ENRICH A STORYBOARD WITH ART FROM EUROPEAN HERITAGE

General Objective

Now days we all came to a point in our works that we needed an image, an infographic, an icon etc, to use it in a presentation or a document to show in a more visual way information. In this practical sheet we will try to lay ground with an easy way (or method if you prefer) for a teacher to follow. By using simple steps and having in mind the final outcome research can become easier, more efficient, less time consuming and more accurate.

In this practical sheet, you will:

- ✓ See how to search and use art from European Heritage.
- ✓ A list of online libraries
- ✓ A brief presentation usage rights for the art to be used.
- ✓ How to adapt and embed in your storyboard.

You will need:

- ✓ Access to the internet, a computer along with a text editor or a presentations software.

Challenges and issues

When teachers have to prepare their lessons for their students, they have to visualize quite often their content. These days is common practice to use visual aids in the classroom to assist the learners to understand better the content of the lesson. The access to the internet and its vast resources can be overwhelming for teachers. The sheer volume of information and images of art can sometimes hinder the search effort of the teacher.

When creating lessons for students with SLD, visual content can make a difference. In these situations the search can be and should be more specialized to accommodate specified needs. Images grab the attention, they can illustrate various and difficult meaning to explain, set a certain tone of narrating, and present a better way of understanding the ideas you are sharing. All of the suggested online libraries are designed to assist the researcher to find the best possible match for his lesson.
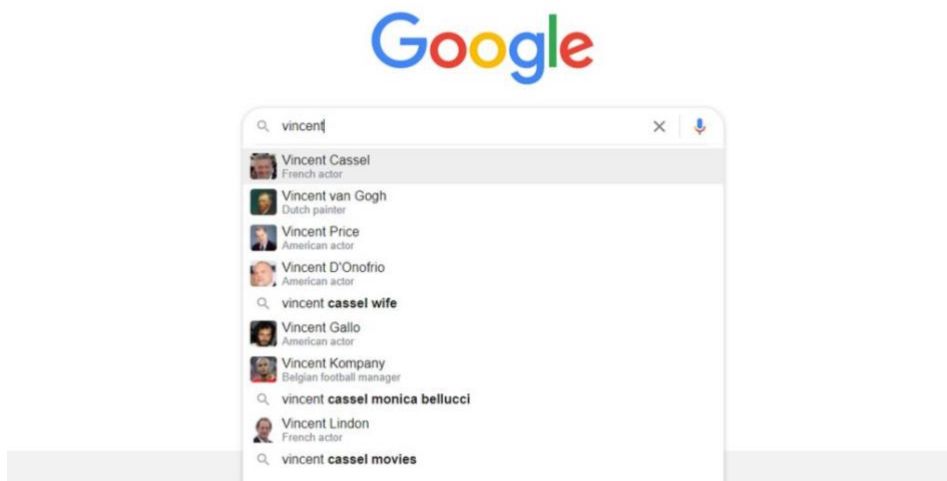
A common issue in searching is the copyright of the image found. There are strict regulations regarding this issue. The best practice is to search for images and info in general that are under the Public Domain licenses.

