

CREATING A VIRTUAL EXHIBITION

General Objective

The purpose of this worksheet is to present several examples of virtual exhibitions, and how to use FrameVR software to design digital exhibitions with your learners during your art workshops.

In this practical sheet, you will:

- ✓ discover virtual exhibition creations,
- ✓ learn how to use FrameVR software
- ✓ re-use your knowledge of the software to create a digital exhibition with your learners.

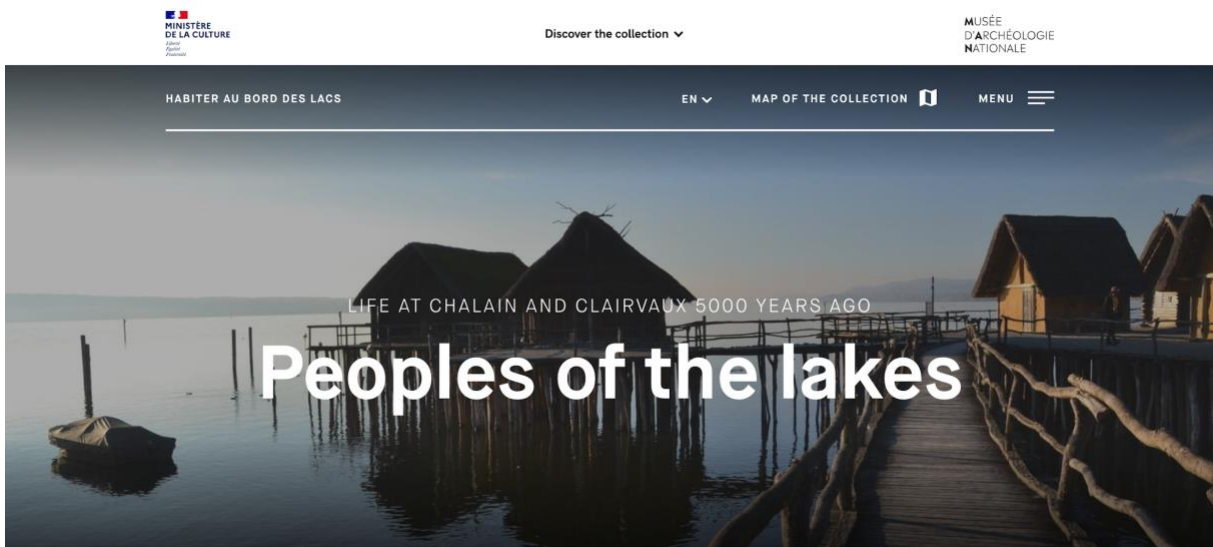
You will need:

- ✓ a computer with Internet access an email address to create an account on the FrameVR platform
- ✓ a word processing software (Microsoft Word, Libre Office...)
- ✓ the content used for the digital exhibition (text, image, sound, video, etc.)

Challenges and issues

The virtual exhibition is increasingly used by museums, cultural organizations and artists who wish to disseminate their works. The means and techniques evolving rapidly, they allow today the conception of high-quality exhibitions. Virtual tours allow you to browse museums, via panoramic views, to move at leisure from one room to another and to zoom in on a work that is exhibited in

order to benefit from a textual or spoken explanation. The provision of contextual content follows the European approaches around enriched cultural content. There are many possibilities to visit and discover exhibitions in a virtual way. For example with the Centre Pompidou and [the virtual reality exhibition on the work of Miro](#) or the École du Louvre which offers nearly [400 virtual exhibitions divided into 20 themes](#).



A virtual exhibition requires the same research steps as a traditional exhibition: defining objectives, choosing a subject, researching elements and



documents, presenting them in a historical/geographical/social context, targeting audiences, and ensuring communication in order to publicize the exhibition and make Internet users want to discover it.

The pedagogy implemented through the creation of virtual galleries invites learners to get involved. The learner can observe and experiment by becoming a virtual exhibition creator. They are involved in a project by drawing from their own universe and from their representations, nourished by the multiplicity of still or moving images. In this place of experimentation, the work of art is not put at a distance, but invites reflection and gradually develops in the learner autonomy towards art. It is not a matter of linking a practice to a period or a work, but of creating links between works and cultures to open up the view of art in the making. Many online tools allow one to create one's own virtual exhibition. This is the case of Google Art Project, which allows groups of paintings of a certain movement, artist or specific emotion in the proposed panel of royalty-free works. We can mention FrameVR, a collaborative space that allows people to work together on the same project. A chat and audio communication box allows synchronized work and makes the experience even more interactive. The application allows you to play with the dimensions and reposition the imported works (images, photographs, PDFs, videos, 3D models or 360° photographs) at will.

