



EduCraft: **AI AND ART**

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03 Technique & Workflow

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01 Introduction

User Story



Shi-Hua (世華) is a museum exhibition researcher at NPM (國立故宮博物院).

She has to:



propose 2~4 exhibitions
projects every year.



work on her own
research topic.



impossible to be
familiar with all artworks



HOLDING AN EXHIBITION IS NEVER EASY & TIME CONSUMING...

Idea Generation

Staffing Exhibition Projects

Overall Organization

**Exhibition Selection Criteria
and Approval Process**

Project
Management

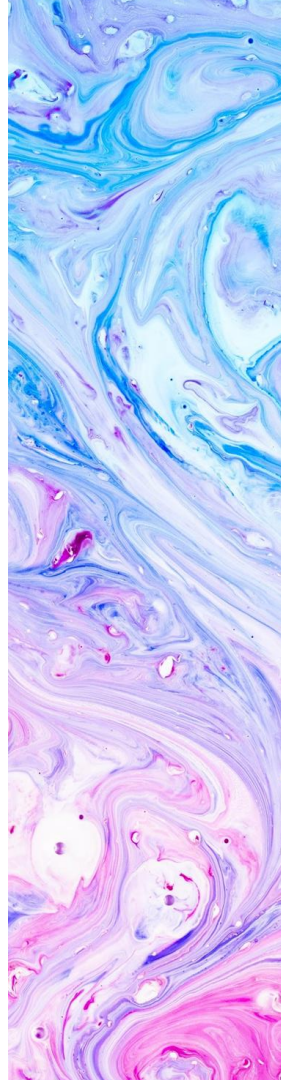


**There are more Curators like
Shi-Hua (世華)...**



CASE STUDY-NPM(故宫)

- The NPM has nearly **700,000** artifacts.
- With a collection of this size, only **1%** of the collection is exhibited at any given time.
- **Impossible** to be familiar with every art crafts in anyone's lifetime.
- An exhibition is planned about **1~2 years** earlier.
- A researcher usually has to deal with **1~2 exhibition** planning simultaneously, except special exhibition and collaboration.
- **Not familiar** with all exhibition topic/artcrafts.



02 Problem & Solution

Target Audience and their Problems • Our Solution



Target Audience and their Problems

- Target Audience
 - Curators (museum exhibition organizer)
- Problem
 - no time to glance through every artworks
 - similar artworks recommendation?
 - might not be familiar with every artworks
 - a technology that recognise its chronology according to artstyle



Solution



user upload the
picture of artcrafts



Museum open data



ML model predicts
Chinese Chronology

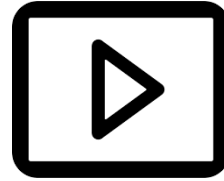


recommend related
artcrafts

Business Model



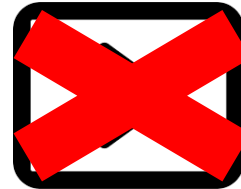
Using free app
(limited images upload)



Put commercial ad



Subscribing EduCraft premium
(Unlimited images upload)



NO commercial ad



Profit !

