AUGMENTED ART GALLERY APPLICATION

WHAT IS AN AUGMENTED ART GALLERY?

An Augmented Reality (AR) based art gallery is a digital platform that uses AR technology to enhance the viewing experience of artworks. AR superimposes digital elements such as images, text, or sounds onto the real world, allowing users to interact with the artwork in new and immersive ways

TOOLS AND TECHNOLOGY

Here are the tools we are going to use for this project.

01

BLENDER
Blender is widely known for its 3D modeling capabilities. It allows users to create 3D models of various objects, characters, environments, and more.

02

UNITY
Unity allows developers to create 2D, 3D, augmented reality (AR), virtual reality (VR), and mixed reality (MR) experiences for a wide range of platforms, including mobile devices, consoles, desktop computers, and more.

03

AR FOUNDATION
AR Foundation is a framework developed by Unity Technologies that simplifies the process of creating augmented reality (AR) applications across multiple platforms using the Unity game engine.

FEATURES OF AUGMENTED ART GALLERIES

Enhanced Engagement

Augmented art galleries make art more interactive and engaging for visitors.

Education and Interpretation

Augmented art galleries provide valuable educational opportunities.
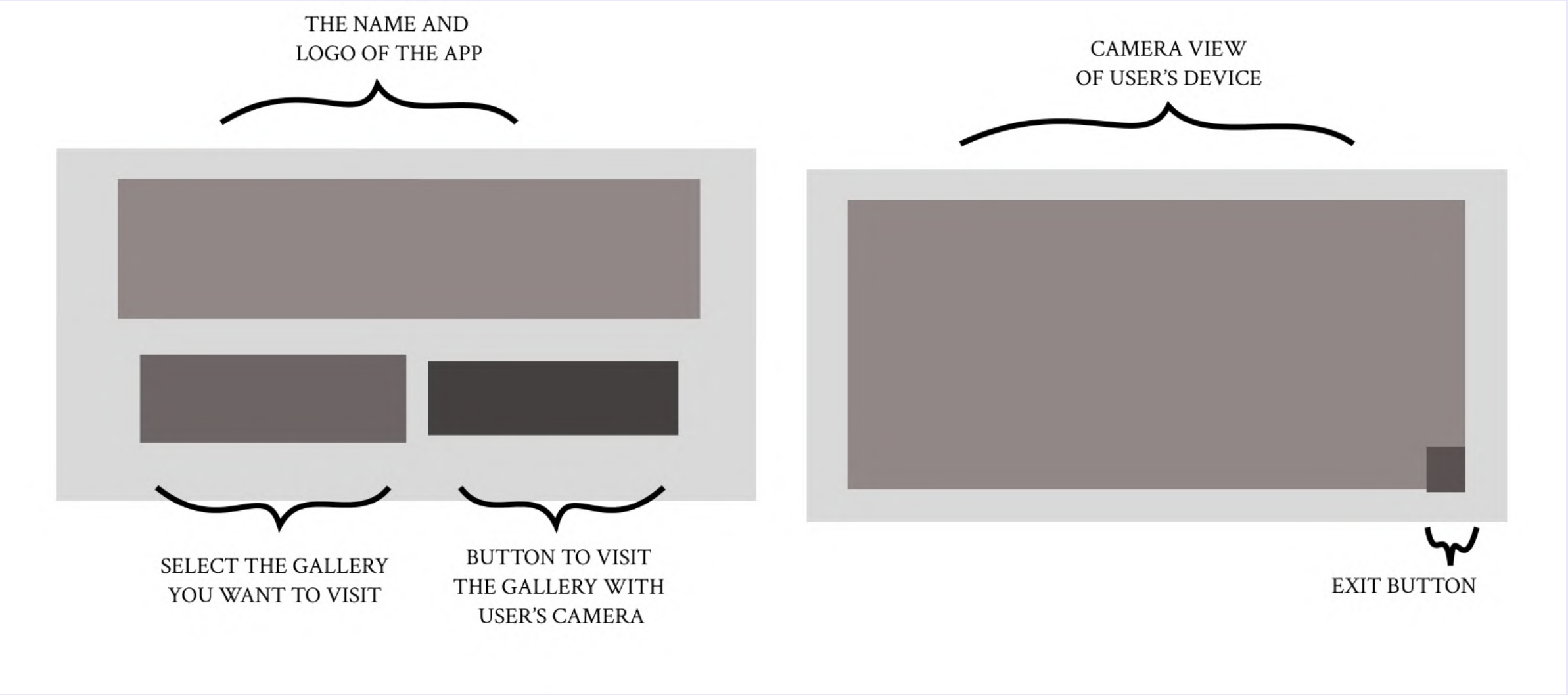
Accessibility and Inclusivity