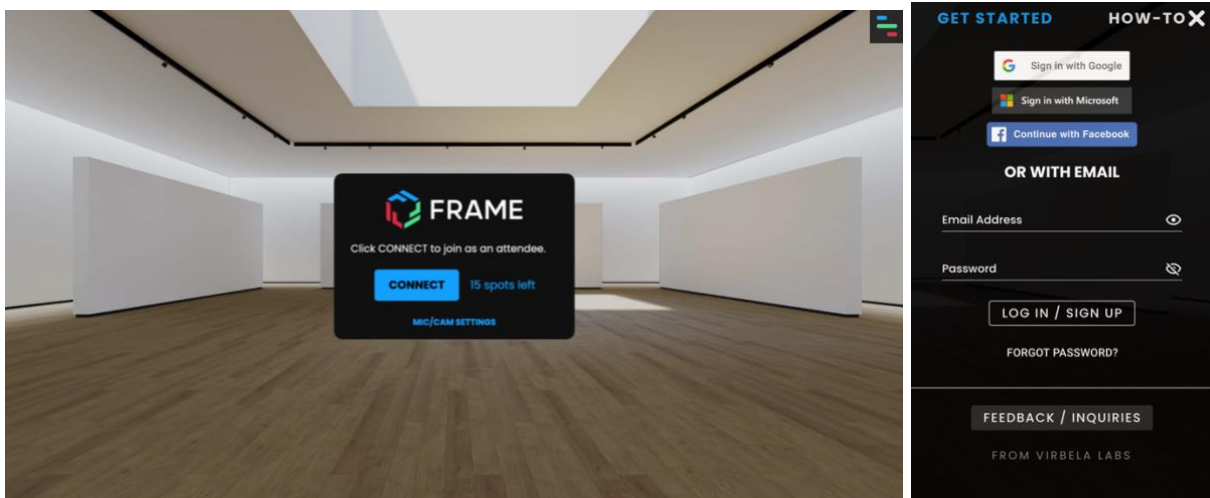
Adaptation

1. Preparation

To use this software, we recommend that you have already prepared the content (text, image, sound) in a folder. Each content must be correctly renamed (image1, image2, etc.). Regarding the specific content you want to use for your exhibition, you can choose artworks from European databases (e.g. EUROPEANA Collections), take pictures of learners' graphic productions, etc.

Please note that FrameVR software only allows you to integrate media content (image, sound, video, etc.). To add texts (such as labels), we advise you to write them beforehand in a word-processing program (Microsoft Word, Libre Office, Pages, etc.), to format them as you wish and to take a screen capture for each text. Remember to give each image of your texts to link them to the corresponding images.

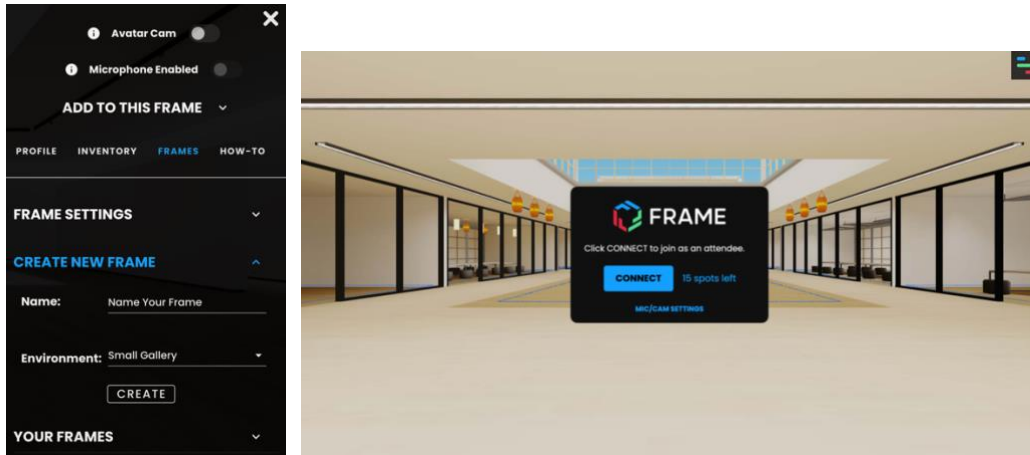
Then go to [this link](#) and create an account. You can also fill in the information that will appear on your profile.



