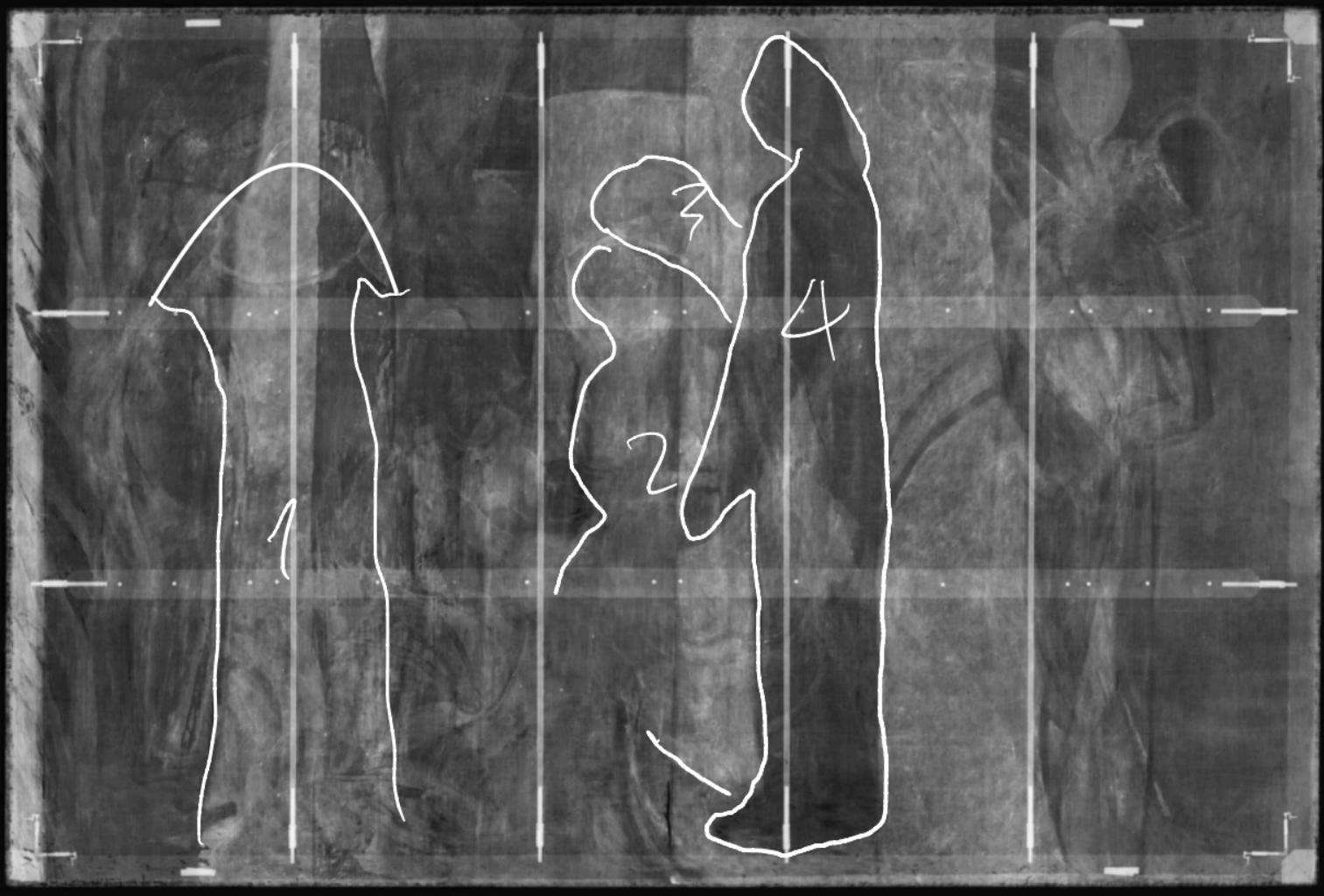
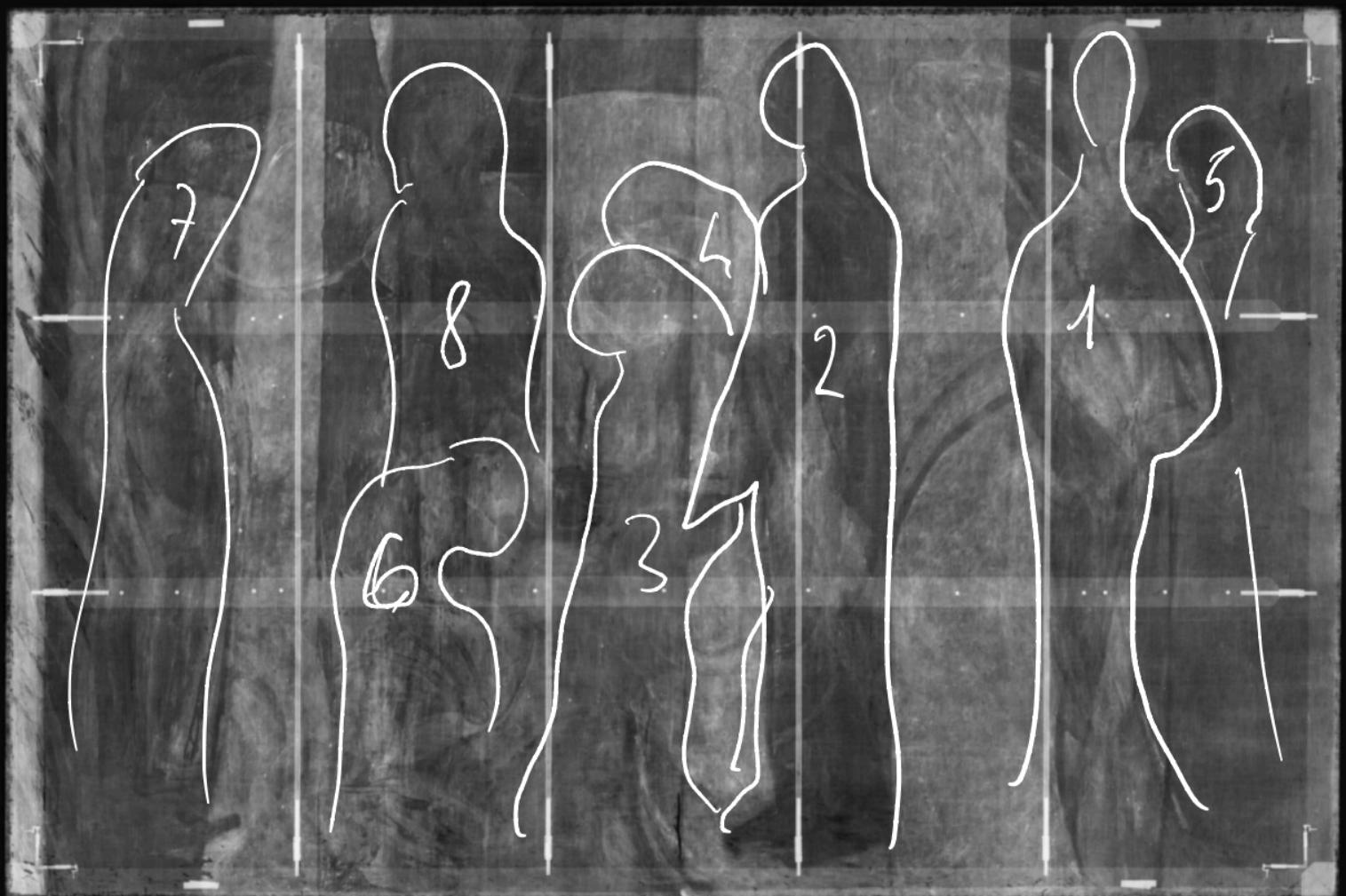
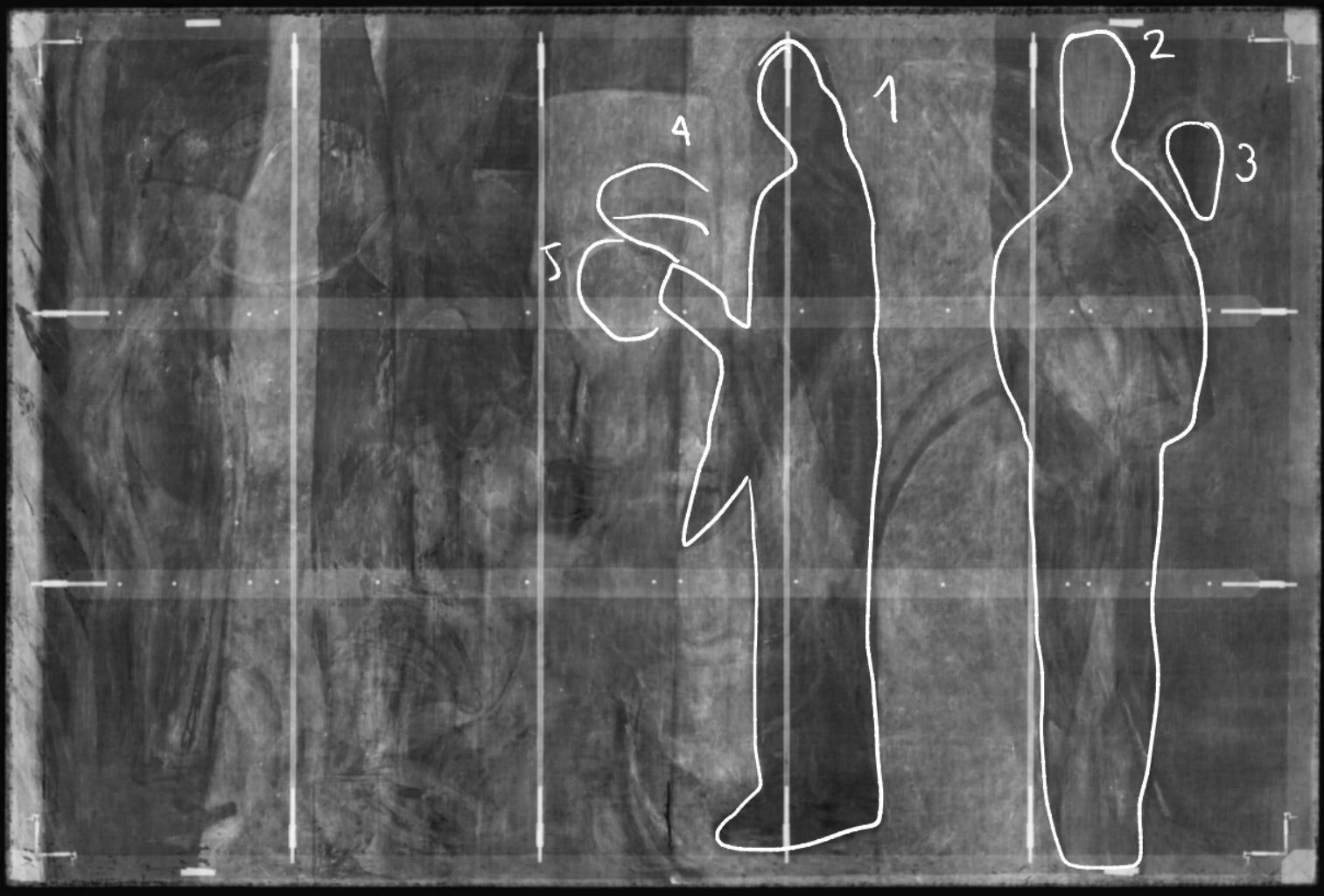