Another issue is the proper use of the image found in our storyboard. The size and the dimensions. If the storyboard created is for digital use only then the images used should be optimized for a smaller file. If we want to print them then the size of the files of the images should be bigger. Quite often the files for print are used for the digital version thus resulting in a heavy file that is difficult to share with the various stakeholders.
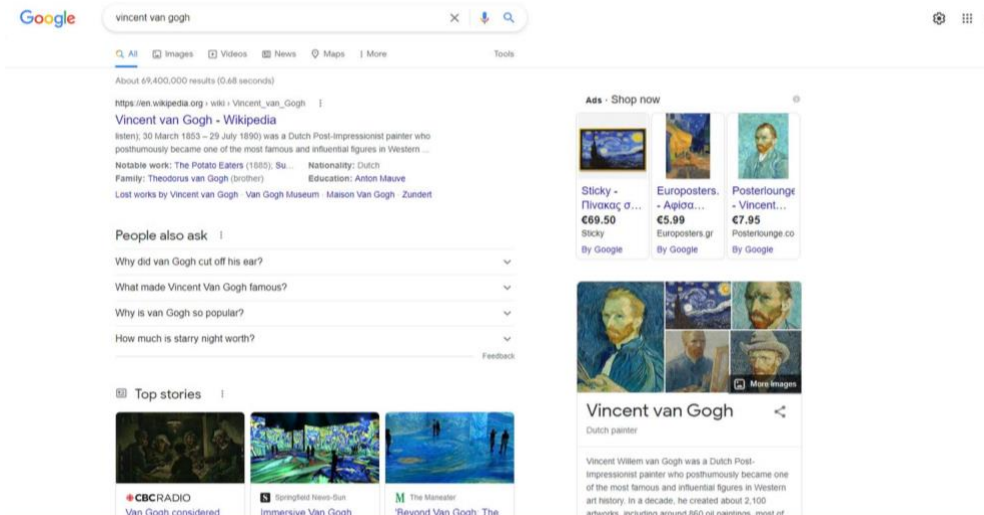
Adaptation

When the teacher is ready to search online for the art that is needed a phrase should be in mind constantly. "Key words". Keywords are the words that we use in a search engine to find results for the topic that we are searching for.

The teacher should try to think ahead of the appropriate keywords to use, in order to find the best matching results. For example if we want to find information or images for Vincent van Gogh if we search just his name in the Google search engine the result will be:
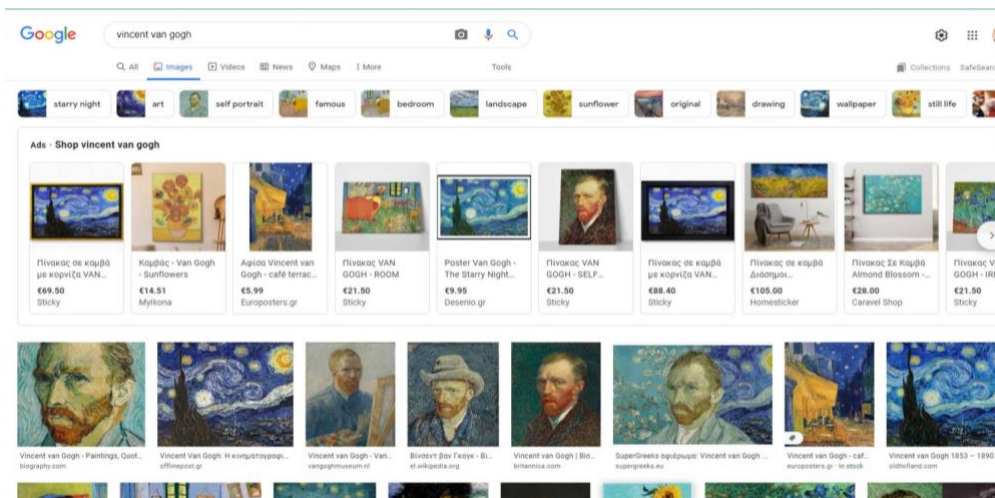
Google

Notice that the first result is not what we are looking for. The first result is an actor with the same first name. The teacher should always try to be very specific for his/hers search subject in order to find easily and fast the intended results.