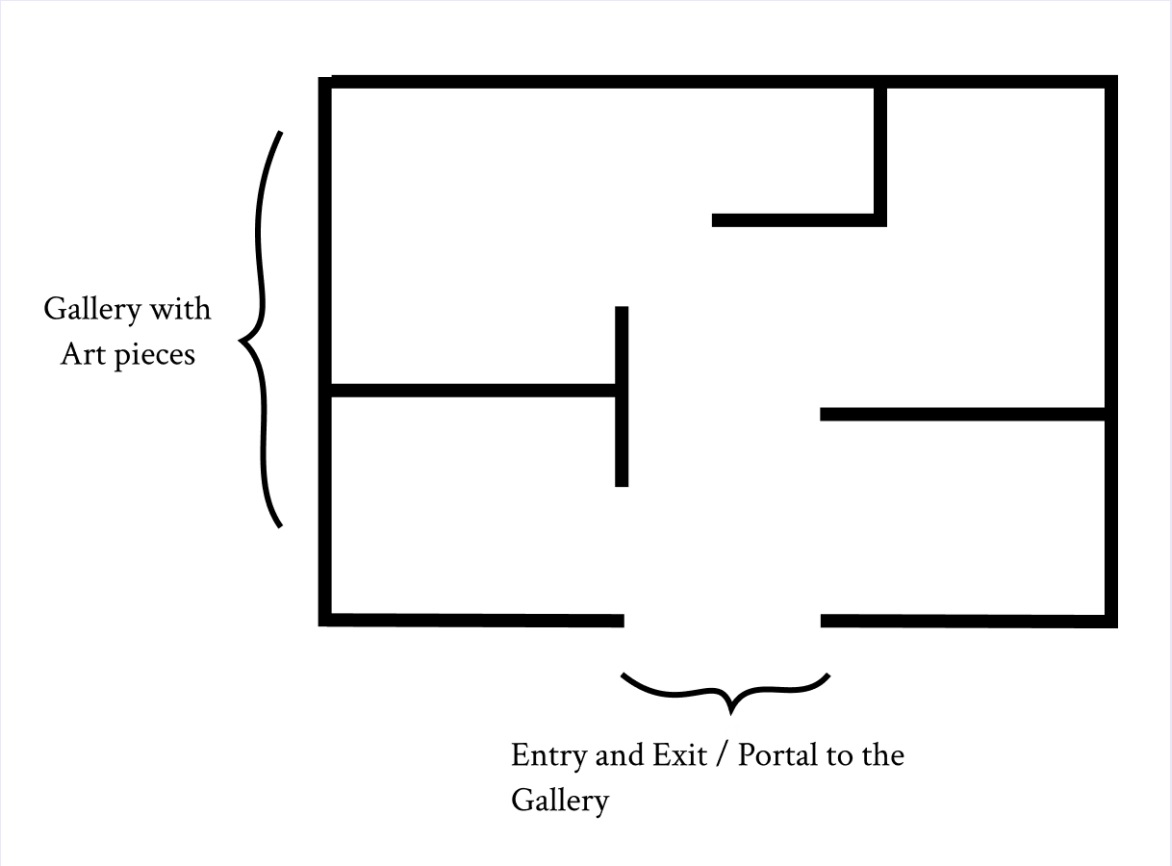Augmented art galleries can improve accessibility for a wider range of visitors, including those with disabilities.