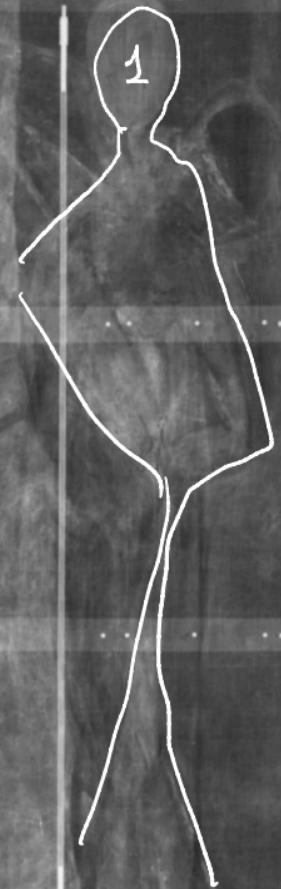
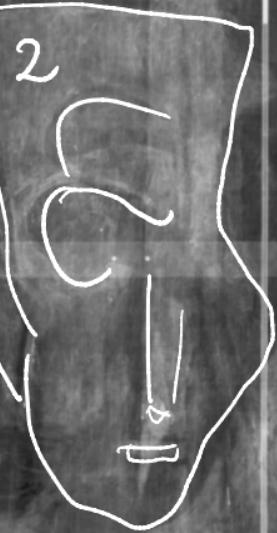


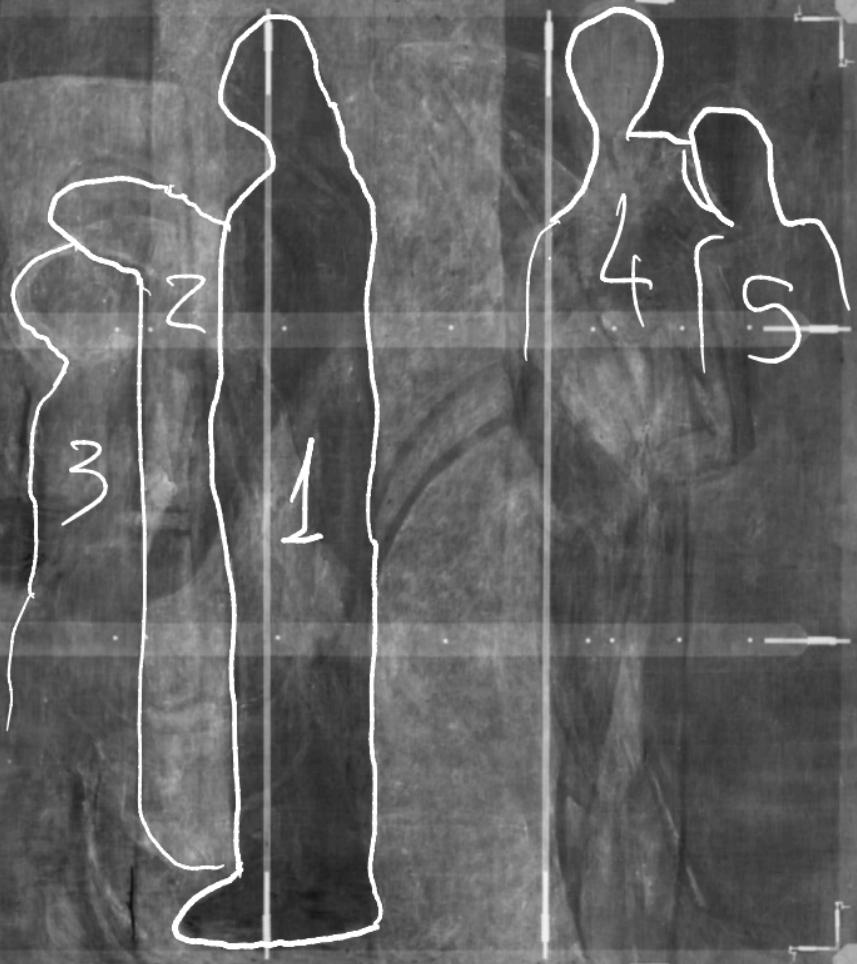
