

# Memories Of Gods: The Ravens' Choir

**Historical Research v2**



In a scope reduction brainstorming, we decided to make the prototype story evolve the square “Place des Jacobins” for reference purposes and by looking at both Irish Mythology and Lyon historical data, it was an interesting match to study by changing few minor points of the historical events to make it more “Visibly” related to the Celts.

We decided to go for historical research to build a coherent universe chronological timeline. Since the player will experience time traveling, we needed a solid base in the past and a logical evolution for the nowadays structures that’s has been altered.

We decided to change some element of the past of the city Lyon / Lugdunum that will be the main area of this prototype; to build a coherent narrative based on prehistoric celt monument that would remain visible & completely merged with the city’s architecture.

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## LUGDUNUM



Figure 1 Lugdunum vulgo Lyon par Braun, Georg, 1541-1622

**Lugdunum was the ancient name of Lyon**, but before continuing, we must precise that the event inside the prototype will happen before the Roman's settlement. The research here are to get an idea of the prehistoric geography of the location.

### Origins

Lugdunum was the Roman of a city founded in Gaul, founded in 43 B.C. by Lucius Munatius Plancus. The original city was situated in the Fouvière's heights but later the population started to move to the bottom near the river.

Before the Roman's conquest, it was populated with Gallic's for an unknown period as many artifacts are still being discovered. The occupation was on the Fouvière's heights. The major issue with the data of these periods is for the following reasons:

- Celt's main transmission of knowledge was oral, written text were not enough and have been extremely damage over the time.
- The other data has been written by Romans, which mean partially incorrect as view from a Roman point of view. (e.g. many debates have been around Lugdunum meaning for centuries)

The city got many shapes during the ages, from prehistoric huts, romans architecture to modern architecture we know nowadays.

*A reconstitution of the Roman city would be very interesting but way out of scope.*







We can assume this statement with many print & draws of the city.



Figure 4 Lyon during the XVII century

*An issue we may encounter is the destruction of the Romans architecture, but we keep ruins of Celt in a part of the city, this will create a break inside the logic of our universe architectures evolution.*

Few archaeological excavations proved that the right side of the *Saône*, the meadows of *Vaise* has a prehistoric activity, hidden by future Romain & Medieval occupations. A few excavations revealed that the left side (where our prototype target is) had a few hints of life but not as strong as *Vaise*.



The prototype targeted location before being converted to civilian houses in early in the history, was a place of cult.

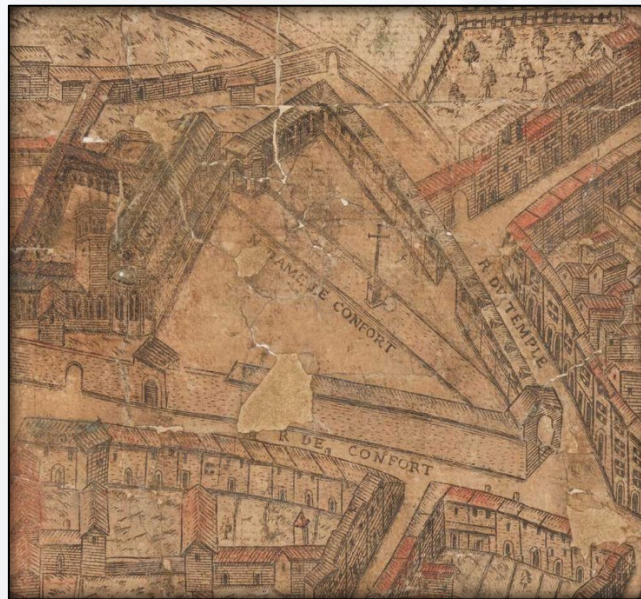


Figure 5 Notre Dame de Confort

Luck in chance, it appeared that the location picked for first references wasn't inhabited, even during the Romain's occupation.



Figure 6 Place des Jacobins, Lugdunum during Romain's occupation.



Theoretical reconstruction after ground & sediment studies have been made to have an idea of what look like the Iron Age. It has been supposed that surrounding was made of meadows, cultivated field and coniferous forest.