Personalized Experiences

Augmented art galleries can offer personalized experiences tailored to each visitor's preferences and interests.

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APPLICATION WIREFRAME

THE NAME AND
LOGO OF THE APP

CAMERA VIEW
OF USER'S DEVICE

SELECT THE GALLERY
YOU WANT TO VISIT

BUTTON TO VISIT
THE GALLERY WITH
USER'S CAMERA

EXIT BUTTON

MODEL EXAMPLE

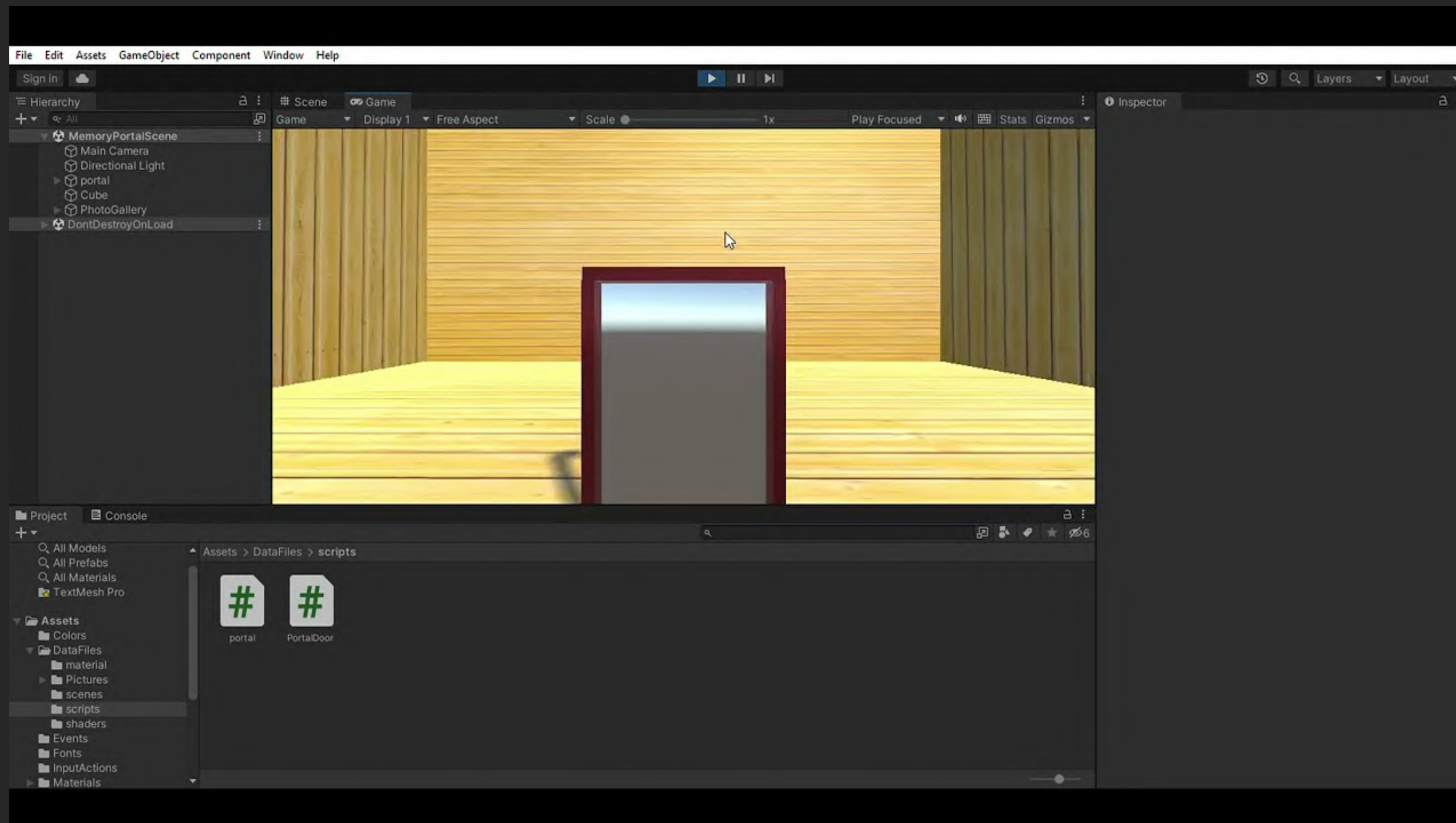Gallery with
Art pieces

Entry and Exit / Portal to the
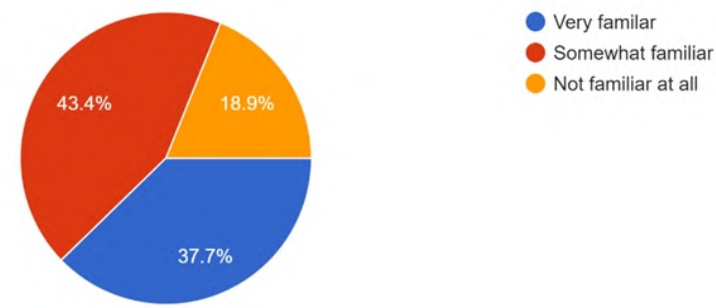Gallery

PROTOTYPE
Preliminary testing of the project

RESPONSES TO SURVEY
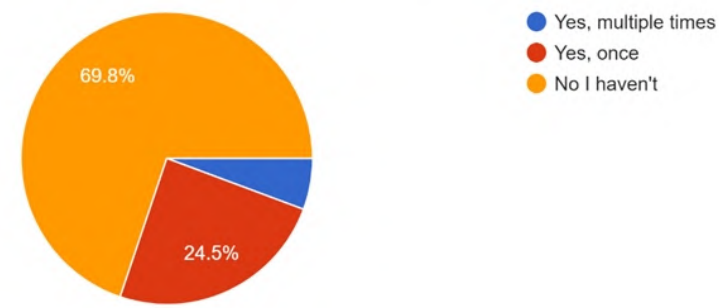
How familiar are you with the concept of augmented reality (AR) in the context of art galleries?
