Help Contents for Uffizi

Welcome to *Uffizi*!

To choose one of the Help items shown below, click the item name.

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Whats in *Uffizi*?

Uffizi contains a virtual museum whose rooms you can visit, planning your own route. You can look at the paintings, enlarge them, examine specific details. You can read the card and listen to the commentaries on the paintings or the artist. For more information, detailed photographic comparisons are provided with paintings in other collections.
You can see the various rooms live through a series of films illustrating the settings and layouts of the works.
You can consult the authoritative introduction to the history of the museum written by the director of the Uffizi, or choose one of the guided theme routes.
Uffizi is a flexible interactive tool to help you learn about the key figures in Italian and European art. It even includes a jigsaw game for varying levels of skill, with which you can reconstruct the paintings in the museum yourself.

Related items

The structure of *Uffizi*

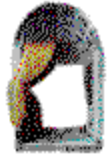The virtual museum

The painting fact-sheets

The artist fact-sheets

The museum model

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Getting started

When you load *Uffizi*, a 3D model of the museum appears. You are in the room where the visits begin: Giotto and the 13th Century. You can enter the virtual museum by clicking the Go to gallery icon. If you want to start the visit somewhere else, double-click the room of your choice; alternatively, click the room of your choice to highlight it and then click the Go to gallery icon.

Use the 3D model to study the museum layout. As you move the mouse over a room, its name appears in the tool tips area beneath the cursor. If you click the room, its name appears beneath the model.
  When youre in the virtual museum you can look around to left or right by clicking one of the two icons beneath the reconstruction of the museum.

If you move the mouse cursor over a painting in the museum, the relevant information appears; click the painting to go to the painting fact-sheet.

When the mouse cursor turns into a hand, youre in an active area; click the area to access the object concerned.

The Help icon
 is always available except when full-screen displays of the paintings are active.
Now turn to the structure of *Uffizi* for a brief description of functions and contents.

Related items
The structure of *Uffizi*
The virtual museum
The painting fact-sheets
The artist fact-sheets
The museum model
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The structure of *Uffizi*

Uffizi is subdivided into seven environments:

The museum model
The virtual museum or gallery
The painting fact-sheet
The biographical fact-sheet
The glossary
The imaginary room
Contents

Uffizi reproduces the real museum and conserves its exhibition layout. You can move around in two different ways.

1.	Directly: activate the various icons and multimedia elements, the glossary or the imaginary room from Contents. Or print out the texts. Navigate by using the icon-commands and tool tips in the various screens. The 3D model is the first environment to appear when you load *Uffizi*, and from here you can go into the rooms.

2.	Enter the virtual museum by clicking the Go to gallery icon or double-clicking the room of your choice on the 3D model.

You move through the virtual museum by dragging the pointer-ball

with your mouse and releasing it in the room you want to visit. Look around the room by using the left/right icons or dragging the yellow pointer in the direction you want to go.

Each room has a notice-board with a brief description of the paintings and artists in the room; some rooms have a video sequence which you can see by clicking the films icon.

As you move over the paintings with the mouse, the title of the work and the name of the artist appear in the viewer located between the left/right icons. You can activate the painting cards by clicking the area above the paintings; in addition to information on the work concerned, the card offer a full-screen display facility (normal or zoom) and may also include a voice-over commentary providing further details.

From here you can click the artist fact-sheet icon.

 Each artist fact-sheet contains a biography and scale reproductions of all the artists works in the museum (which can be used as icons to activate the works themselves).

Or you can go back to the model and enter another room.

Use the hotwords to activate the photographic comparisons, the painting fact-sheets and the artist fact-sheets.

Click the door of Buontalentis Vestibule to activate a special animation and enter the imaginary room.

A re-trace icon is available in all the environments and screens to take you back to the previous level.
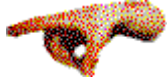
How to quit *Uffizi*

There are two ways to quit *Uffizi*:
-	double-click the top left-hand corner of the main window
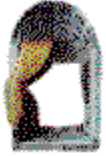-	press the Alt +F4 keys together

Related items

The museum model

The virtual museum

The painting fact-sheets

The artist fact-sheets

The glossary

The imaginary room

Contents

The virtual museum

This environment is also called the Gallery, from the official name of the museum   the Uffizi Gallery   of which it is a virtual reproduction.