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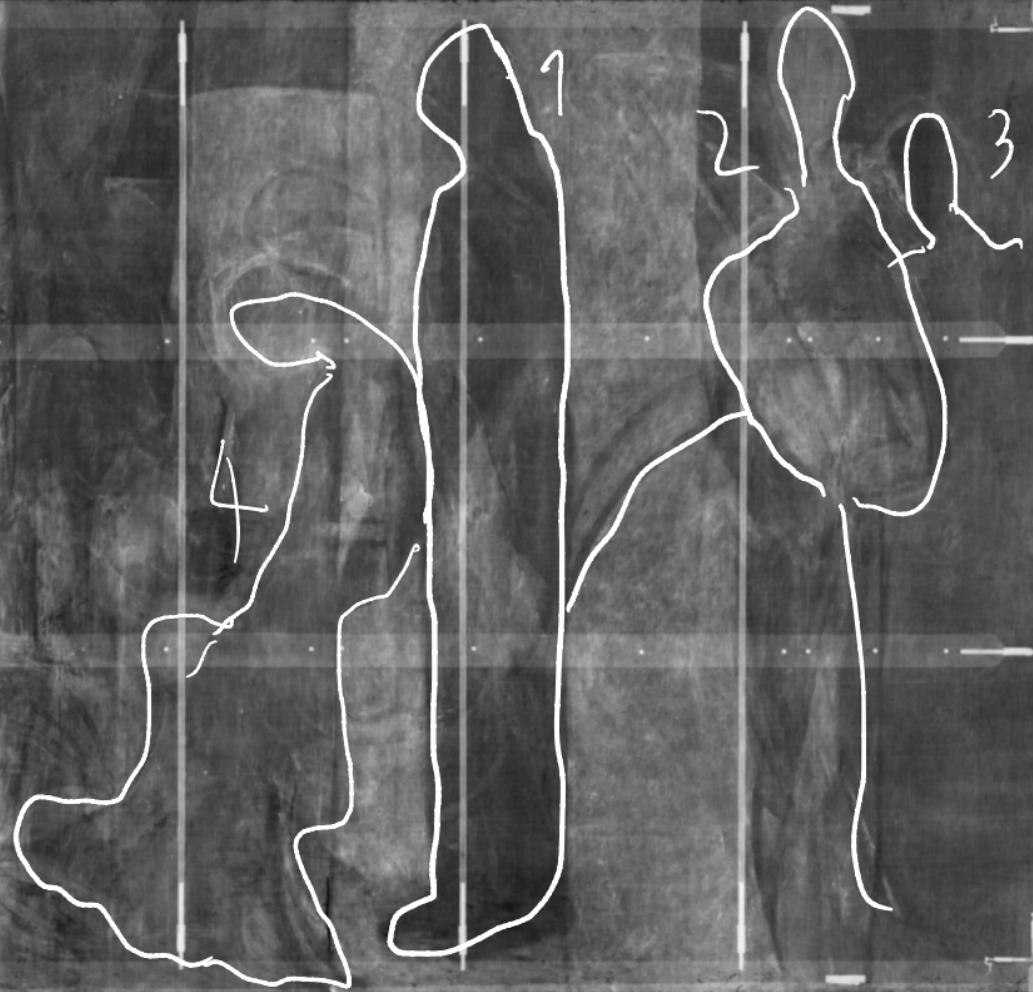


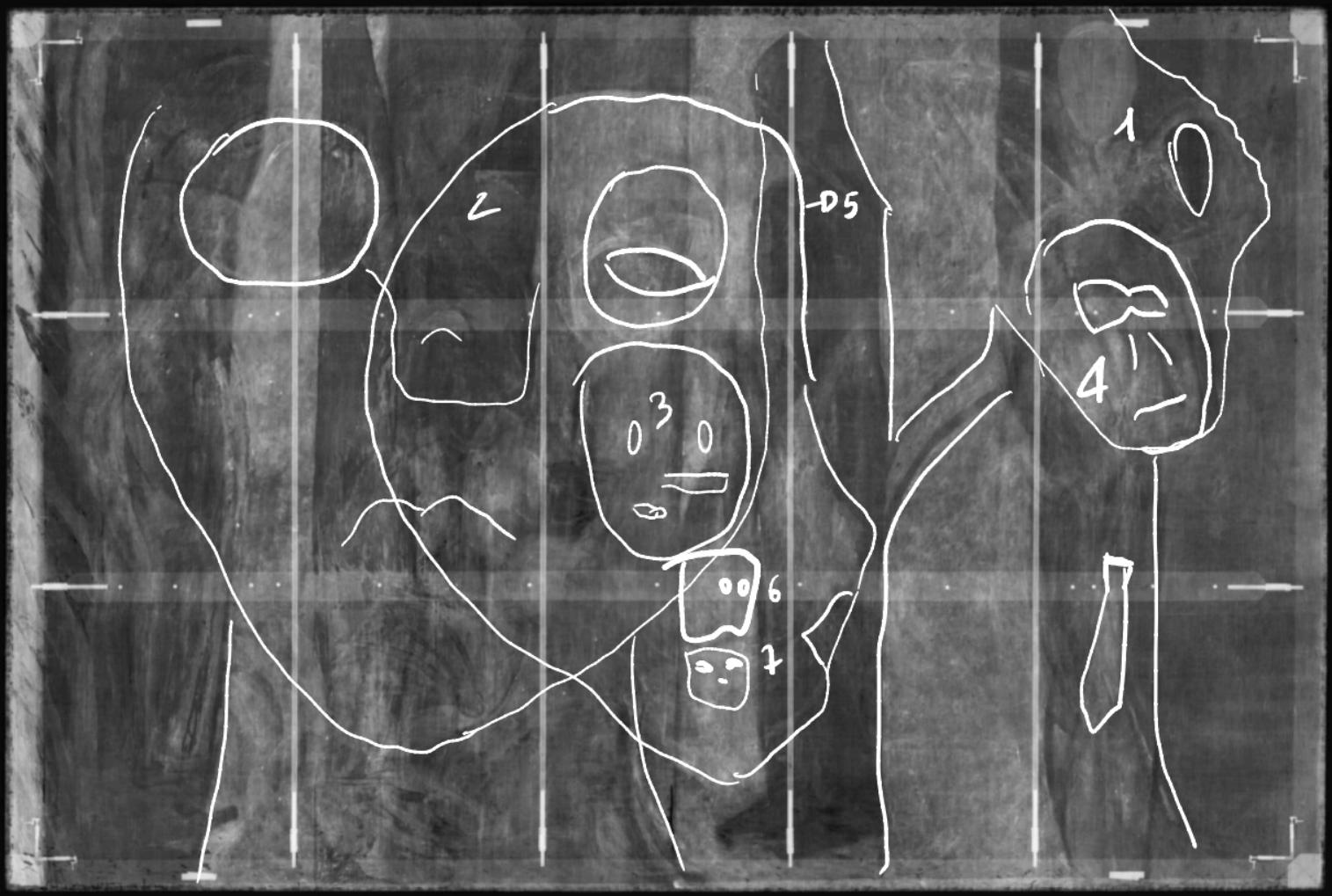