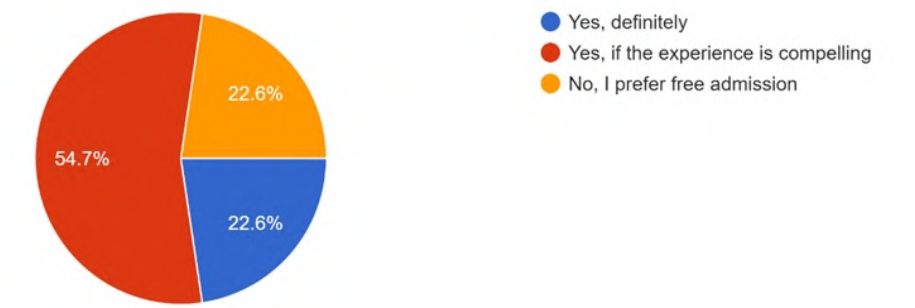53 responses

- Very familar
- Somewhat familiar
- Not familiar at all

43.4%
18.9%
37.7%

Have you ever visited an augmented art gallery before?
53 responses

- Yes, multiple times
- Yes, once
- No I haven't

69.8%
24.5%

Would you be willing to pay an additional fee to experience an augmented art gallery?
53 responses

- Yes, definitely
- Yes, if the experience is compelling
- No, I prefer free admission

54.7%
22.6%
22.6%

What appeals to you most about the idea of augmented art galleries?
53 responses

- Enhanced visual experience
- Interactivity with artworks
- Learning about artists and artworks through AR
- All of the above
- The increased accessibility for people otherwise not familiar with art galleries in general