The virtual museum presents the rooms housing the paintings for which *Uffizi* provides fact-sheets. Use it to navigate the Gallery and collect information about the room youre in and the paintings on display (artist, title, technique, size). A notice-board located by each entrance and exit provides a brief description of the paintings and artists in the room; some rooms have a video sequence which you can see by clicking the films icon.

The virtual visit takes place as though you were standing in the centre of each room and looking at the walls. To see the paintings, you can rotate round the room in 16 steps, with your line of vision at a constant height.

In rooms 23 and 25, the doors to the corridor lead to a telescope. Click the telescope to see a film illustrating the views of the River Arno and Piazza della Signoria.

Uffizi contains 349 reproductions of paintings or groups of paintings from the Gallery collections, which you can see by clicking the painting and opening the painting fact-sheet.

Click the door of Buontalentis Vestibule to activate a special animation and enter the imaginary room. Like the paintings and the notice-boards, the doors are active. Click the doors to move from one room to another via the move-through animation.

A re-trace icon is available in all the environments and screens to take you back to the previous level.

Navigation map:

Another way to navigate *Uffizi* is to use the museum map (at the top right of the screen). A yellow pointer-ball indicates your position in the museum.

When you want to enter another room, drag the pointer to another active area of the map. The map moves when the cursor touches the edge of the map viewer (not beyond the edge); when you release the cursor the new room appears.

Drag the pointer arrow with a rotary movement to look around the room. When you release the mouse, you will be looking in the direction chosen.
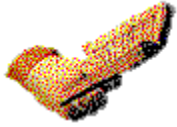
Related items

The structure of *Uffizi*

The artist fact-sheets

The imaginary room

The museum model

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The painting fact-sheets

These fact-sheets display the painting on an area covering about a quarter of the screen, together with information about the work. For double-sided works, a special button enables you to display both sides.

Each painting fact-sheet contains:
-        the name of the artist (pseudonym or name by which the artist is commonly known); the name also acts as a hotword to the artist fact-sheets
-        the title of the work (another hotword to the work)
-        the technique used by the artist
-        the size of the painting
-        a stylised map of the museum showing the room that houses the painting (red area) and your position in the museum (yellow area)
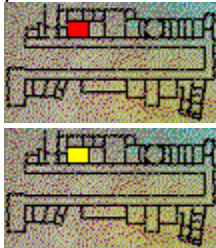
You can open a written commentary on the painting (a pop-up card appears) or display the painting full-screen (the description in the area beneath the icon indicates whether a zoom feature is available).
You can also access the artist fact-sheet (if the painting was executed by two artists, a dialogue box will ask you which biography you want to see; the hotwords of the artists names are always separate).

The following navigation buttons are available:
help, contents, re-trace
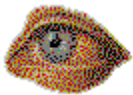
Full-screen display

This button activates a full-screen display of the painting (in normal or zoom mode); The zoom provides two additional levels of enlargement: simply click the area you want to see in greater detail. A voice-over commentary may also be available.
For paintings in the theme routes, the relevant voice-over can be activated (the words extract from ... theme routes appear).

The following navigation buttons are available:
-   return to painting fact-sheet (re-trace)
-        audio play and stop (only if active). When the audio is playing the play button acts as a pause button
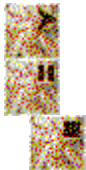
Related items

The structure of *Uffizi*
The virtual museum
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The artist fact-sheets

These fact-sheets provide information and biographies on each of the 189 artists covered in *Uffizi*.
The screen includes icons of the artists paintings with their titles. Click these reproductions to go to the relevant painting fact-sheet.
Multi-page card are provided for artists with more than six paintings; browse with the right arrow button.
You can reach an artists fact-sheet from a hotword.
- The fact-sheet contains:
- full name and personal details about the artist
- biography (scroll with the arrow down and arrow up button)
-

- scale reproductions of the artists paintings in the virtual museum.

The following navigation buttons are available:
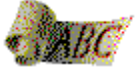help, contents, re-trace, go to gallery

Related items

The structure of *Uffizi*
The painting fact-sheets
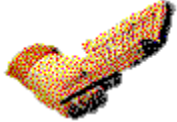The glossary
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Commands

The glossary

The glossary is a pop-up window which can be called up as required (close the window to deactivate the glossary).
The glossary contains 231 notes on terms and names from history and history of art connected with the Uffizi and mentioned in the painting and artist fact-sheets.
It also provides a complete alphabetical index.
If you enter the glossary from a hotword the term will already be selected. The pop-up window contains a command to access the index.
You can move to the glossary index from contents; select and confirm with the go to fact-sheet icon

or with a double-click
Quit the glossary by double-clicking the top-left corner of the caption (in both windows).

