

TRANSFORM 3000

How did you identify the problem to solve and why did you pick this particular organization, institution or individual?

A friend who is an artist had his exhibitions closed because of restrictions which led to discussions about art galleries on the internet instead. He came up with the idea that it would be good to have a gallery where he and his friends could show their artwork. He was unsure on how this could be done and what it would look like. He was also asking questions about how this could differ from the other galleries to bring more attention. I did pick my friend's problem because it felt like a good challenge and would make me push the boundaries since I haven't done any galleries before. By creating a prototype of what a digital art gallery could look like, this website could later grow and invite more people to show their art work.

Describe your approach. How did you come up with it? Is it the best possible solution? Why?

The project started with research of existing digital art galleries and techniques on implementing vr in the web browser.

In the beginning I had an idea of creating a big room where the art objects were displayed. Later this evolved to be more specific where every artwork is displayed as slideshows separated with links to virtual rooms. The separation gave the gallery a better overview of the artworks and a faster navigation between them. I did some rough sketches to make 3d in sketchup and then import to blender to have something to display on the page. From Blender I choose to export it as .gltf to show it in the browser with the framework A-Frame.

Since my friend is mostly doing abstract art I thought it would be a good idea to do the art in a similar style. It felt important to have them displayed in a logical way since the artwork was so abstract. I had the user in mind when testing the website and navigating around.

There are definitely many ways to create a digital art gallery, but I am satisfied with the result and how the prototype went out. Some things are left unclear to bring a mysterious vibe and for the user to find out by themself.

What did you learn in the past few weeks?

I did learn more about coding, 3d and ar/vr. Especially I saw the challenge as an opportunity to explore how to work and display 3d in the web browser. I didn't have any experience in working with vr/ar before so it was completely new how to manage the three dimensional space in code. I did learn how to implement models from blender to A-frame and then edit them from code. I also got more careful writing my code to make it understandable for other people. The project made me even more curious about the possibilities with code and 3d.