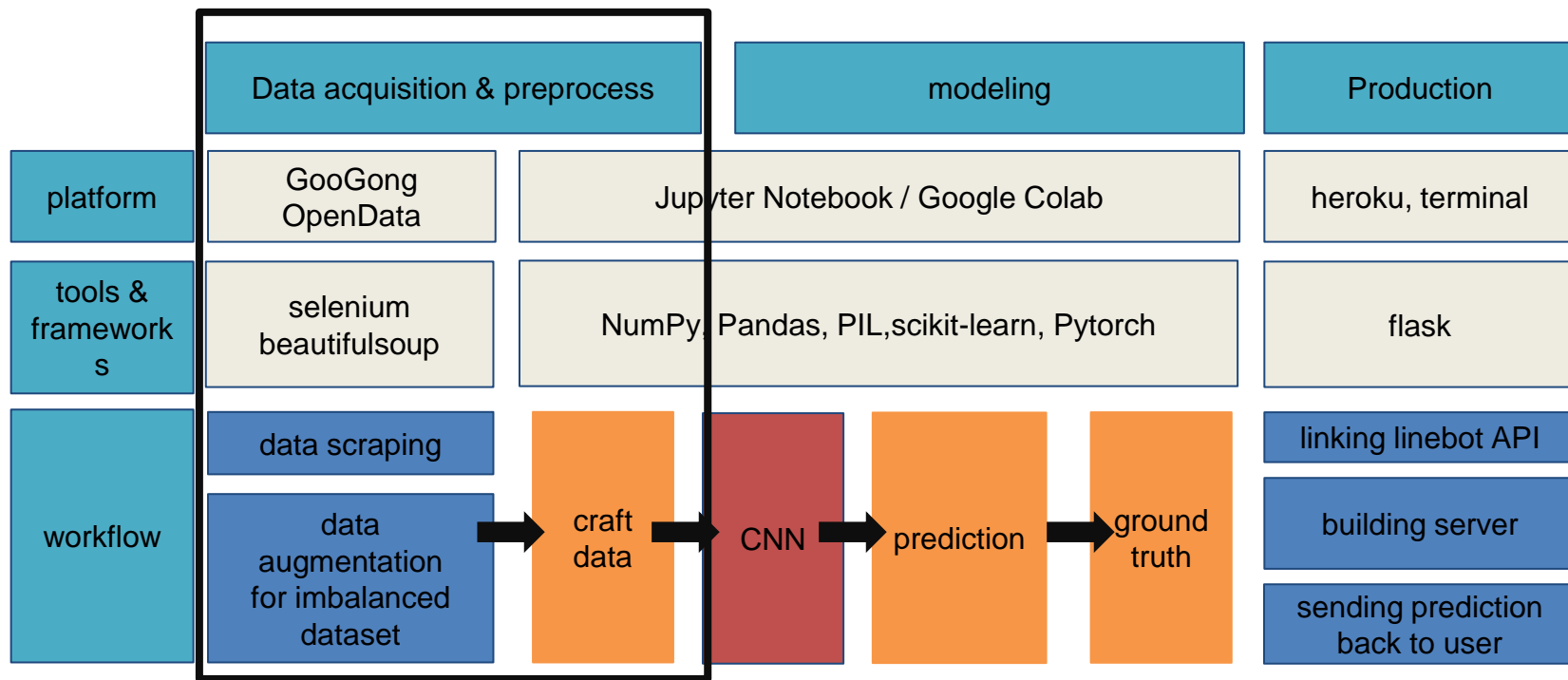
03 Technique & Workflow

資料取得與前處理。資料建模。產品平台上架



開發流程

Basic Workflow



Data Scrapping



精選圖像下載

依朝代

全部

新石器時代

商

西周

東周

春秋

戰國

秦

漢

西漢

新

東漢

魏晉南北朝

隋

唐

五代十國

宋

北宋

金

南宋

元

明

清

民國

時代不詳

依類別

全部

未分類 (989)

銅器 (2137)

陶瓷器 (5009)

玉器 (3649)

漆器 (263)

琺瑯器 (1232)

雕刻 (355)

文具 (802)

錢幣 (0)

雜項 (1879)

織品 (0)

繪畫 (2890)

法書 (919)

法帖 (190)

絲繡 (154)

成扇 (203)

拓片 (0)

善本書籍 (235)

檔案文獻 (2)

