

Virtual Museum BRD:

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Introduction

Executive Summary

virtual museum is an online museum for historical art work and recent art work , that users can visit the museum section and got to choose how the art is sorted either by era, or artist, or art type or the user can visit the auction and purchasing section only if they signed in and then they got to like, comment, purchase, auction, or just navigate through the sorted or un-sorted recent art work, and be a part of community.

Document Overview

This document introduces virtual museum product study plan. It introduces general description, technical description, development plan, operation plan, cost analysis and marketing study.

Business Objectives

- Offer cheap and reachable online museum visits.
- Offer huge bank of art.
- Offer effective way to display, sell, buy, and auction art work.
- Offer free and self-growing service to everyone.

Back ground:

Introduction [1][2][3]

There is a quote by Saint Augustine, which goes “The world is a book, and those who do not travel read only one page”. Visiting other countries, watching documentaries about them, or even just reading about them can help build acceptance of the diverseness of the world. Between all of the religions, races, languages and etiquette, it is sometimes hard to be accepting of things and people that are different, but if you learn more about the how and why that each country became the way that they are, you

can learn to accept rather than judge what makes them different. Art and culture at their very core serve as some of the most significant, dynamic, participation, and social influences of human behavior and interaction. When put together, they have the ability to generate empathy, stir up dialogue, induce reflection and charter new relationships and ideas. Throughout my research I have found that art is a tool to preserve our perspective; Art is not to preserve the world as it is, but to preserve our perspective on the world at any one particular time. I believe that art is a subjective take on how the artist in particular views society and that answers my question. Because that's is why we look back on artists from different generations, although some of the art may not be historically accurate, older art carries an accurate perception of what it was like to live back in the time from whenever the art was produced. That is how art reflects society.

historical art eras [4][5]

1- (> 500 B.C) Ancient art:

Ancient art refers to the many types of art produced by the advanced cultures of ancient societies with some form of writing, such as those of ancient China, India, Mesopotamia, Persia, Palestine, Egypt, Greece, and Rome.

2- (500-1550 B.C) Medieval art:

The **medieval art** of the Western world covers a vast scope of time and place, over 1000 years of art in Europe, and at times the Middle East and North Africa. It includes major art movements and periods, national and regional art, genres, revivals, the artists crafts, and the artists themselves.

3- (1400-1600 B.C) Renaissance art:

Renaissance art is the painting, sculpture and decorative arts of the period of European history, emerging as a distinct style in Italy in about 1400, in parallel with developments which occurred in philosophy, literature, music, and science. Renaissance art, perceived as the noblest of ancient traditions, took as its foundation the art of Classical antiquity, but transformed that tradition by absorbing recent developments in the art of Northern Europe and by applying contemporary scientific knowledge.

4- (1720-1760 B.C) Rococo art:

rococo, or "Late Baroque", was a highly ornamental and theatrical style of decoration which combined asymmetry, scrolling curves, gilding, white and pastel colors, sculpted molding, and trompe l'oeil frescoes to create the illusions of surprise, motion and drama. It first appeared in France and Italy in the 1730s and

spread to Central Europe in the 1750s and 1760s. It is often described as the final expression of the Baroque movement.

5- (1760-1830 B.C) Neoclassical art:

European Neoclassicism in the visual arts began c. 1760 in opposition to the then-dominant Rococo style. Rococo architecture emphasizes grace, ornamentation and asymmetry; Neoclassical architecture is based on the principles of simplicity and symmetry, which were seen as virtues of the arts of Rome and Ancient Greece

6- (1800-1850 B.C) Romanticism:

Romanticism was characterized by its emphasis on emotion and individualism as well as glorification of all the past and nature, preferring the medieval rather than the classical.

7- (1800's B.C) Academic art:

academic art is the art and artists influenced by the standards of the French Académie des Beaux-Arts, which was practiced under the movements of Neoclassicism and Romanticism.

8- (1840-1870 B.C) Realism:

Realism revolted against the exotic subject matter and the exaggerated emotionalism and drama of the Romantic movement. Instead, it sought to portray real and typical contemporary people and situations with truth and accuracy, and not avoiding unpleasant or sordid aspects of life.

9- (1870-1900 B.C) Impressionism:

Impressionism is a 19th-century art movement characterized by relatively small, thin, yet visible brush strokes, open composition, emphasis on accurate depiction of light in its changing qualities (often accentuating the effects of the passage of time), ordinary subject matter, inclusion of *movement* as a crucial element of human perception and experience, and unusual visual angles.

10- (1905-1910 B.C) Fauvism:

The paintings of the Fauves were characterized by seemingly wild brush work and strident colors, while their subject matter had a high degree of simplification and abstraction.

11- (1905-1952 B.C) Expressionism:

Its typical trait is to present the world solely from a subjective perspective, distorting it radically for emotional effect in order to evoke moods or ideas.

12- (1909-1918 B.C) Futurism:

Futurism (Italian: Futurismo) was an artistic and social movement that originated in Italy in the early 20th century. It emphasized speed, technology, youth, violence, and objects such as the car, the airplane, and the industrial city.