18.9%
17%
60.4%
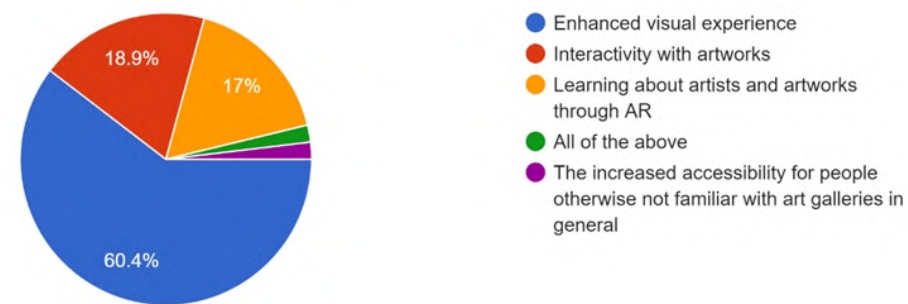
How important is the integration of technology, such as augmented reality, in traditional art spaces?
53 responses

- Very Important
- Somewhat Important
- Neutral
- Not important at all

30.2%
20.8%
47.2%
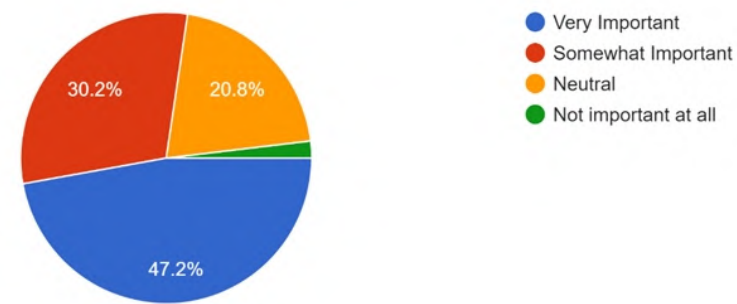
Which type of artworks do you think would benefit the most from augmentation in an art gallery?
53 responses

- Paintings and sculptures
- Digital and new media art
- Performance art
- Traditional crafts
- All of the above