關鍵字

請輸入關鍵字

搜尋

AI AND ART

Data Scrapping



清 嘉慶 青花鳳凰紋盤

高3.6公分 口徑16.5公分 底徑9.5公分



清 嘉慶 青花鳳凰紋盤

高3.6公分 口徑16.5公分 底徑9.5公分



元-明 玉劍璲

長8.08公分 寬2.9公分



元-明 玉劍璲

長8.08公分 寬2.9公分



清 玉磬形佩

全高1.9公分 最長4.14公分



明至清 玉扳指

全高2公分 最長3.86公分

Data Scrapping



清 嘉慶 青花鳳凰紋盤

文物圖檔編號：K1B002835N000000000PAD

類別：陶瓷器

典藏尺寸：高3.5公分 口徑16.5公分 底徑9.7公分

功能：盛裝器

質材：礦物/陶瓷/

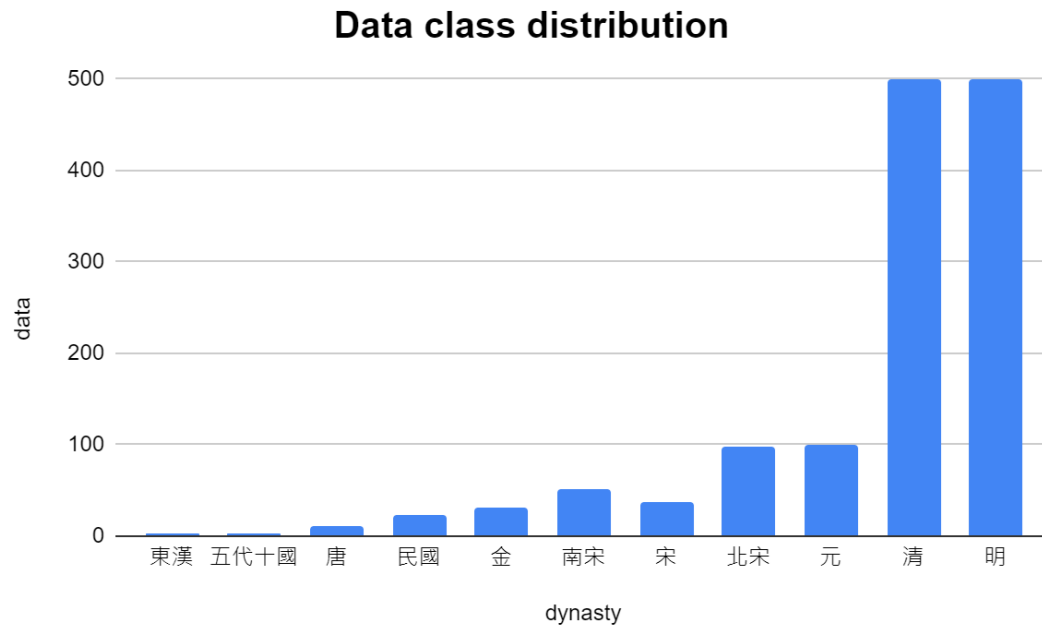
下載

class="download-btn"



AI AND ART

Data Class Distribution





Data Preprocessing

1. data labeling -> “dynsty _ number .tif”
1. data augmentation -> to deal with the data imbalance problem