Continuing with the example of van Gogh, if we search for information the first page could be something like the following:
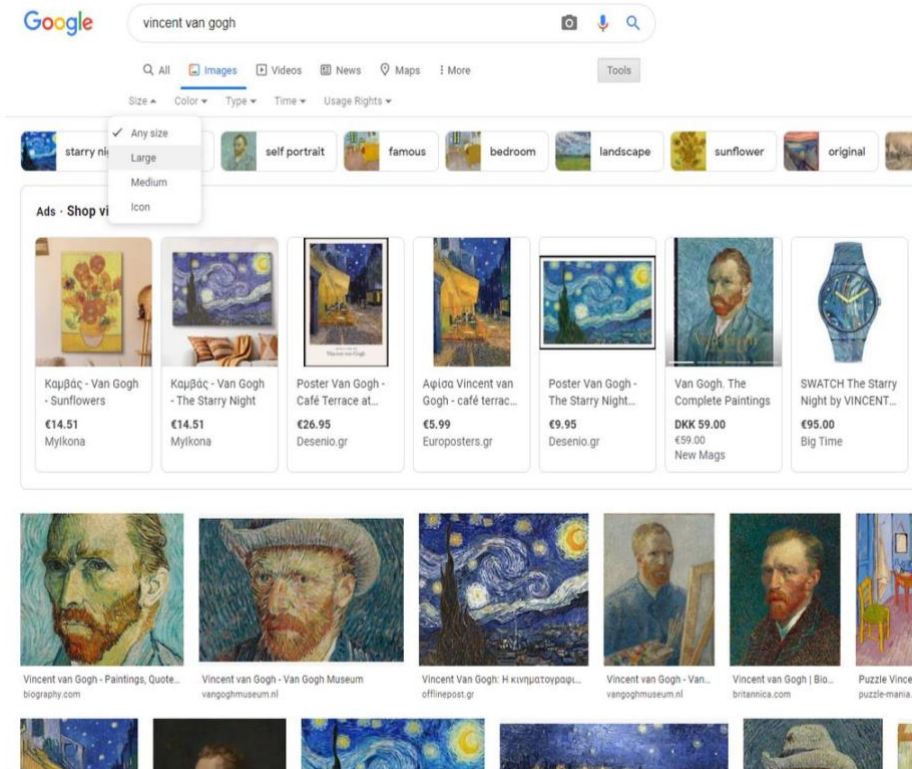
If we want to see image results then we just click the image tab on the top. In that case the view will switch to something like this:
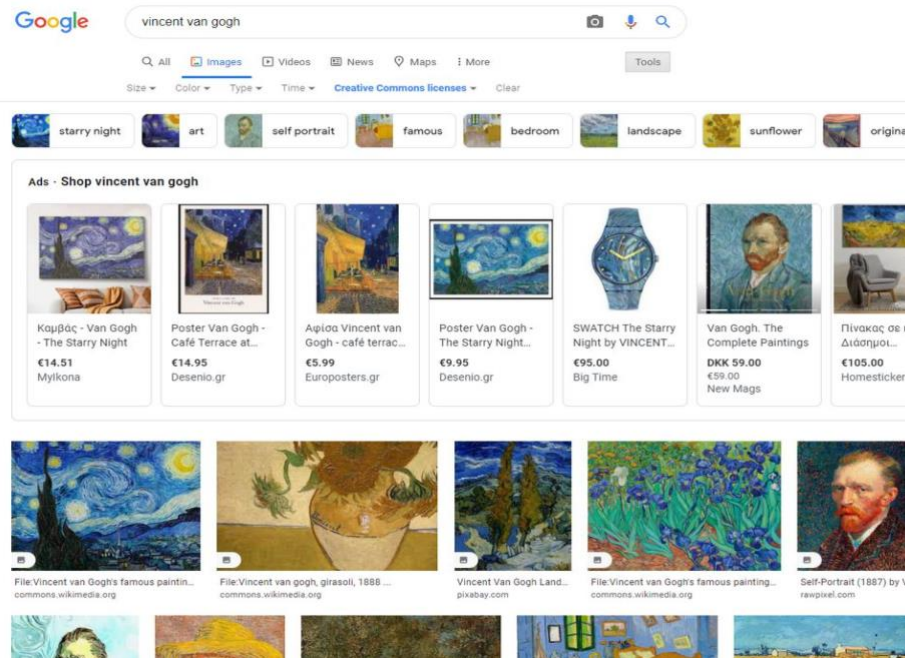

From the results we can choose the one that is better for our purposes. Keep in mind that the top line of results usually are ads for online shopping.