2. Creating and managing an exhibition

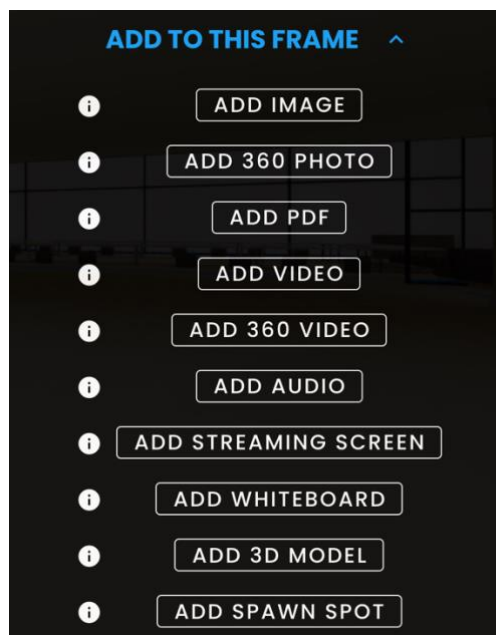
To create an exhibition, click on the “Frame” icon in the upper right corner. Then click on “Frame”. By clicking on “Your Frames” you have access to your old created exhibitions. When you click on “Frame”, you must fill in the “Name your frame” field with the name you wish to give to your exhibition. You can also choose your exhibition location from a selection offered in “Environment”. Click on “Create” to create your exhibition. And to access your exhibition, click on “Connect”.

Attention: To connect to a world it is important that the microphone is active. To check this, you can click on the little lock at the top of the website address and look if it says “Allow” next to Micro. If it is not, just change it.