Data Augmentation

- RandomRotate90
- Flip
- Transpose



- GaussNoise



one of

- Sharpen
- Emboss
- RandomBrightnessContrast
- CLAHE

one of

- MotionBlur
- MedianBlur
- Blur

Data Augmentation

Original Image



Persian Cat

Data Augmentation

Blur



Toy Poodle

Noise



Chow-chow

Contrast



Persian Cat

Data Augmentation

Original



After Augmentation



Data Augmentation

Original

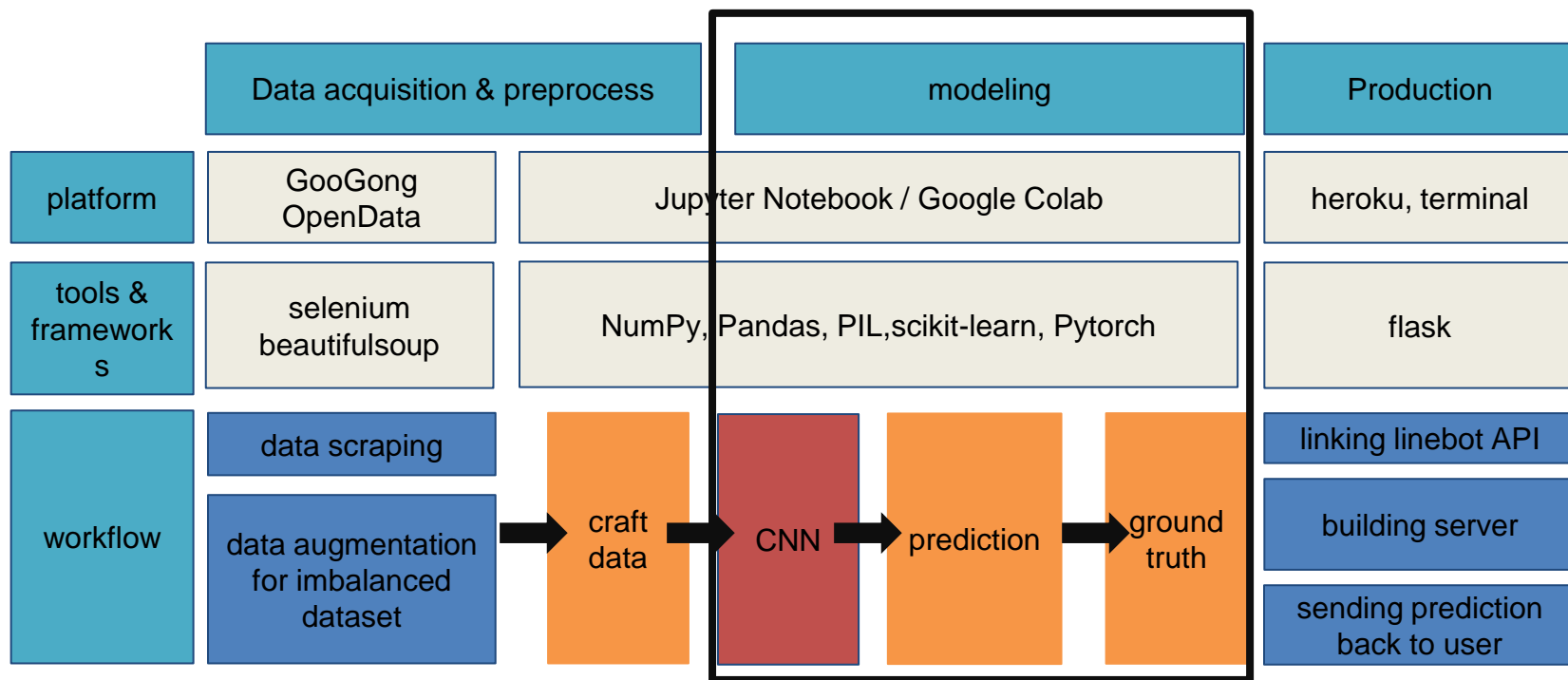


After Augmentation



開發流程

Basic Workflow

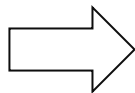


Modeling Process

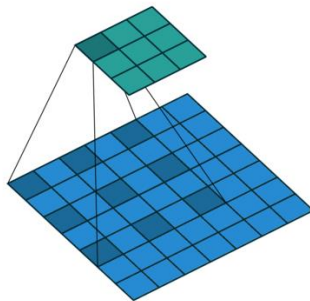
Input



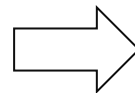
Photograph of artwork



Model



Algorithm



Output



1. Predicting dynasty.
2. Matching artwork with similar style. (developing)

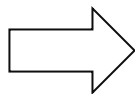
1. Predicting Dynasty Process

**Labeled data
classified by dynasty**

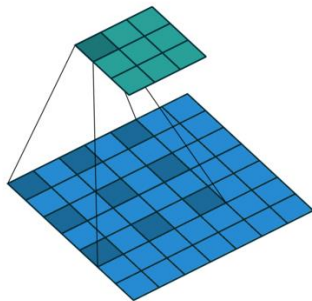
6 dynasties:

- Song Dynasty 宋朝
- Jin Dynasty 金朝
- Yuan Dynasty 元朝
- Ming Dynasty 明朝
- Qing Dynasty 清朝
- Republic of China 民國

training

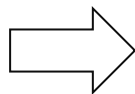


**Model
(conv2d)**



Applies a 2D convolution
over an input signal
composed of several input
planes.

predicting



Unlabeled data



Use the model to predict
the dynasty of artwork.

1. Predicting Dynasty Process

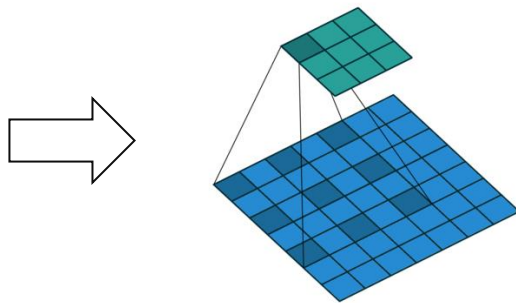
Input



Taperstick (ca. 1700–1710)
From



Model
(conv2d)



Applies a 2D convolution
over an input signal
composed of several input
planes.