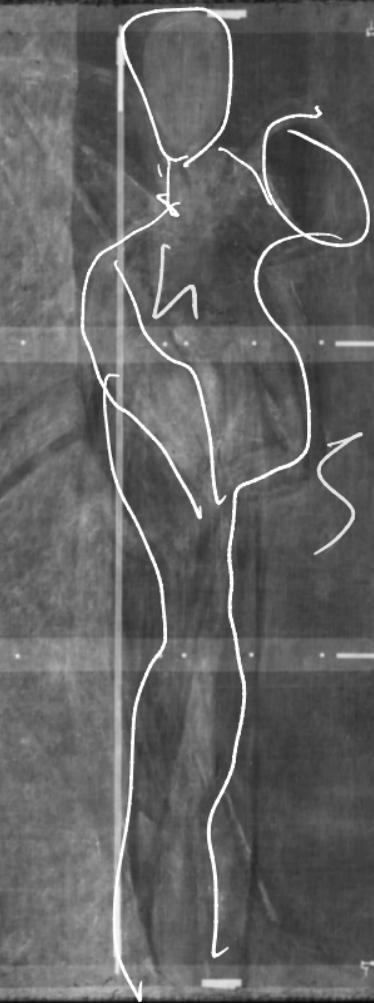
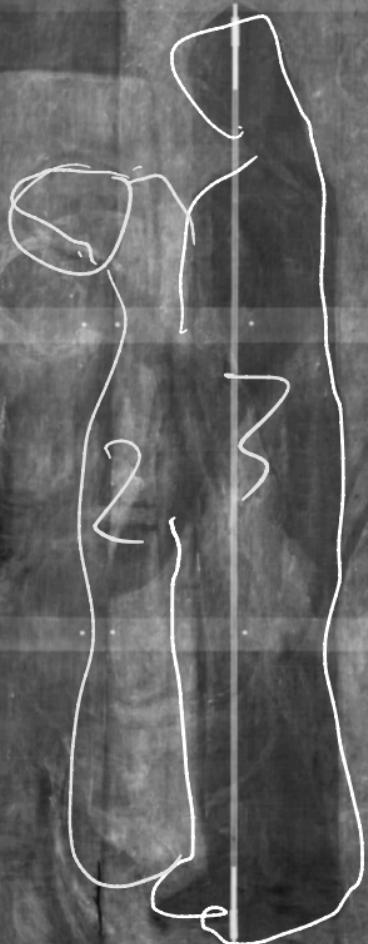


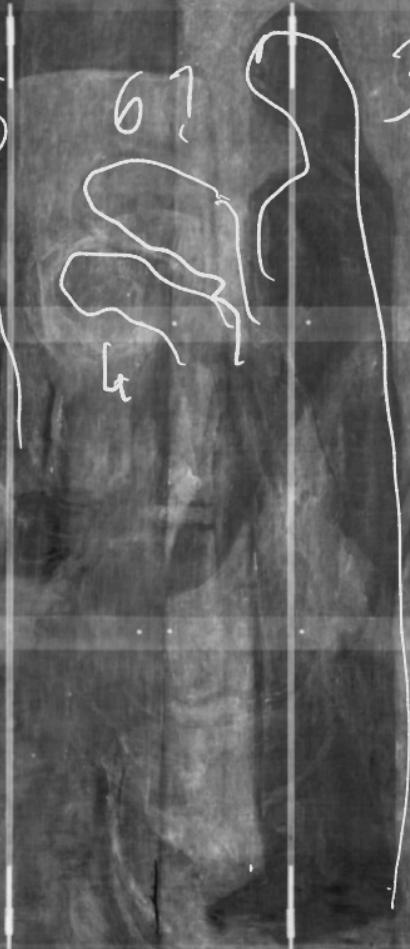


