

Oriental Brightness into an European City – Bucharest of '30 years

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ABSTRACT

This paper is concerning with the cultural heritage presented Web museums used for the reconstructing human memory of the interethnic influences into the culture.

The museums represent the cultural heritage and patrimony, the Web museums contain both the digital documents and multimedia techniques. So, the paper describes the instruments used to reveal the people the oriental influences into Romanian culture (mentality, architecture etc) and to reconstruct, by simulating them, the demolished cities during nineteenth and twentieth century, like the old Bucharest.

The Web museums has the role to disseminate knowledge about the Romanian culture as an interference cultural zone (life and interests of our ancestors) and to present the demolished cities such as:

Bucharest of the end of nineteenth century and the beginning twentieth century as "The little Paris", as it was known in that period, characterized by its renaissance buildings, monuments and its café life, most of the demolished in 30' years and during communism period

The Web museum reconstructs the memory from patrimony, because the memory has an important role of remembering and learning; so, it helps the young people to know and

understand the culture the history and the evolution of the town and life in our country.

Our paper will address the specific technologies and pedagogical approaches, such as art-and-science Web sites.

KEYWORDS: cultural heritage, reconstructing human memory, digital documents, multimedia, hypertext database, metadata schemas

INTRODUCTION

Situated at a crossroads of civilizations, graced with a harmoniously distributed relief, Romania brought an original touch in the concert of universal history and culture, undoubtedly, part of the European one.

Latin as origin and Christians of Orthodox rite as faith, the Romanians lived from the Middle Ages to the modern times on the location of influences of the Byzantium Empire, Ottoman Empire, Czarist Russia, the Habsburg Empire (in Transylvania) and French and Italian culture; they managed to preserve their state entity, faith and civilization.

Beginning with the XVIIIth century the modernization represented the major goals of the Romanian national movement. Capitalist elements developed, in the Bucharestan economy. Commerce and manufactures are

flourishing. In the late Middle Ages they built both in the Italian and oriental style; in modern times, Bucharest got a new look – besides the existing buildings with oriental influence they are built in French Renaissance style. Unfortunately, in **1930's Bucharest suffered the systematization work** and a lot of superb buildings of the patrimoine in just downtown were demolished.

But, the **huge damage was made by the communism regime**. All the country's elite destroyed, the mechanisms of social life were paralysed, all the country's resources were used for building mammoth projects, to satisfy the dictators' primitive megalomania, brought about a decline in the population's living standard down to the bearable limit and the country's isolation from the rest of Europe. The total misery. The huge part of the patrimoine on entire country, especially in Bucharest, was destroyed and transformed into a desert.

So, there are very important reasons to present, to the world and to the young Romanian people, the culture as an interference cultural zone (life and interests of our ancestors) especially the demolished cities such as: Bucharest of the end of nineteenth century and the beginning twentieth century as "The little Paris", as it was known in that period, characterized by its Renaissance buildings, monuments and its café life,

PROJECT GOAL AND OBJECTIVES

The Web Romanian cities museums with sites as Bucharest, "the little Paris" and countryside offers a virtual tour into the Romanian cities and villages of the end of nineteenth and the beginning twentieth century, organized as a collection of web pages which offer a sort of guide both into the museums and

in time in those cities (<http://risc.ici.ro/mbucur/>). The similar sites for countryside are under construction.

The goal of the virtual Web museums project is to make the museum content more accessible to visitors especially the young Romanian. Another purpose is an educational one and it consists of reconstructing memory.

Starting with simple virtual Web museum, this project creates specific **agents** for a reading and understanding the hypertext and constructs a metadata record for each branch of hypertree. Then, according to the metaschemas the information are regrouped and catalogued by thematic as they are shown in the **results**.

The resources in virtual Web Museums exist in various but known servers and sites, the use of metaschemas of agents permit the search of information specific for a thematic or a tree of thematic. The metadata contains cultural information and they can be used to improve resources also has the potential to enhance Internet search accuracy, improve resource discovery capabilities, and facilitate cross-domain interoperability.

The objectives for the project are:

- define agents for metadata schemas to catalogue the information by thematic.
- create an algorithm to search into the site hypergraph
- develop a system of pointers to metadata.
- design an interface to access indexed to the tree of hypertext

Methods, Models, Methodology

The Web Romanian cities museums are based on hypermedia design; the information is divided pages by pages

corresponding to the context; the layouts of the screen (color, fonts, and other visual elements) and the relations are creating according to the the context of that period. The navigation among the information permits a tour, in time and space, in that disapeared cities and villages. Small portions of the image can be viewed in detail (bitmap mask), together with the explanations and details about personalities involved; we've used scripts or JavaScript. The images are divided into dozens or hundreds of invisible regions. When the visitor points their cursor at a region, a description is displayed next to the cursor. Thus, a mass of data is navigated. The visitor only sees the image and one description at a time. As they point their cursor at a sample location, the corresponding section and description is displayed. Only the painting and one section are viewed. Different places and their images in time so the visitor cam make comparison; The visitor navigates a virtual reality scene, looking up, down and around. explain the historical context.

Technology

The information is organized hierarchically; the nodes relate to one another within a conceptual architecture, Relationships between the different components of a Web site is used to create the hypergraph and finally the hypermedia applications. Reading and understanding the Web virtual museum needs technical knowledge and cultural design; knowledge about cultural design and its context needs to be contained as rules and facts into base. This little known vector represents process of imagining Web page design.