Output

清朝
Qing

Use the model to predict
the dynasty of artwork.

2. Matching Process (Developing)

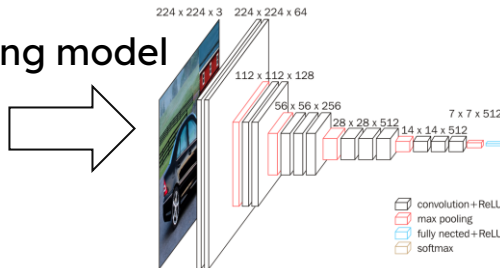
**Labeled data
classified by dynasty**

6 dynasties:

- Song Dynasty 宋朝
- Jin Dynasty 金朝
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- Ming Dynasty 明朝
- Qing Dynasty 清朝
- Republic of China 民國

**Model
(VGG16)**

loading model



matching



Matching Artwork

Feature extraction.
Reverse Image Search.

Use the model to match
artwork with similar style.

2. Matching Process (Developing)

Input

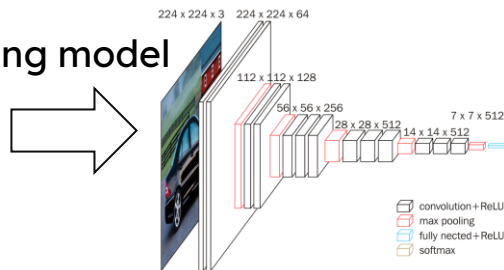


Taperstick (ca. 1700–1710)
From



Model
(VGG16)

loading model



matching

Feature extraction.
Reverse Image Search.