Using Google as a search tool is a way that probably many are accustomed to. While the results are great in number, it requires a lot of trial and error to find the image that better suits our needs. Google has a set of filters for the results like size.

Enable the filters by clicking the Tools button. A very handy filter is the "Usage Rights". By selecting the "Creative Commons" filter the results visible will be only those that are free to use.

Luckily there are quite a large number of websites that art of European Heritage is grouped together and well documented. A list of them is given at

Erasmus+

the end of this Practical Sheet. A Practical Sheet depicting the use of Europeana is already available for the teachers to help them to make better use of this valuable tool in their projects.

While searching the internet for the best image for a storyboard we must have in mind the usage rights for every image that we are going to use.

The Creative Commons is an organization that has made it much easier for people to share artwork. They have established a set of licenses that artists can place on their work that automatically gives others permission to use that work in their own projects under specific terms and conditions.

A painter, for example, might use a Creative Commons licenses on a collection of his paintings, so that anyone who finds them online can easily check the chosen license and follow the restrictions of use specified in that license.

You should look for images that have Creative Commons licenses. The safest way is to search for pictures that have the two least restrictive licenses:

- CC0: Creative Commons Zero

- CC BY: Attribution

For the first things are simple. No attribution to the creator is required. It is the same copyright-wise as an image in the public domain.

For second, Images with this license can be used for non-commercial OR commercial purposes, and all the user has to do is give credit to the original artist.
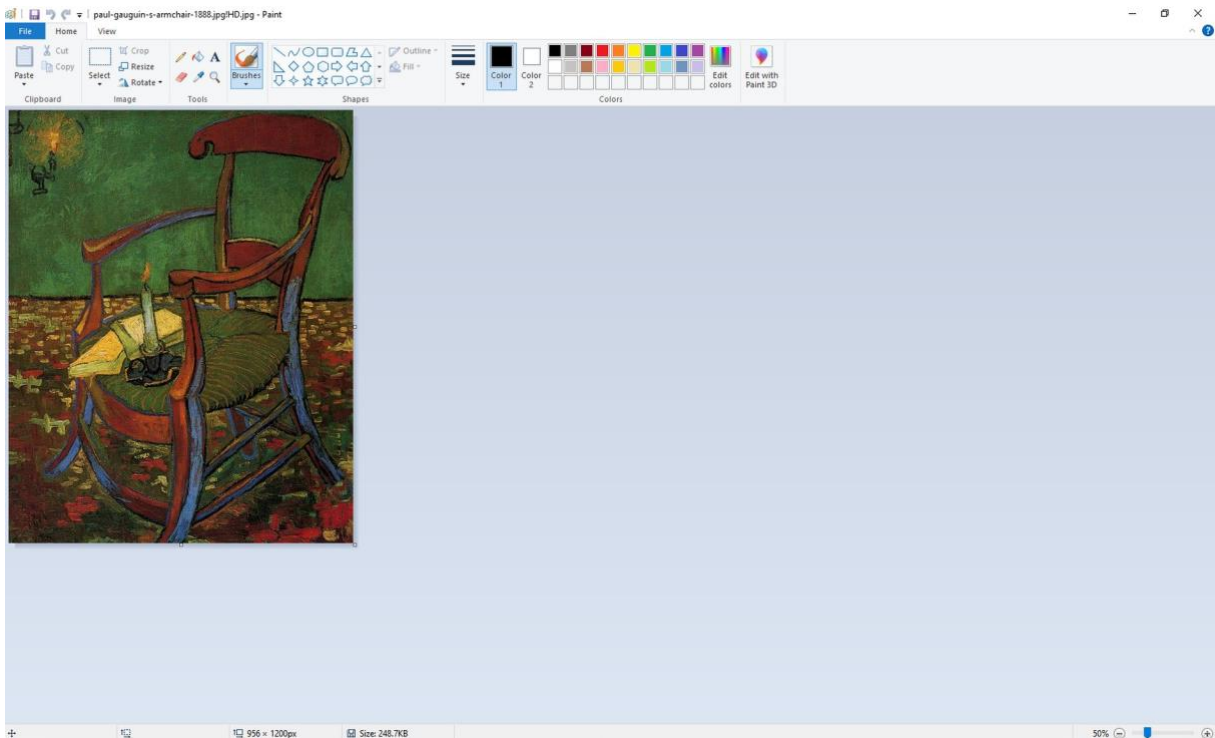
For more detailed information regarding copyrights please refer to creativecommons.org. Keep in mind that different rules apply in different countries.