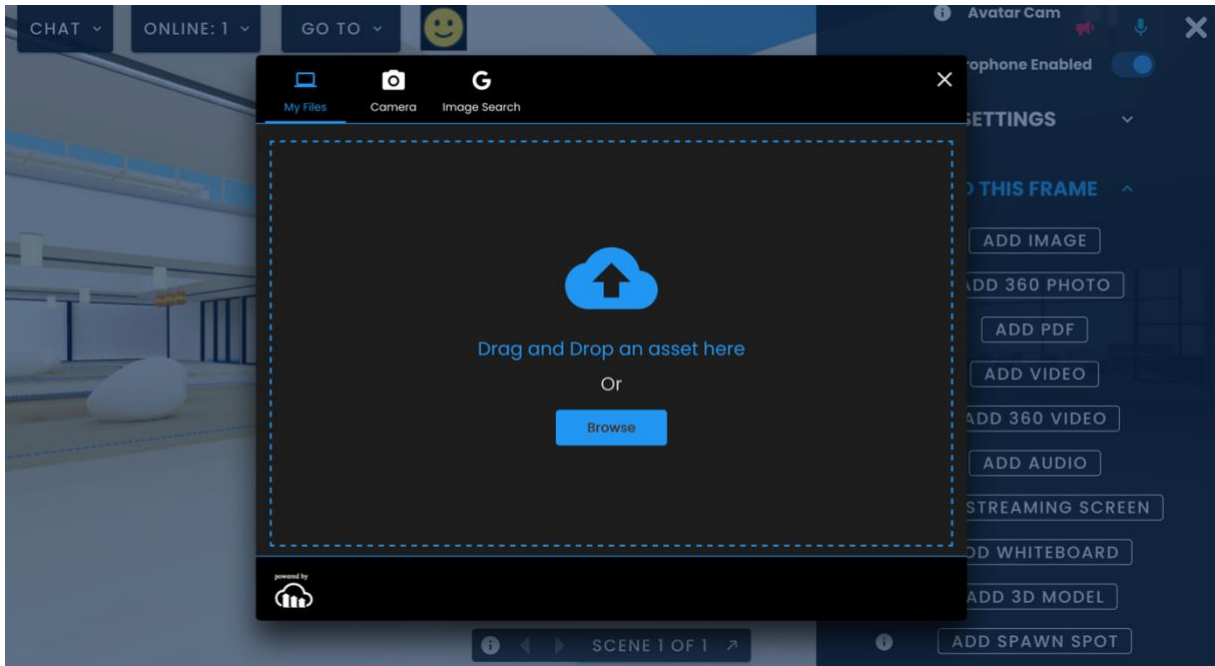


3. Adding image or media

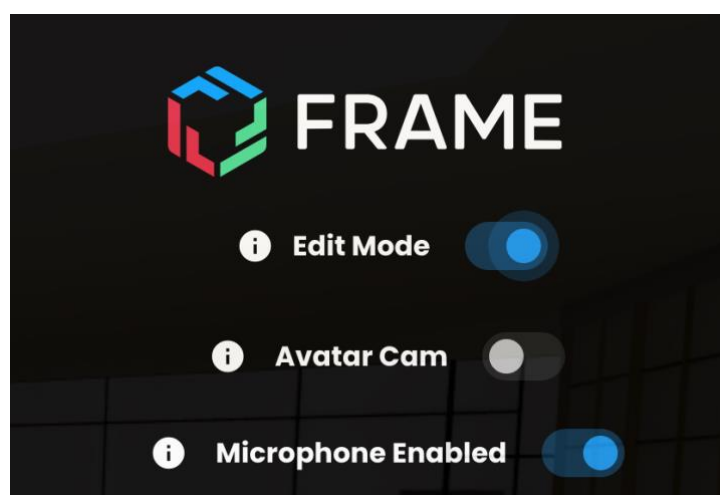
In order to add elements to the room, you have to click on the heading at the top right, then click on “Add to this frame”. A proposal of different elements appears: image, 360 photos, PDF, videos, 3D objects, etc. from which you just have to choose.



By clicking on “Add an image”, a dialog box opens. It offers you to retrieve an image directly from your computer, to take one from the webcam or to search for an image on the Internet (Google). Then you just have to select the image and click on “Upload”.



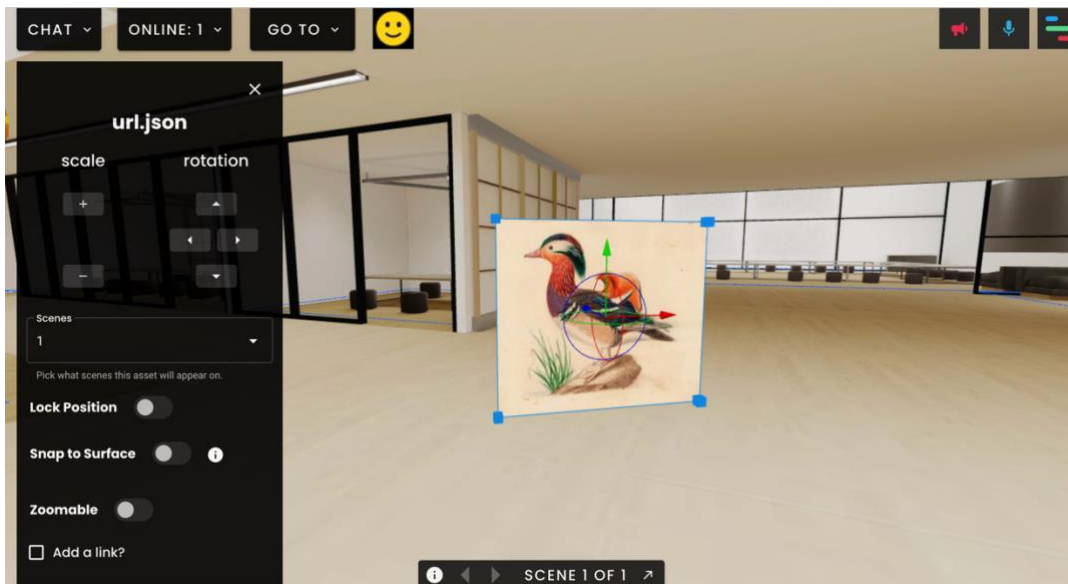
The image will then appear in the room. To move an image, the editing menu must be activated. To do this, look in the right-hand column and click on “Edit mode”.