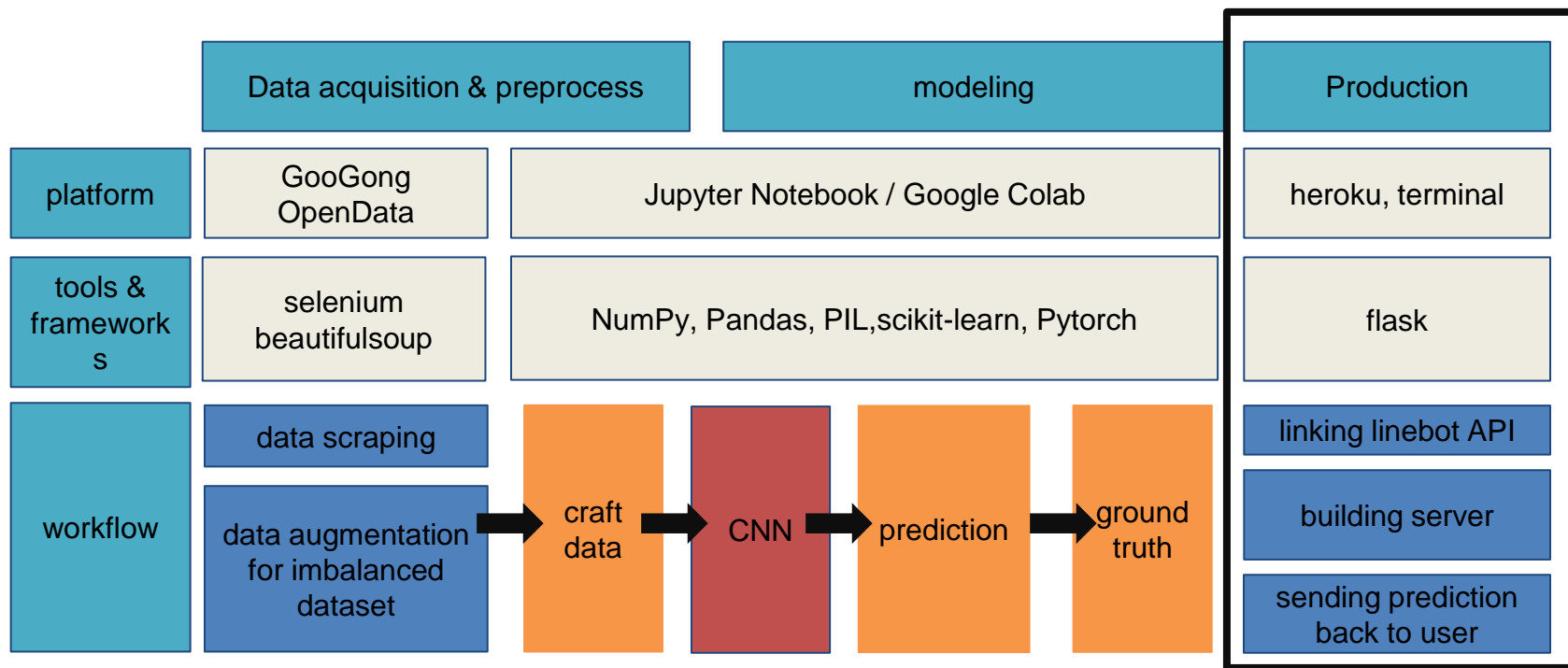
Matching Artwork



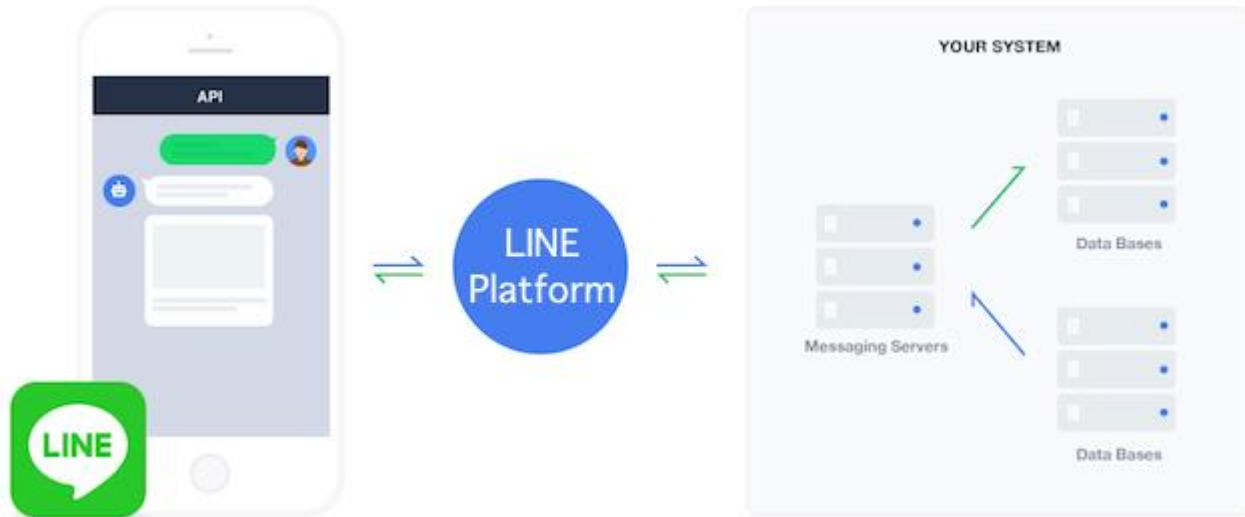
Use the model to match
artwork with similar style.

