

Famous Artist Introduction Book

Explore java's GUI development, Java 2D, and Java 3D(or maybe OpenGL system) to find the best way to create an artist introduction book. The application will have an introduction window to allow the audience to select a certain artist from five artists to learn about. Then the audience will learn about the artist's profile, fun stories, famous paintings through text and images display. I shall incorporate some music or sound clips to make the learning process engaging. Then at the end of the journey, I may consider displaying the most famous painting from the artist in a 3D space to help the audience gain some interactive experience with the artwork. Eventually, the audience can choose to keep learning other artists or exit the application.

Objectives:

1. Display a window that briefly introduces the purpose of the application
2. Do the research to collect the information and data about these five artists
3. Have five selections displayed on the screen for the user to select
4. Introduce the artist profile and their fun stories with images and sound
5. Let the audience explore the artist's most famous painting in the 3D space
6. Restart the journey or exit the application
7. Think about how to expand the book by using some existing data collections

Other Project Ideas:

Create a system to allow the user to input some random words to generate a painting artwork

Five artists: Leonardo da Vinci, Vincent van Gogh, Claude Monet, Pablo Picasso, Rembrandt