49.1%
17%
28.3%
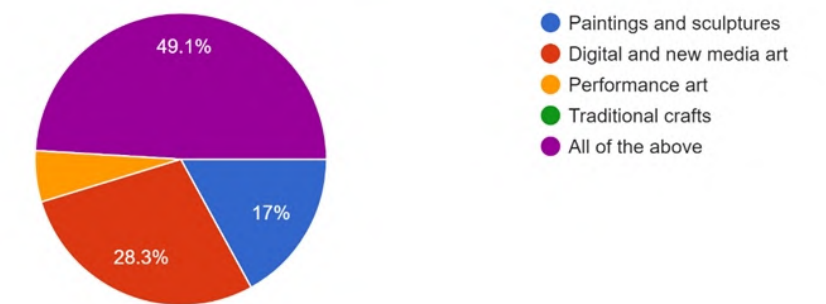
RESPONSES TO SURVEY

What challenges do you foresee in implementing augmented reality in art galleries? (Select all that apply)
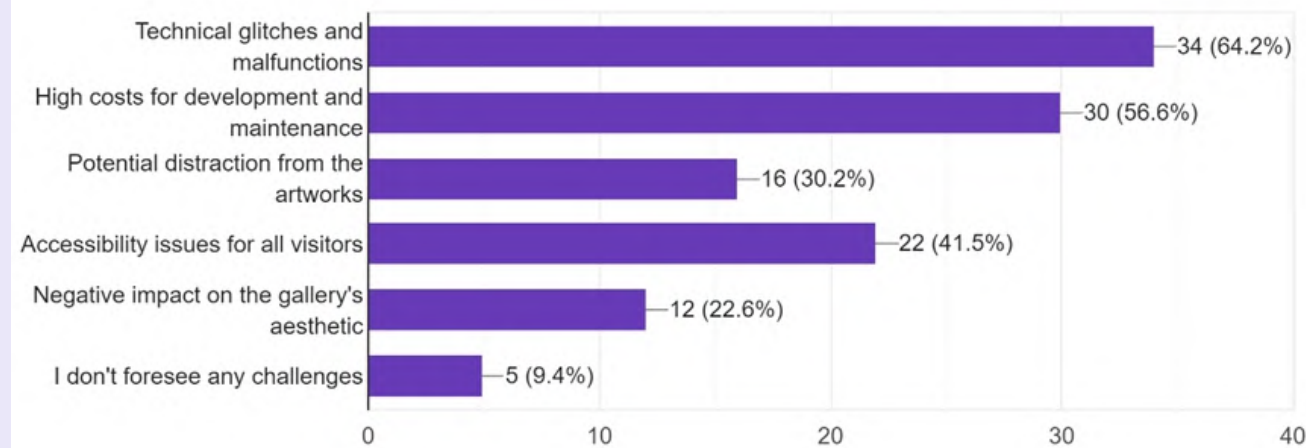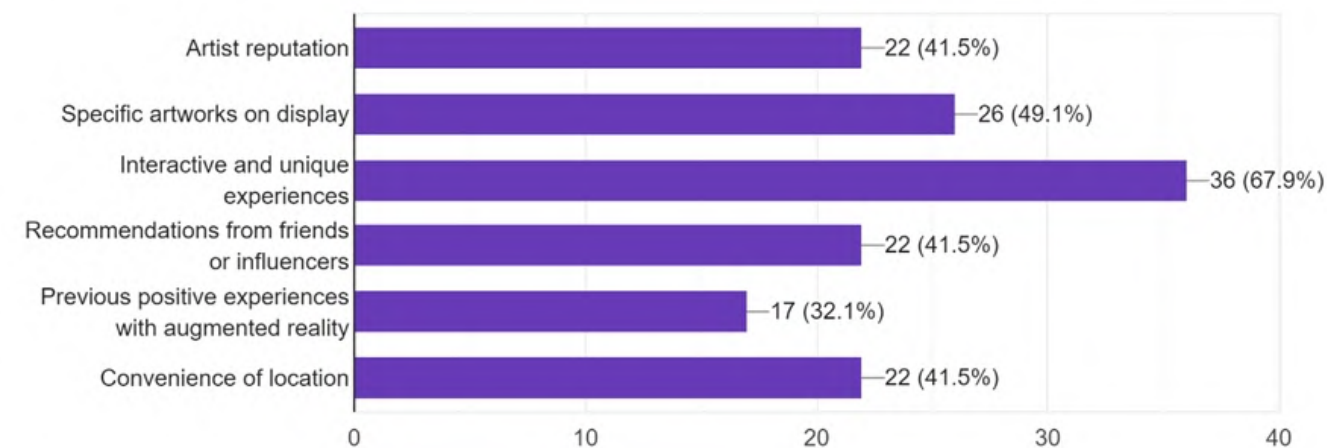53 responses

- Technical glitches and malfunctions — 34 (64.2%)
- High costs for development and maintenance — 30 (56.6%)
- Potential distraction from the artworks — 16 (30.2%)
- Accessibility issues for all visitors — 22 (41.5%)
- Negative impact on the gallery's aesthetic — 12 (22.6%)
- I don't foresee any challenges — 5 (9.4%)

Which of the following statements best describes your overall attitude toward augmented art galleries?
53 responses

- Excited and eager to experience them — 54.7%
- Curious but unsure about the concept — 35.8%
- Skeptical and prefer traditional galleries
- Disinterested in the idea

What factors would influence your decision to visit an augmented art gallery? (Select all that apply)
53 responses