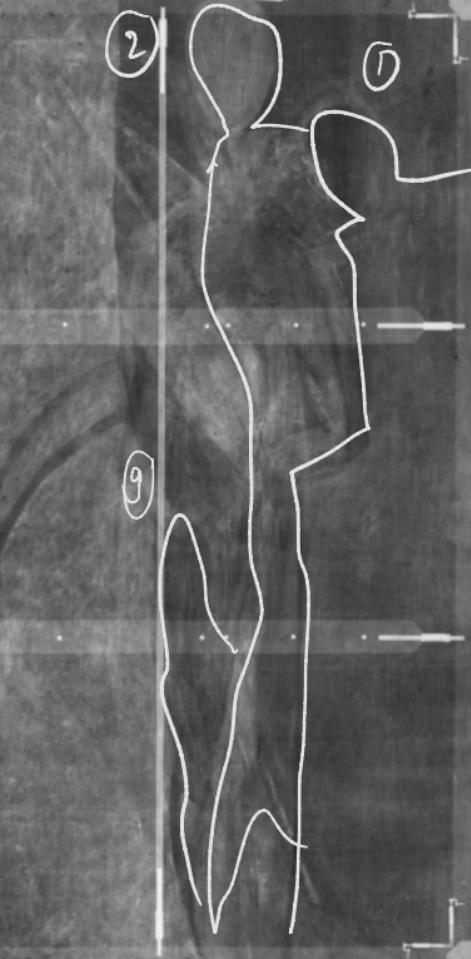
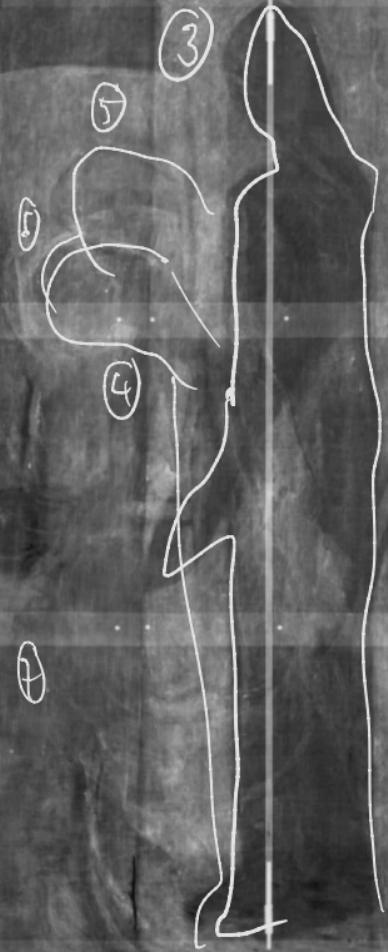