Following the research is the proper use of the image in your project. Often there is the need to edit the image. By editing we mean the basic edits like crop and resize. To achieve these two basic edits we can use a plethora of
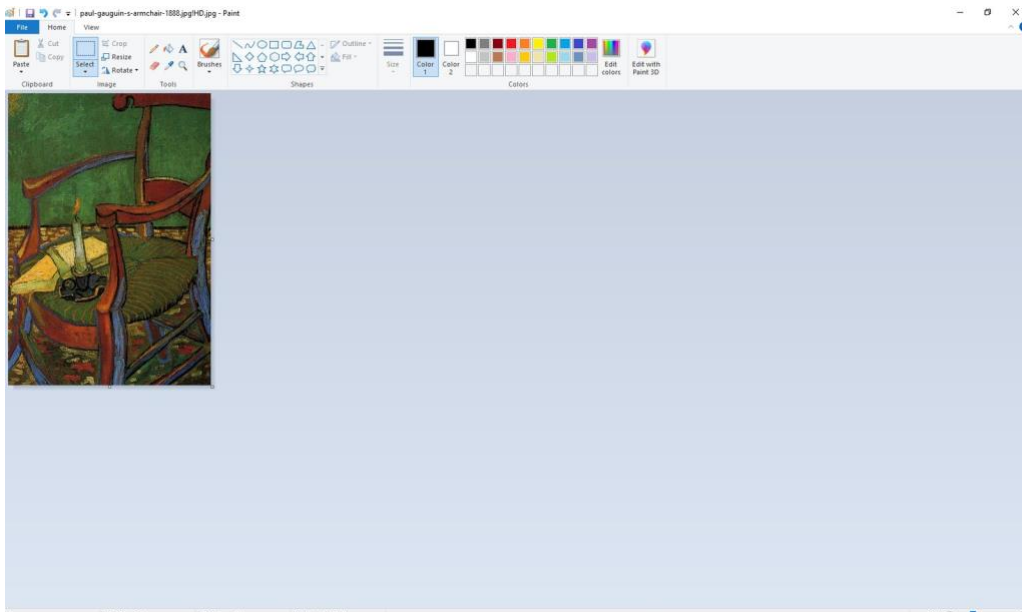
tools, installed in our computers or online. In our computers we can use basic tools installed like MS Paint or Photos (for Windows) and Photos in OS. Both platforms and their respected tools offer tools to the user to make basic edits and advanced.