Related items
The structure of *Uffizi*
The painting fact-sheets
The artist fact-sheets
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The imaginary room

This imaginary environment contains a series of objects connected with the Uffizi:

-          three theme routes through the gallerys collections (Angels, Animals, The Senses)
-          a jigsaw game with three levels of skill (25-61-113 pieces), which can be played with all the paintings in the gallery
-          a film on the 1993 bomb attack

You can enter the imaginary room from Buontalentis Vestibule or from contents.
The Help command is available; use the re-trace command to quit the imaginary room and return to contents

Related items

The structure of *Uffizi*
The virtual museum
The game
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The game

Activate the game by entering the imaginary room from contents or from the gallery and selecting one of the three jigsaw icons.
The game is a classic picture puzzle for three levels of skill, depending on the number of pieces in the jigsaw: 25, 61 or 113.
Each time you activate the game, a painting is chosen at random from all the paintings available.
A different painting will be chosen each time the game is activated.
If you want to do the same puzzle click the puzzle icon. The puzzle will be displayed again, at the same skill level. If you want to switch to a different skill level, go back to the imaginary room and click the number-of-pieces icon (if you leave the room, you wont be able to play the game with the same painting).
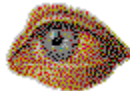To do the jigsaw, drag each piece to the place you think it goes: if youre right, a special audio signal will confirm your choice. Be careful not to move the pieces youve already fitted into the puzzle.

The following icons are available during the game:

Help

Show painting

Pieces not in place
(displays the remaining pieces,
if possible outside the area of the puzzle)

Resolve
(activates an animated sequence which
automatically fits the pieces into place;
interrupt the command by clicking the icon again)

Once youve finished the game (or the computer has finished it) a screen will appear with the following commands:
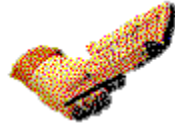
Help

Puzzle
(reconstruct the same painting after
the pieces have been reshuffled)

Go to painting fact-sheet
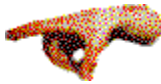(leave the game and go to the relevant
painting fact-sheet)

New image
(a new painting is chosen at random
for you to reconstruct)

Re-trace

Related items

The painting fact-sheets

The imaginary room

Commands

The museum model

This is a 3D model of the Uffizi Palace, the building designed by Vasari that houses the Uffizi Gallery.
The roof has been removed from the top floor to display the active rooms in the museum. When you click a room, it lights up and its name and number are displayed in the bottom-right corner of the screen.
Double-click the room to go to it. When the mouse cursor moves over an active area, it changes from an arrow into a hand and the name of the room appears in the tool tips area.
If the room youve lit up has a video sequence, the films icon appears. Click the icon to activate a pop-up window with the play/pause and stop buttons (the video starts automatically).
Rooms you cant go into are coloured grey.
Use the icons in the model to go to contents or the gallery, activate the Help or, with re-trace, return to the previous level.

**Related items**

The structure of *Uffizi*
The virtual museum
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Contents

This environment provides an alphabetical list enabling you to access the various *Uffizi* repertories.
For Presentation and the imaginary room, select the required item and the screen appears automatically.
When you select one of the other items   Paintings /Artists /Films / Glossary /Options (to print the texts of
the theme routes)   an alphabetical sub-menu appears. Scroll the items with the arrow keys and/or with
the mouse and confirm your choice with a double-click or a single click followed by the Go to fact-sheet
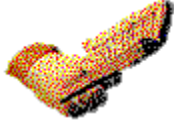
command.
The films and glossary appear in a pop-up window. Disactivate the glossary by double-clicking the top
left-hand corner.
The following icons are available in this environment:
go to fact-sheet, re-trace, help, print

How to print out texts

The commentaries of the painting and artist fact-sheets can be printed by selecting them from the menu
and clicking the print icon.
The presentation can be printed while it is displayed by clicking the print icon.
Use the options command to print the commentaries of the theme routes.