- Artist reputation — 22 (41.5%)
- Specific artworks on display — 26 (49.1%)
- Interactive and unique experiences — 36 (67.9%)
- Recommendations from friends or influencers — 22 (41.5%)
- Previous positive experiences with augmented reality — 17 (32.1%)
- Convenience of location — 22 (41.5%)

How concerned are you about the potential loss of the traditional art gallery experience due to augmented reality?
53 responses

- 1 — 6 (11.3%)
- 2 — 11 (20.8%)
- 3 — 27 (50.9%)
- 4 — 5 (9.4%)
- 5 — 4 (7.5%)

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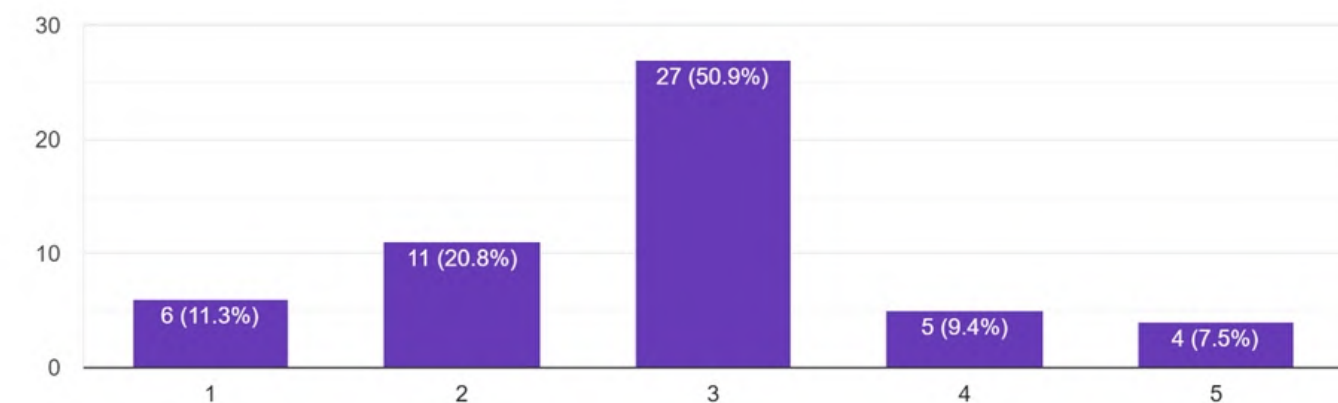
Hardware Requirements

Developer

01

Blender
64-bit quad core CPU with SSE2 support
8 GB RAM
Full HD display
Mouse, trackpad or pen+tablet
Graphics card with 2 GB RAM, OpenGL 4.3

02

Unity
OS: Windows 7 (SP1+), Windows 10 and Windows 11, 64-bit versions only.
CPU: X64 architecture with SSE2 instruction set support
Graphics Card: DX10, DX11, and DX12-capable GPUs

03

AR Foundation
To use AR Foundation on a target device, you also need separate packages for the target platforms officially supported by Unity:
1.ARCore XR Plug-in on Android
2.ARKit XR Plug-in on iOS
3.Magic Leap XR Plug-in on Magic Leap
4.Windows XR Plug-in on HoloLens

User

01

- **Battery life**
- **Bluetooth connectivity/Wi-Fi**
- **Field of view in 3D view**
- **On board storage capacity**
- **On board OS/Web Browser**
- **Inputs/outputs (button, eye tracking, accelerometer)**
- **Microphone**
- **Sound capacity**
- **Display capacity**
- **Visual tracking**

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CURRENT STATUS

We are currently in the process of developing the final model. We began by designing the foundational base and the walls, laying the essential groundwork for the immersive art experience. Taking one step at a time to ensure the quality and coherence of each individual gallery, as we'll be developing multiple galleries. Also focusing on delivering a diverse as well as an engaging augmented art gallery experience.

OUTCOMES

1. **Enhanced learning experience**
2. **Increased engagement and attention**
3. **Improved accessibility**
4. **Flexible exhibition design**

Pitch

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