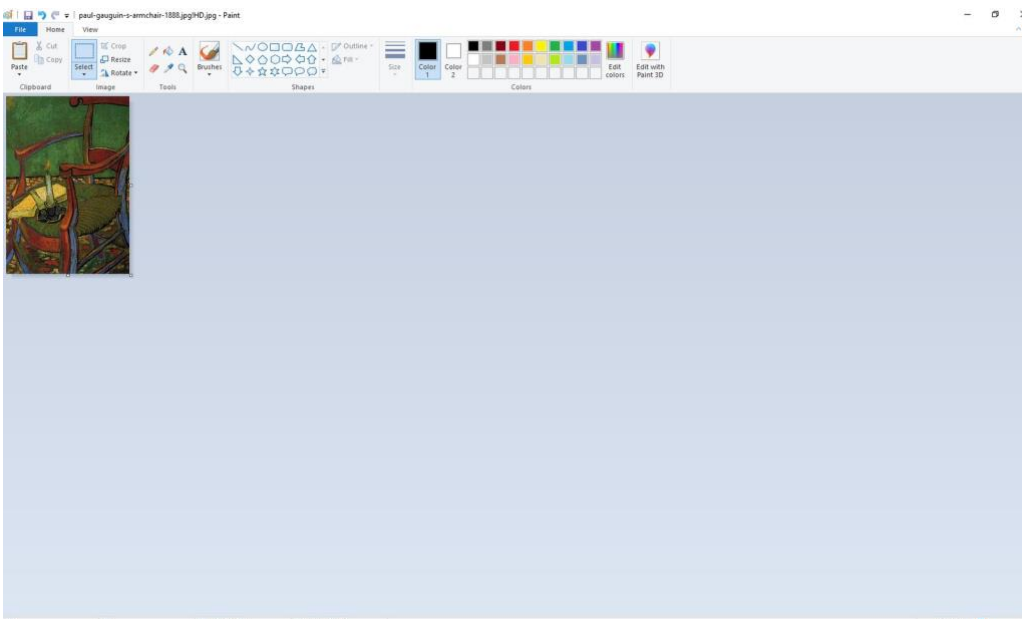In MS Paint is straightforward. Open the picture in the program.

Change the zoom by the slider on the bottom right of the screen to be able to see the picture. The tools are basic and easy to understand. If you want to crop a part of the image, just select the part that you want to keep.

Select the "Select" tool and make a rectangle selection of the area you want to keep. Then click the "Crop" button and the chosen area of the photo will be visible, while the rest of the photo is deleted/cropped.

To change the size of the image just click the "Resize" button and change the size as needed. Keep in mind that best practice is to change the size to lower sizes and not to bigger in order to avoid pixelation.
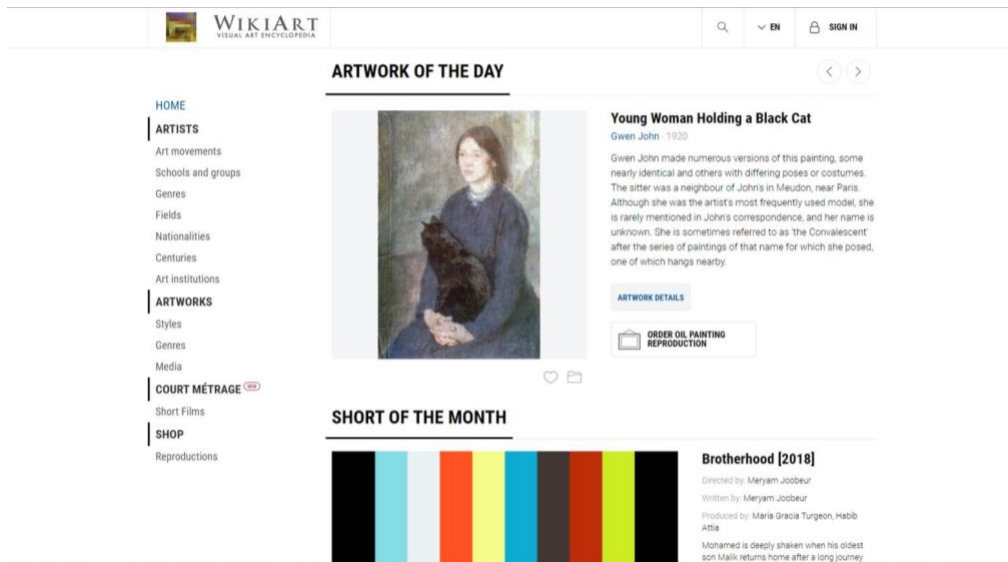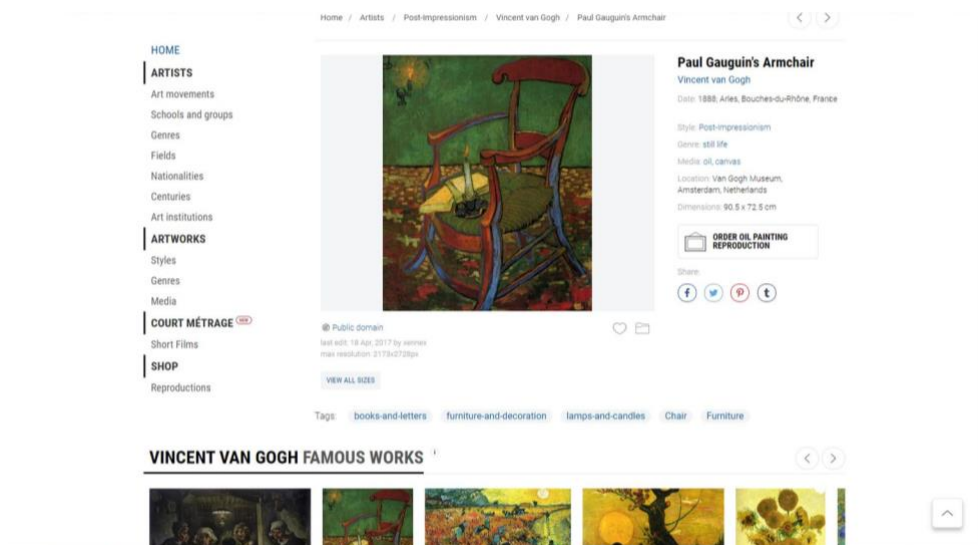

