

Art Gallery with E-Commerce (Artquarium.com)

A project presentation submitted in partial fulfilment of requirements for the degree of
BACHELOR OF ENGINEERING IN COMPUTER SCIENCE AND ENGINEERING

By

Karthik K
1KS18CS028

Avinash Prasad
1KS18CS008

Kavita Chaudhary
1KS18CS029

Shewani Chib
1KS18CS124

Under the Guidance Of

Mrs. Geetha R.



Department of Computer Science and Engineering
K.S. Institute of Technology, BENGALURU-560109

(Affiliated to VTU, Belagavi & Approved by AICTE, New Delhi, **Accredited by NAAC & IEI**)

OVERVIEW

ØOur project mainly focuses on

- Promoting the traditional Art-Work
- Buying and selling of masterpiece
- Description about art and its origin
- Locating nearby Art Shops.

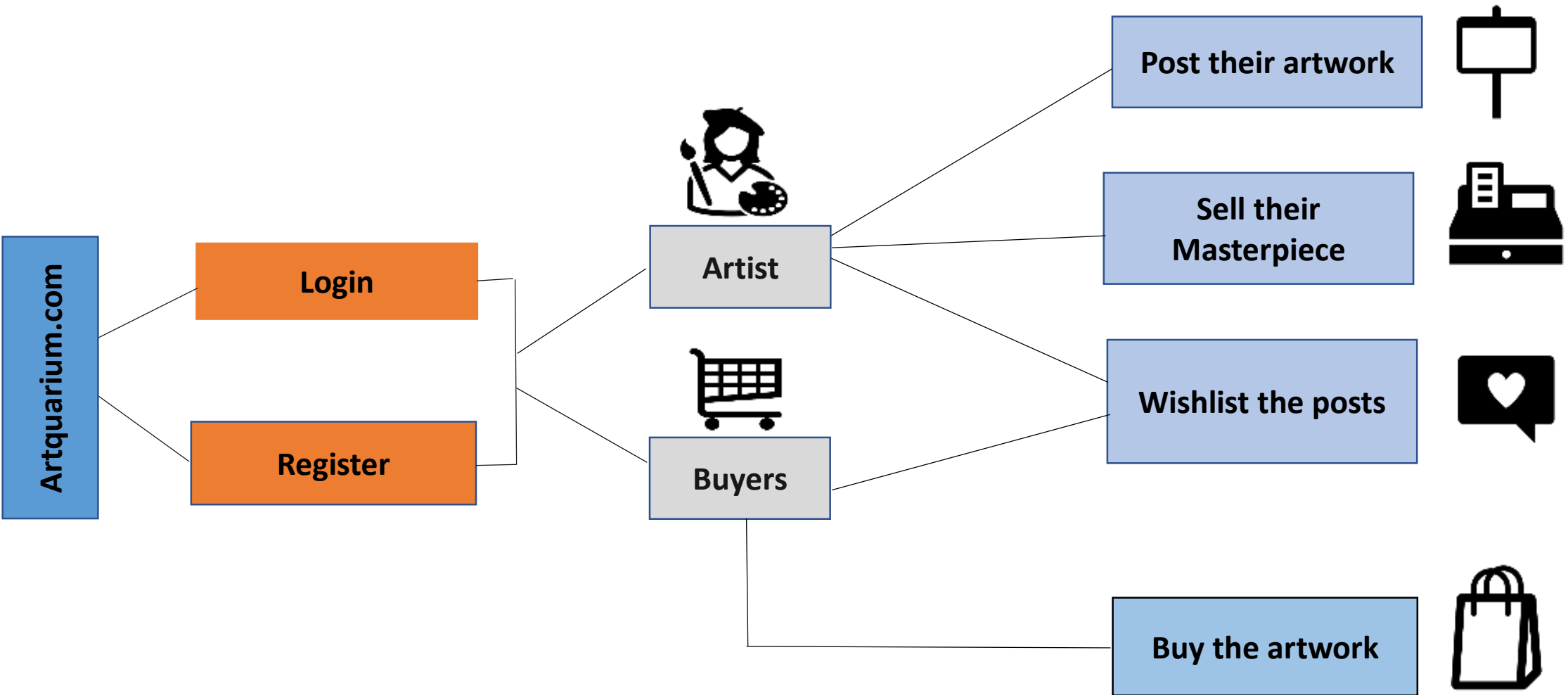
ØAssistance from Chatbot

Ø2 Factor authentication for payments.

ØSSL Certificate and Firewalls are used to provide security

ØThis platform helps in connecting artist to people to showcase their talent in artwork and gain recognition.





PROJECT GOALS

To provide a platform where artist can showcase their Artwork and help them in gaining credibility.

It helps art vendors to sell their artwork from the comfort of home through internet.

It provides information of different traditional Arts like paintings, sculptures, crafting etc. For particular state.

PROJECT APPLICATION



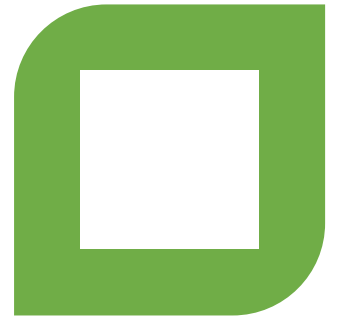
MULTI-WAY INTERACTION CAN
BE DONE



PROMOTING THE ARTWORK



LOCATING THE NEARBY ART
SHOPS



ENCOURAGING THE GROWTH
OF INDIAN ART AND CULTURE
ON DIGITAL PLATFORM.

REQUIREMENTS SPECIFICATION

Hardware Requirements:

- Processor: Intel's i5 7th Gen or above (quad core is required)
- Hard disk: 20GB min (50GB is required)
- Memory: 4GB min (8GB is required)

Software Requirements:

- Client-side technologies: HTML, CSS, Bootstrap, JavaScript
- Server-side technologies: PHP, JavaScript, Python
- Database: SQL Database
- Web Browser: Chrome/Firefox
- Editor: Visual Studio Code
- Operating System: MS-Windows (7/8/9/10/11)/Linux (Any)/macOS (Sierra/Mojave)

REFERENCES

- Alexandra Fernandes and Luís U. Afonso “Online Sales and Business Model Innovation in Art Markets” , Instituto Universitário de Lisboa (ISCTE-IUL), Business Research Unit (BRU-IUL), Avenida das Forças Armadas, 1649-026 Lisboa, Portugal
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THANK YOU