taking up this challenge. He is the first specialist in the world to have reconstituted the major sites of Antiquity in images. From the 1970s onwards he specialised in the study of Roman amphitheatres, but it is as the Director of the Franco-Egyptian centre for the study and restoration of the Karnak temple complex at Luxor (Egypt) that he laid the foundation stone of extensive graphic work that also consecrated him as an artist!

His work is internationally renowned. His drawings illustrate a host of historical works—both specialised and intended for the general public; they are also used in reporting and also by the video game industry for their power of evocation and their precision. He has worked with the City of Nîmes for several decades and, on the occasion of the large project to restore the Arena, the city asked him to paint 13 new watercolours focused on the construction of the amphitheatre.

The exhibition starts with a presentation of Jean-Claude Golvin and his approach, showing how his watercolour representations are created. Then there is a true visit of ancient Nîmes in some fifty paintings to explore the surrounding area, the streets and the monuments, setting out the way they grew 2000 years ago.

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There is close focus on the amphitheatre in the 13 unpublished watercolours. Visitors thus become aware of the importance of such a monument for the city and the scale of the construction works.

During the 'visit', various digital facilities enable the visitor to go through Nemausus, plunging into the heart of Jean-Claude Golvin's work, and to play a version of the video game 'Assassin's Creed', developed by Ubisoft who used his drawings.

### **A partnership with Inrap (Institut national de recherches archéologiques préventives)**

Within the framework of the major renovation work on the Arena performed by the City of Nîmes for more than 10 years, Inrap has conducted preventive archaeological research beneath the floor of the amphitheatre and performed archaeological monitoring of the works. For this, the Institute was requested by Nîmes to participate in the scientific committee of the new exhibition. Inrap archaeologists Marc Célié and Richard Pellé accompanied Jean-Claude Golvin in the design of new unpublished watercolours. The Institute also placed its scientific and documentary resources at the disposal of the City of Nîmes, enriching the exhibition with new archaeological data.



© Ville de Nîmes - Jean-Claude Golvin

### **Curatorship of the exhibition**

**Nicolas de Larquier**, Chief Curator of the Musée de la Romanité, Museum and Heritage management, City of Nîmes

**Bettina Célié**, Head of the Heritage Management Service, City of Nîmes

**Stéphanie Siméon**, Heritage Management Service, City of Nîmes

### **Digital development**

**Jean-Pascal Marron**, Head of Digital Development, Museum and Heritage management, City of Nîmes

### **Coordination – operation**

SPL Culture et Patrimoine

**Temporary exhibition 'Revealing Nemausus. Jean-Claude Golvin, an architect and archaeologists', open from 8 December 2022 to 5 March 2023.**

**For information :**

[www.museedelaromanite.fr](http://www.museedelaromanite.fr)

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