Constraints consist of :

- defining the hypergraph with complete localization of interesting parts of the site
- graphics with localized labels, captions, and legends, and access the content.
- alternative ways to navigate a site, including search by thematic.

link labels that make actions predictable for all users.

Results

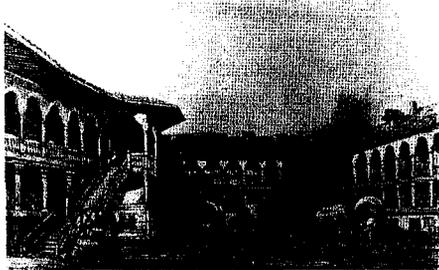
In the next paragraph, we present the design of the project that contains the thematic : oriental influence and brightness face to the renaissance french buildings into an romanian city – Bucharest, as they are organized from the hierarchy of sites about Bucharest (<http://risc.ici.ro/mbucur/>) and another sites about romanian towns and village, all at the end of nineteenth and the beginning twentyth century (not on the server yet).

- Buildings in **oriental style** - in the eighteenth century

Stavropoleos monastery and curch (**bellow**), built by a rich greek monk named Stavropoleos, in 17th c. In 18th c., the monastery was used as a inn. The curch has a superb decoration of colored faianta (blue, yellow and green). They represent a jewellery as arhitecture and style.



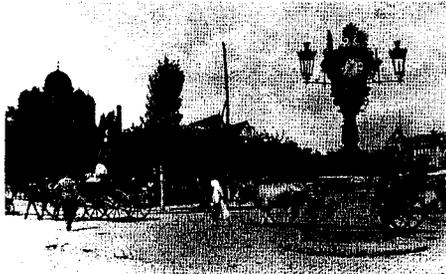
The "Manuc" Inn (17th c.), built by a very rich owner of land and shops named Manuc (armenian as origin). This inn was famous by its beauty and used for diplomats and commercants.



Beginning with 18th c, the architecture of the country was strongly influenced by in **italian and french renaissance style**.

Places in downtown in the nineteenth century for representing the interference cultural zone, as shown bellow:

- An example of interference of oriental style and brightness (the ordoxe curch) face to the renaissance french influnces (the buildings in the background and the old clock)



The **italian and french renaissance style** - at the beginning of nineteenth century -

One of the **typical commercial place** - the **italian and french** influences are observed on city squares with radial streets and buildings:



- The flower market



At the **end of of nineteenth century**, Bucharest received strong influnces from occident (high schools were founded, first stome paved streets, railroad stations, tramway line (with horses), electric illumination system, the Royal Palace, National Theatre, the Public Gardens, electric tramway line, frst cinema. The café-life in "the little Paris" (The Otetelesanu Garden famous for the artists ho used to come here)



A walk in time, on the streets and boulevards of this beautiful town, by the end of the nineteenth century - under the vaults of the boarding trees, so pleasantly shady during the summer heat - will lead us through a town that is no more and which fully deserved its name, "The little Paris".

- The main street "Podul Mogosoaiiei", famous for its theaters, café, hotels and restaurants.



We shall observe the French influence on some city squares with radial streets or we shall reach streets flooded with vegetation. We shall admire monuments, and we shall try to make

revive the atmosphere of the last century; we shall notice its changes and evolution...

<<Bucharest is a creation of our own nation, it expresses our originality, it is what were able to do... By its own vitality, Bucharest has managed to impose itself as a unique Capital, that had received all the attentive care of some great personalities we have not fully understood, to show then the gratitude they deserved.>> - Nicolae Iorga^{*)} - 1939

^{*)} a famous romanian historiographer

Further Work

Further work will consist in both the developing the Web sites for reconstructing the towns and villages of demolished or destroyed during communism period, outstanding the the interference of the french, italian, oriental influence and brightness with romanian original architecture and the simulation of parts of these villages and towns as they looked before the communism period using multimedia technologies.

The developing of these sites permits to present the culture of this part of the world both in educational purpose for the young people and for the foreigners.

CONCLUSIONS

Web sites are very important for the confluence of education and art and creates a vital, dynamic medium between schools and museums. These sites represent a medium developed in a multicultural environment to facilitate diverse audience needs. As the old Bucharest was a multicultural place where the european influences, especially french and italian ones, interference with the oriental decoration style; users received useful information

supportive of the content for reconstructing memory or an old experience.

Our point is to suggest that the dissemination of cultural heritage in the age of digital networks deals with the transmission of memory as experience and that Web Museums have a specific role to play as far as this reconstructing memory approach to memory is concerned. Consequently particular attention will be given to those artworks for which the net is not only a tool for technical reproduction but the very texture of the artwork and the exhibition place for its appearance or disappearance.

The goal of the virtual Web museums project is to make accessible to visitors especially the young romaninan the museum content, thus an significant part of a beautiful city that exists no more. Another purpose is an educational one and it consists of reconstructing memory or an old experience in a multicultural environment.

ACKNOWLEDGMENTS

The authors wish to acknowledge the outstanding research performed by Dan Donciulescu, Cornelia Lepadatu and Anamaria Borozan. My paper uses the technology developed by them. We also wish to thank Cosmin Boca, Dora Coardos and Ana Mitescu for their skill and generous work and Sfetcu Paul, Elena Jitaru for their advice.

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