13- (>1910 B.C) Abstract art:

Abstract art uses a visual language of shape, form, color and line to create a composition which may exist with a degree of independence from visual references in the world.

14- (1915-1945 B.C) Precisionism:

The Precisionist style, which first emerged after World War I and was at the height of its popularity during the 1920s and early 1930s, celebrated the new American landscape of skyscrapers, bridges, and factories in a form that has also been called "Cubist-Realism.

15- (1920's B.C) Surrealism:

Artists painted unnerving, illogical scenes with photographic precision, created strange creatures from everyday objects, and developed painting techniques that allowed the unconscious to express itself. Its aim was to "resolve the previously contradictory conditions of dream and reality into an absolute reality, a super-reality".

16- (1920-1935 B.C) Art deco:

Art Deco, sometimes referred to as Deco, is a style of visual arts, architecture and design that first appeared in France just before World War I. Art Deco influenced the design of buildings, furniture, jewelry, fashion, cars, movie theatres, trains, ocean liners, and everyday objects such as radios and vacuum cleaners.

17- (1950-1960 B.C) Pop art:

Pop art is an art movement that emerged in Britain and the United States during the mid- to late-1950s. The movement presented a challenge to traditions of fine art by including imagery from popular and mass culture, such as advertising, comic books and mundane cultural objects.

System Description

The Online Museum

It's the place where you can discover millions of art works and monuments from all over the world, every museum will have the ability to show their content, artists and amateurs can show their artworks, viewers can enjoy artworks and can buy replica and bid for artists' works.

Showing:

The system offers to museums and governments the ability to show their monuments and arts, add the historical background about and update any info about it; artists and amateurs also can show their arts like it is an exhibit for them.

Viewing:

Viewers can see the any monument and art and search them with many factors.

Buying:

Artists can sell can put their works in Auction and viewers can bid for it, viewers can buy gifts and replicas from museums' giftshops.

System Architecture

The system consists of these modules:

Storage

Core storage for the museums data and users uploaded works

Data Processing

Responsible on providing all data related like arts photos, information and prices for selling items.

Data Analytics

Study all data and produce useful result helps for sorting and organize items with their info and prices.

Indexing

This module is responsible on indexing textual contents to allow internal full text search queries. Full text search is used by final users to find certain contents.

Museums Area

This module provides museum representative with all the tools to add the data to the system like multimedia and photos of the art-piece and all the info he needs to add.

User Area

Give the user the ability to search for the needed art with high accuracy and upload his work if he is an artist and all the data he needs to add.

System Features

Appreciate Arts Online

User can easily get access to and appreciate the wonder of arts from around the world. The site will mostly show paintings, sculptures and literature or anything that considered to be art in any place at any era.

User will have the ability to check the creator of certain arts, the year it was made in. and a brief of all that is related to it. The user can check arts from a certain year or era, Or check arts related to a specific country or culture. The site will also enable the users to follow the work of certain artists as well.

Auction System

Artists can reach for the site to auction their arts for a certain fee. The artist will provide the auctioned art of course, the starting price also called the “opening bid” and it’s the

amount suggested by the auctioneer to open the bidding, the minimum bid also called the “reserve price”, the minimum increasing of the bid and the amount of time it will be auctioned for. The starting bid can be less than the minimum bid, but the item cannot be sold until it reaches the minimum bid.

The user will be able to see the auctioned art and its description and everything about it. And he can either bid with the least amount of bid increasing or just write the amount he wants to bid for. And then will contact the site and choose the preferable way to get hold of the art.

Purchasing Arts

There will be section on the site for purchasing arts either provided from artists with a fixed price or a replica of famous arts. Users can use this section as well to get contact with artists that they admired their work, so they can ask them about personal needs like self-portraits or sculptures.... This section will also be working as a gift shop which will be selling some artifacts, figurines and items related to art from around the world.

Community Section

There will also a section for the community which you can show any related art items which you possess or just seen in your city or country for the people to admire and you can optionally provide some description about the art and where people can be able to see it in real life.

User Management

Users must register to the system before they can purchase, participate in any of the auctions or upload stuff to the community section. And provide some basic information about themselves.

Contents Monitoring and Filtration Mechanism

Team

Team	Role	#
Management Team	Project Manager	1
Development Team	Team Leader	1
	Web Developers (Front-End)	4
	Web Developers (Back-End)	1

Tools

The system will be developed using open source tools, languages and servers

Operation	Tool
Source Control and Versioning	GitHub/Git
Tasks and Issues Tracking	GitHub
Database	MySQL & MongoDB.
Programming Languages	JavaScript (Angular) - PHP(Laravel)

Operating System	Windows
Documents	Google Docs

Infrastructure

Personal computers only and good internet connection.

Assumptions

- The system depends on Good internet connection for users.
- The system database depends partially on user's contribution.
- Users should approve to give the copyright to their art.

References

- [1]URL: <https://www.theodysseyonline.com/reasons-learn-cultures>
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- [3] URL: <https://prezi.com/-xwscmd0cn5v/how-does-art-reflect-society/>
- [4] URL: <https://www.wikipedia.org/>
- [5] URL: <https://www.identifythisart.com/timeline-of-art-history/>