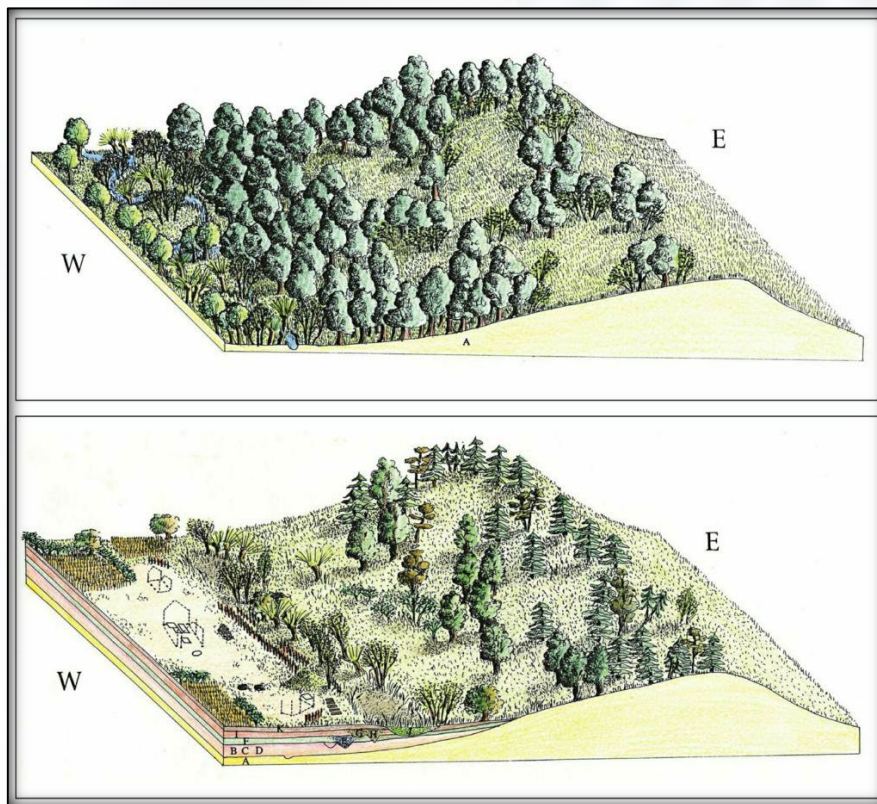


Figure 7 Reconstruction of Gorge de Loup, C. Plantevin, Inrap. Vérot-Bourrély et al. 1995

In the Saône valley, remains of breeding enclosure have been found, the animals were mostly cattle and pork.



Figure 8 Castrolandín celt ruins (Spain), may be a good inspiration for our reconstruction's ideas.



## PLACE DES JACOBINS



Figure 9 61. Lyon - Place des Jacobins. Reivax (1944)

The *Place des Jacobins* in Lyon (France) is a historic square established during the 16<sup>th</sup> century with many transformations through the centuries (Initially shaped as a triangle, now is in the shape of a square).

Before it was named Place du Confort, derived from the Latin *confortare* (fortify) and many other names:

- Place de la Fraternité.
- Place de la Préfecture (Préfecture du Rhône until the years 1879).
- Place de l'impératrice.
- Place des Jacobins (Chute du Second Empire).

The Jacobins was a religious order that settled in the Area with a Church/Monastery at the south of this square, destroyed at the Revolution Française. The name of the place come from these origins.

The fountain of the Jacobins is the most prominent feature of the square, from nothing, to a well then multiple fountain design, the first built by the *Compagnie des Eaux* until a new was built.

The last design come from two contests to change the fountain design and took many years to build. Gaspard André for the main project of the fountain (The global shapes) and Charles Degeorges for the four statues that represent: Hippolyte Flandrin, Gérard Audran, Guillaume Coustou and Philibert Delorme, four French artists born in Lyon.





**Figure 10 Well of the Place de la Préfecture (des Jacobins) (1856, photo taken during Lyon's river flood)**



**Figure 11 Temporary fountain of Place de la Préfecture (des Jacobins) (1866)**

In the modern times, the square continues to be a lively space, hosting events where the fountain is highly decorated, such as the Fête des Lumières in December, the Fête des Roses in May.



**Figure 12 Fête des Lumières (2017)**



**Figure 13 Fête des Roses (2015)**



**Conclusion:**

Since the Celt were known to be skilled in Arts compared to the other cultures in the prehistoric periods, the cultural event centred around the arts could fit perfectly in a universe where the Celts ruins would still be partially visible.

A rework suggestion about this place would be to attach to this location a “Stonehenge” structures that would be damaged over the time (*Romains Attacks that would not destroy the location for the sake of Art*).



Figure 14 These images are not the pre-planned result, just and Idea of space management.