開發流程

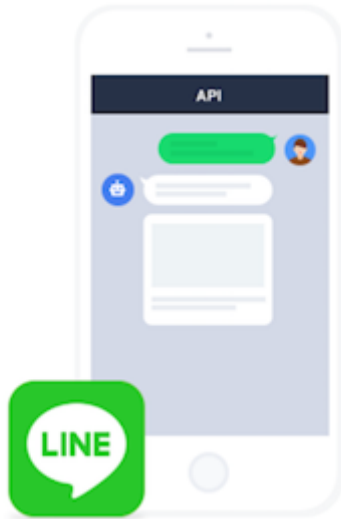
Basic Workflow



Platform Introduction: linebot

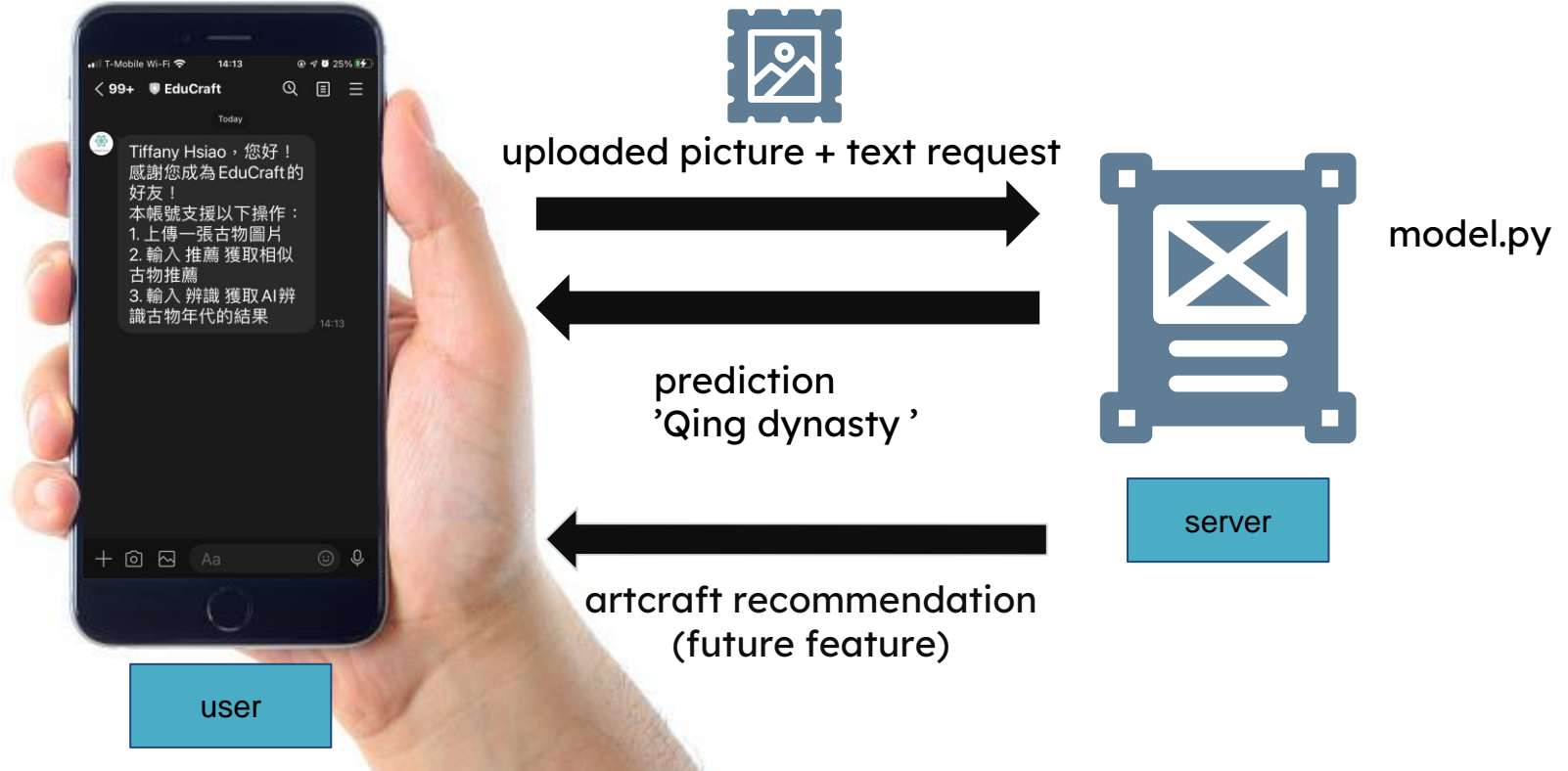


Advantage of the platform



- Developer-Friendly
- Users don't need to install new extension / apps
- Mobility

Production



04 Technology Feasibility

Demo ◦ Future Application






Demo Time

Please look at my phone :)

SOMEONE FAMOUS



Future Application & Improvement

- Reduce model size to increase response speed
- Increase model accuracy
- not only recommend similar artcrafts but also provide the information of that artcraft

SOMEONE FAMOUS

EduCraft's Core Value

Use AI technology to help museum and related exhibition agency to increase efficiency, promote the museum education for our society

INTRODUCTION





**THANK YOU
FOR LISTENING**

SOMEONE FAMOUS