Related items

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 Commands

The various icons used to navigate *Uffizi* and interact with the program are arranged on the right side and along the bottom of the screen.
A complete list of the *Uffizi* commands follows. A description of the various functions appears in the mouse <u>tool tips</u> when you move the mouse cursor over the icon area.
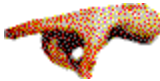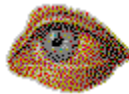
Help

Index

Back

Full screen picture

Artist card

Comment

Go to model
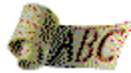
Go to Gallery

Print

Reference

Index (glossary)

Go right

Go left

Film

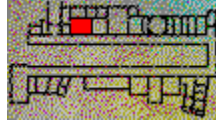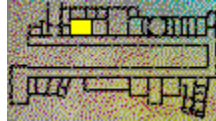Enlarge film screen

Play/pause

Stop

Go to picture

Go to gallery

Position pointer

Puzzle

Pieces not in place

Resolve

New image

Scroll-up

Scroll-down

New page

Related items

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How to use the Help

The Help is an on-line guide which shows you how to use *Uffizi*. The following list provides basic instructions to start using the Help.
1. To access a Help item, click the name with the solid underline.
2. To display a pop-up description, click a phrase or a word with a dotted underline. To close a pop-up window, click the window.
3. To scroll text, use the scroll bar or the PAGE DOWN and PAGE UP keys.
4. To search for a Help item, click the Search button. Follow the instructions in the dialogue box to select an item from the list and display the related Help items.
5. To display the Help table of contents, click the Contents button.
6. To quit the Help, double-click the control-menu box in the Help window or press ALT+F4.

Films
Video footage illustrating the architecture and decor of the museums rooms and corridors (excluding the paintings) and the views from the windows, to re-create the atmosphere of the Uffizi. Plus a brief sequence on the 1993 bomb attack.
You can open the films from contents, the model or the rooms notice-boards.
The films pop-up contains three commands: Enlarge film screen (see section on commands) to run the films full-screen (the window automatically returns to the normal size at the end of the film); a play/pause button; stop.

Introduction to the history

An introduction to the history of the museum written by the Gallerys director, Anna Maria Petrioli Tofani. You can open the introduction from contents.

Hotwords

The *Uffizi* texts contain a number of hotwords, which refer you to one of four environments: the painting fact-sheets, the artist fact-sheets, the glossary, the photographic comparisons.
All the hotwords are displayed in red.

Photographic comparisons

Full-screen displays of paintings, with an information area showing the artists name, the title of the painting and its location (where appropriate).

There are no voice-over or written commentaries with the photographic comparisons. Access is via hotwords only.

Theme routes

A set of theme-based analysis of the paintings in the museum. If you click the screen in the area outside the painting or the re-trace command, the commentary stops and asks whether you want to quit or continue. If you quit the theme route, *Uffizi* opens the painting fact-sheet for the current painting.

Tool tips
An area beneath the mouse cursor providing information about active mouse functions.

Move through animations

Uffizi takes you through the areas where there are no works to be seen with a series of animated sequences (the areas are visible but not interactive). When you touch a door you activate a move-through animation into the adjoining room

Notice-board

A pop-up window containing a written commentary about the current room and hotwords on the main paintings in it. In some rooms, the notice-board pop-up contains a button to run a film sequence illustrating the architecture and decor.

Click the relevant hotwords to look at the paintings.

The notice-boards are located inside the rooms, by the doors.

Position pointer

The position pointer shows your current position in the museum (yellow circle and triangular pointer).
When you want to go somewhere else, drag the pointer to another room with the mouse. When you release the cursor, the new view will be displayed.
To look around the room, drag the pointer (yellow triangle) in a rotary movement around the circle. When you release the mouse button, you will be looking in the chosen direction.

Credits

Publishing direction: Danco Singer
Images: Archivio Scala Firenze
Digitalized images: Acta Firenze
Fractal compression: 2RC NOVA Productions e Iterated Systems, Roma
Production: Stylo srl Bologna

TEXTS
Introduction: Anna Maria Petrioli Tofani, Direttrice degli Uffizi
Factsheets and biographies: Laura Ridi
Glossary: Ilaria Ciseri
Routes: Rossana Di Fazio
Translations: Kate Singleton

SOFTWARE
Project: Mauro Mattioli, Stefano Mazza
Design: Agnese Fogli
Interfaces and navigation software: Chiara Bolognesi, Gianluca Tedeschi
Game: Angelo Turetta

ARTWORK
Art direction and 3D model: Piero Niccolai
Graphics: Francesca Poppi

AUDIO-VIDEO
Voices: Joelle Crowle, John Taylor
Camera operator: Luciano Baraldi
Editing: Danilo Grossi
Sound production: Carlo Cialdo Capelli

Packaging: Von Klier Associati S.r.l. Milano