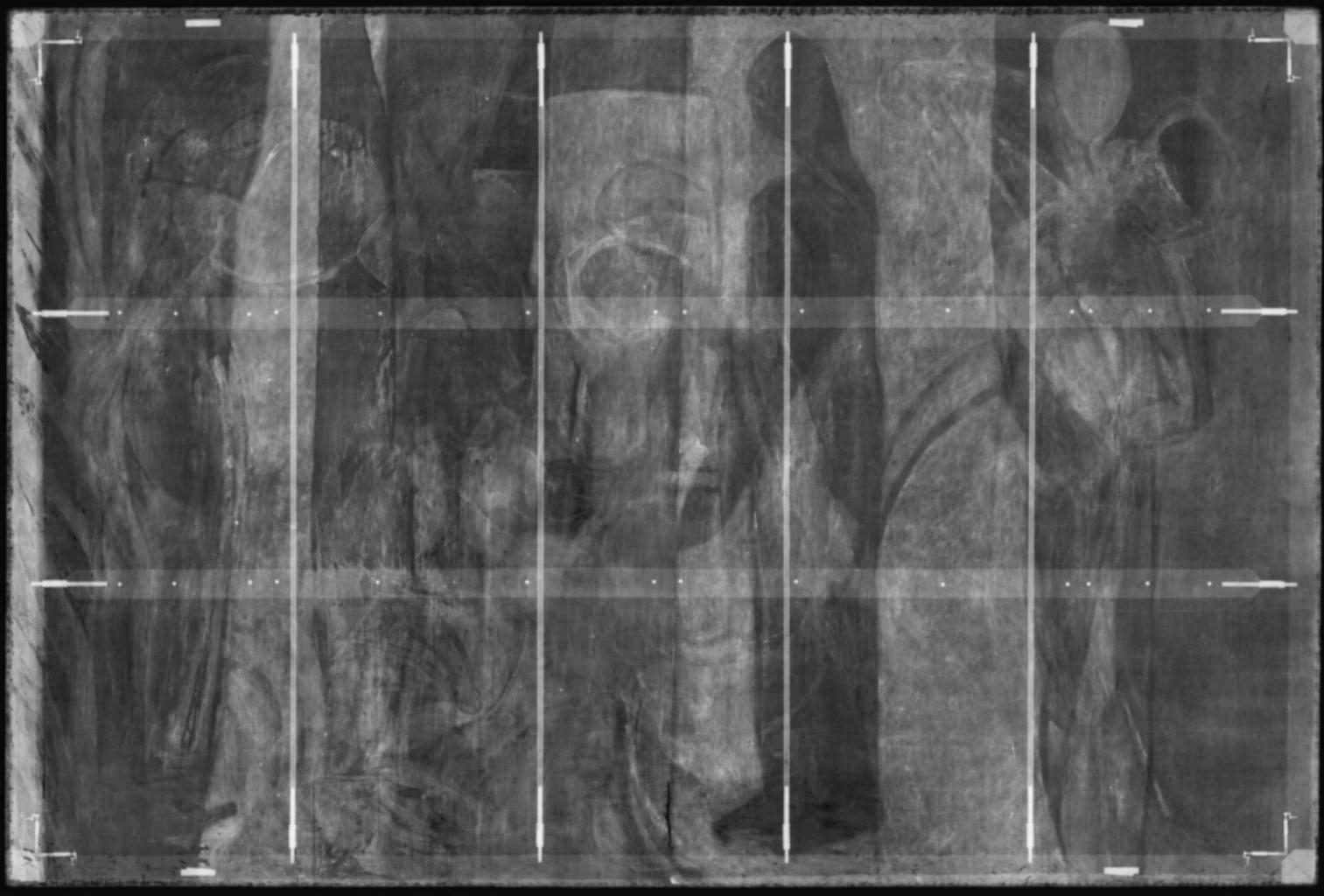




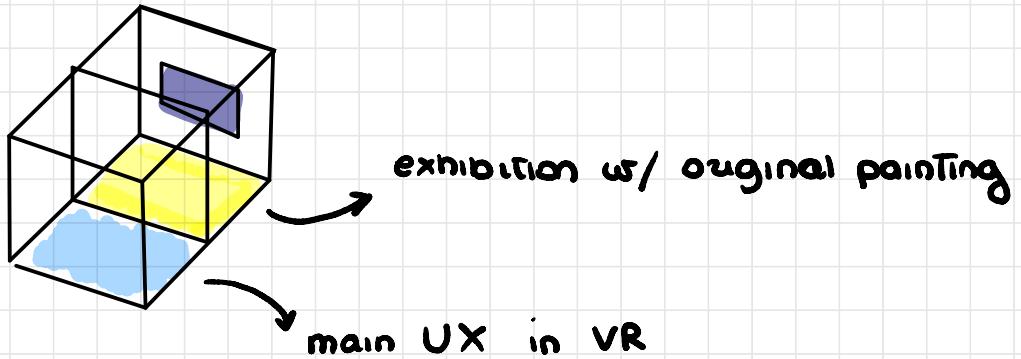








Draft of UX



- immersive reproduction of Matisse's atelier
- identify images and paint with colors of canvas (paint in VR)
- creation of a gallery of interpretation



- expectation > Semir and Michelangelo
- sense of core mediated by personal interpretation
- active participation of the user