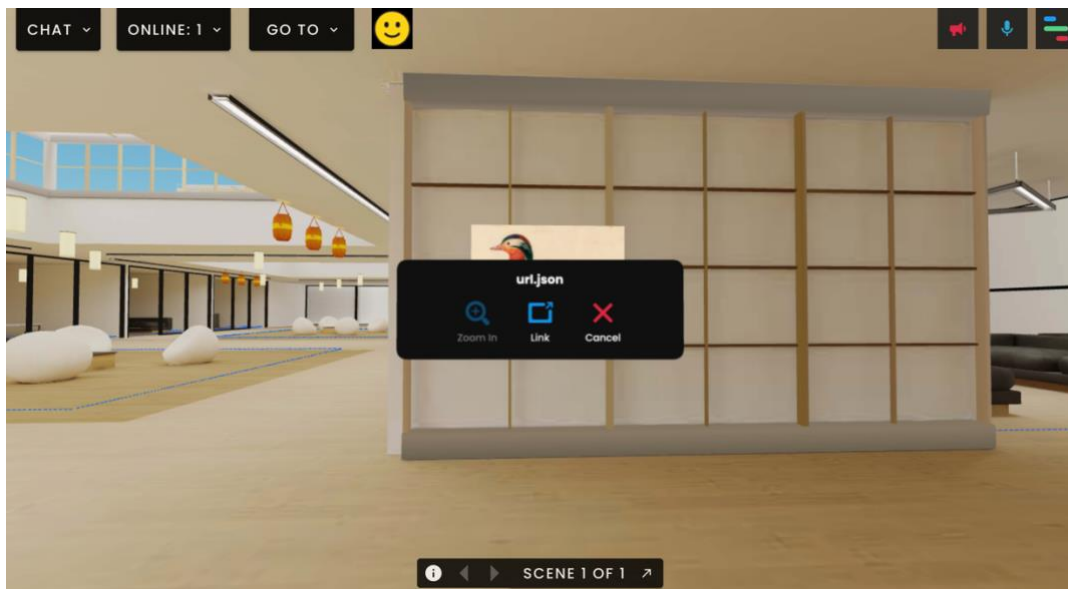
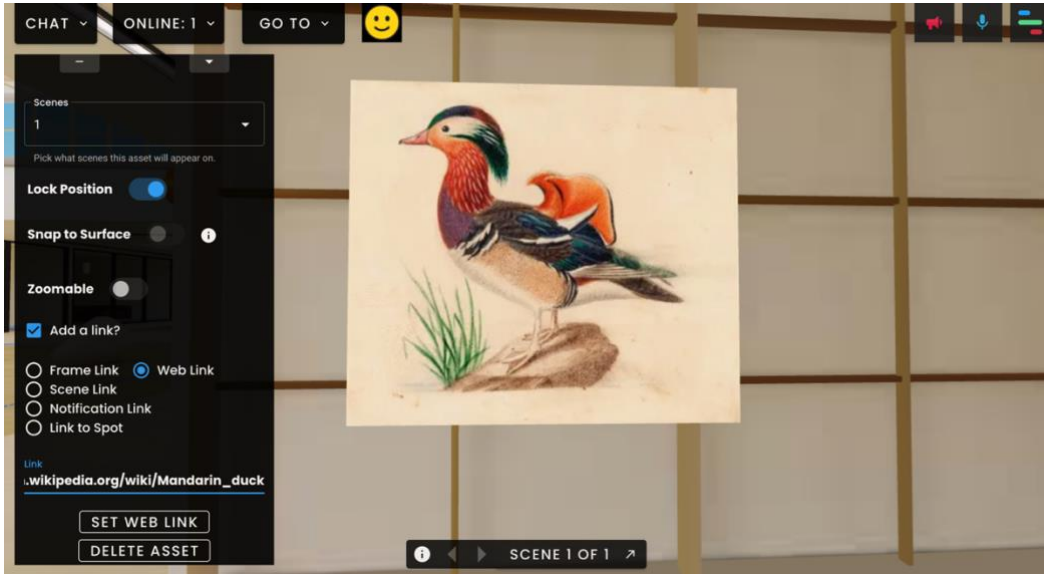
Once this is activated, you can move the image. To do this, you need to hold down the image with your mouse and use the directional arrows. You can change the inclination of the image and adapt it to the place

where you want to hang it by clicking on the directional arrows (green, blue, red) that are offered. To fix your image on the wall, click on “Lock position” in the menu on the left.