Practical examples and inspiration

A good example is the wikiart website. WikiArt already features some 250.000 artworks by 3.000 artists, localized on 8 languages. These artworks are in museums, universities, town halls, and other civic buildings of more than 100

countries. Most of this art is not on public view. WikiArt presents both public domain and copyright protected artworks. The latter are showcased in accordance with fair use principle: as historically significant artworks, as used for informational and educational purposes, as readily available on the internet, as low resolution copies unsuitable for commercial use.

On the left there is a menu from where you can search for the artwork that you need by using filters to make your search easier.

In the page of the selected art you can see in a synoptic view all the info regarding the image. Copyright, sizes, style, media, date of creation etc.

Additional resources

[Old book illustrations](#)	Repository of old illustrations
[Pixabay](#)	Website for free photos
[Gallica](#)	One of the major digital libraries available for free via the Internet. It provides access to any type of document: printed documents (books, press and magazines) in image and text mode, manuscripts, sound and iconographic documents, maps and plans
[Image Select](#)	Stock Photos & Royalty Free Images
[Paris Musées](#)	A public institution that has incorporated in the same entity the 14 City of Paris Museums
[National Gallery of Art](#)	A national art museum in Washington, D.C., United States
[Unsplash.com](#)	Website for free photos
[Vector.Me](#)	Free Vectors and Illustrations
[Europeana](#)	A web portal created by the European Union containing digitised cultural heritage collections of more than 3,000 institutions across Europe
[Wikiart](#)	An online, user-editable visual art encyclopedia
[Wikipedia](#)	A free online encyclopedia, created and edited by volunteers around the world and hosted by the Wikimedia Foundation
[Van Gogh Museum d'Amsterdam](#)	Website for the Van Gogh museum in Amsterdam with his works

[Artstor](#)	A non-profit organization that builds and distributes the Digital Library, an online resource of more than 2.5 million images in the arts, architecture, humanities, and sciences
[Biblissima](#)	An Observatory for Medieval and Renaissance Written Cultural Heritage in the Middle Ages and the Early Modern period
[The Water Colour World](#)	A free online database of documentary watercolours painted before 1900
[Archives nationales de France](#)	National archives of France
[Google Arts & Culture](#)	An online platform of high-resolution images and videos of artworks and cultural artifacts from partner cultural organizations throughout the world
[Creative commons](#)	An American non-profit organization and international network devoted to educational access and expanding the range of creative works available for others to build upon legally and to share