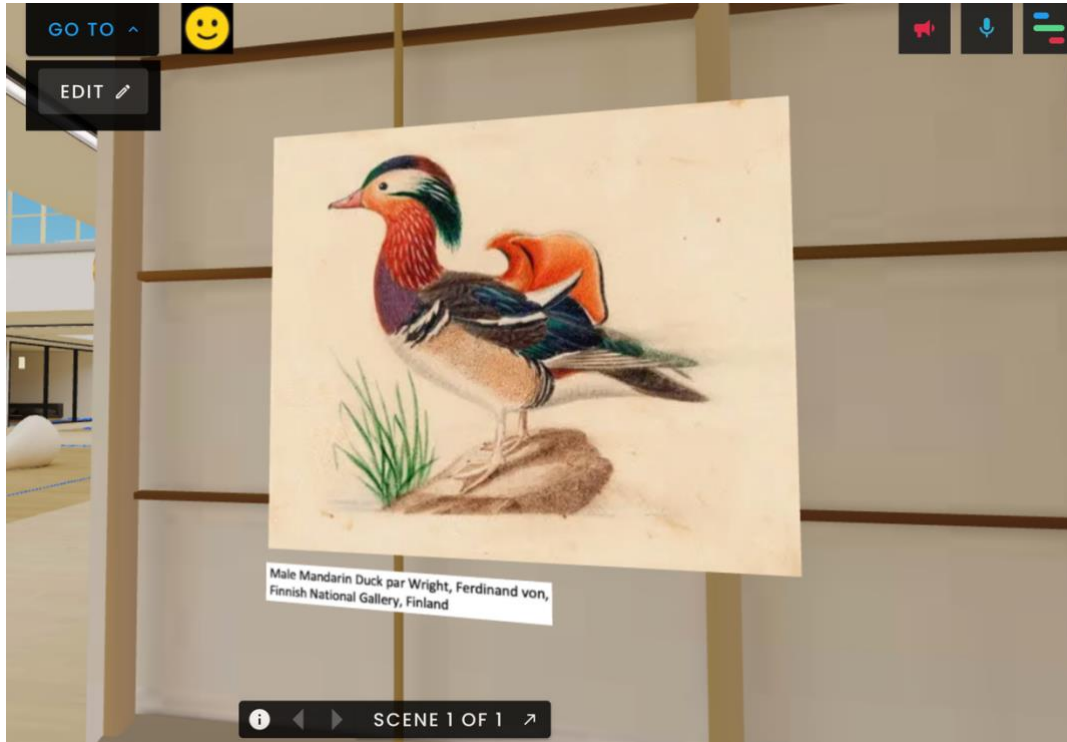
To enlarge it, you can click on it. When you click on the image, a new dialog box opens. You can change the size by clicking on the + (to enlarge) or - (to reduce). But to change the size of the image, you can also click on the blue squares that surround it and move them up or down. You can also change its rotation by clicking on the arrows.



You can add a link to this image by checking the “Add a link?” It can be a link to a website or a video. Once the link is added, you just have to click on “Set web link” to activate it. To test what you have done, you must disable the editing menu. To do this, you can click on the top right corner and deactivate “edit mode”. Now, if you click on your image, a dialog box will open and offer you a clickable link.



To add other elements such as video, sound, 3D images, the procedure is the same.



4. Export the exhibition

To share your exhibition, simply copy the frame link that is created when the project is created.

Practical examples and inspiration

An example of creation made with the FrameVR software:

- [Exhibition Rapetassage](#)

This virtual exhibition mixes the physicality that we expect from a real-life exhibition with a virtual placing and additional functionalities. We can see all the exhibition using just the arrow keys on our keyboard. Not only that : 15 people can see the exhibition at once, which gives us the impression that we are at a real event. The chat room gives the possibility to exchange your opinions with other participants of this virtual experience. It can inspire the participants to create their own virtual exhibition.

Additional resources

Video presenting the possibilities of Frame VX software by visiting a virtual exhibition.

<https://www.youtube.com/watch?v=JxHPQcXf7AQ>

- Example of an exhibition created by a user on the theme of expressionist paintings by Carlos Monteiro.

https://www.youtube.com/watch?v=OVDM4S1O_5E

- Example of a FOAM exhibition

https://talent.foam.org/?gclid=CjwKCAiAm7OMBhAQEiwArvGi3Pt2-1LtYeG9WbQEp9ZkNiVjR6zhW59Cpk5iKmw3fjoJb_87s9tynBoCbVsQAvD_BwE

- Artsteps, a platform that lets you create your virtual exhibitions

<https://www.artsteps.com/>

