

# Digital Exhibitions' Training

The Professional Digital Exhibitions' Training is intended for museums, cultural centres, digital mediators, curators and other professionals like those from the tourism and digital sectors wanting to prepare, brief or conduct digital multimedia exhibitions.

[www.sharex.wallmuse.com](http://www.sharex.wallmuse.com)



# Summary, description and trainers

## Summary

The training focuses on the restitution of all artistic and cultural forms:

- 2D (scripts, images, drawings, paintings, photos)
- 3D (artefacts, sculptures, installations, land art and cultural heritage monuments)
- 4D (video, performances, lives)
- Interactive works, or 5D, and their “transpositions”

Without forgetting their digital curations for various in situ installations, or via the internet; storytelling, approaches will favour contemplative, immersive, thematic, semiotic and historical approaches.

Access to the platform is included with many free programs, necessary for captures and processing. Some third-party programs will have their own licenses.

All of the required hardware and programs will be covered with practical case studies to raise awareness of these different workflows. For more complex projects, service providers by specialty may be required, for which understanding of the details of tasks will help prepare technical requirements and briefs.

Themes	Description	Planning
Digital Exhibitions	The different techniques, difference between digital and virtual exhibitions. The different rights: Copyright, Creative Commons, public domain and Digital Rights Management (DRM).	1 day
2D	2D, its augmentations and their digital curation for various media in situ, or by internet; the various storytelling approaches: contemplative, immersive, thematic, semiotic and historical.	1 day
3D	3D, its video augmentations, the different means of capturing, processing, broadcasting and new interactive possibilities.	1 day
4D	4D and story telling, processing for streaming and post-productions. Their main different platforms.	1 day
Dissemination and Integrations	The dissemination and integrations cover usages, means and business models, In situ integrations, their lighting and exhibit label and information signage and also through internet. The realisation of in situ installations will cover projections and retro-projections, various monitors and LED displays, and their different support materials. Also, recycling, lighting, and signage options.	1 day

**Budget : 4000 Euros**

*Certified Vocational Training Centre, accreditation in progress*

## Alexandre Khan



### Alexandre Khan of WallMuse (digital exhibitions)

Founder of the WallMuse platform which produces multi-screen multi-device digital exhibitions with management of the various rights, developer of the 3D interactive video solution.

## Yann Le Cam

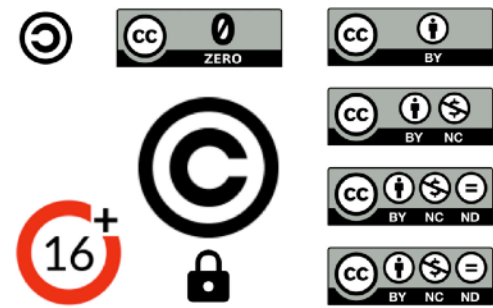


### Yann Le Cam of WallMuse (designer, architect)

International designer and architect and professional trainer, knowledge of different processes and materials including those of recycling.

## Digital Exhibitions

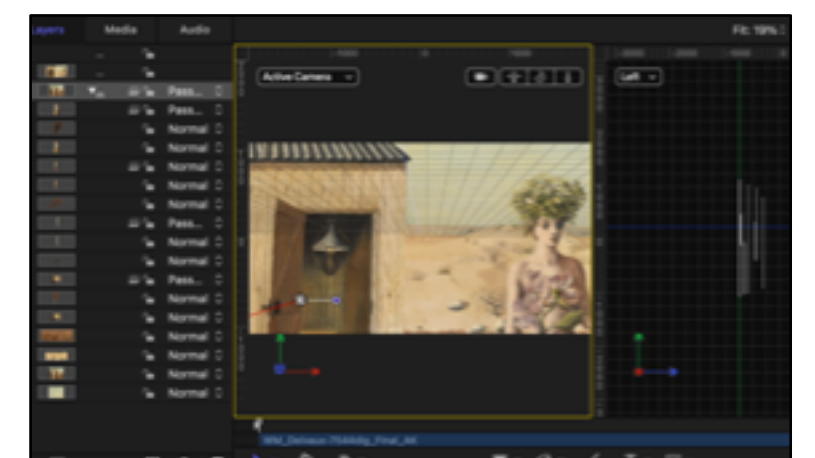
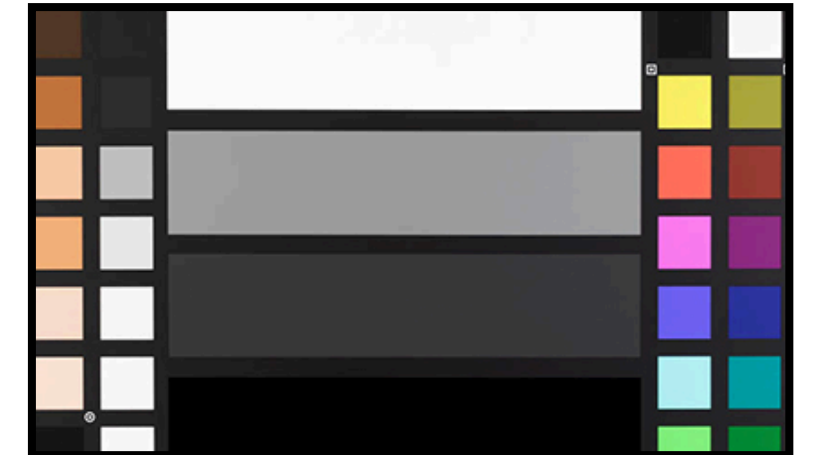
- The different techniques, difference between digital and virtual exhibitions
- The different rights: Copyright, Creative Commons, public domain



- The different types of captures for 2D (images, drawings, paintings, photos), 3D (artefacts, sculptures, installations, land art, and cultural heritage monuments) and 4D (video, performances, lives), interactive works, or 5D, and their “transpositions”
- The various platforms with free access, by subscription in SaaS, presentation of WallMuse for digital exhibitions, Unity for 3D, YouTube for live and other service providers

## 2D Digitisation

- The different means of capture, the precision and the optics
- The photo, the sensors and the optics, the ideal conditions and parameters, the white and colour balance, the hardware, the assembly software
- The scanners, the equipment, the ideal conditions
- The different processes: colorimetric corrections, increased resolution with AI



## 2D Augmentations

- 2.5D or parallax fields of application, example of realisation, GIMP tool and Photoshop, with Apple Motion 5 programs and Adobe After Effects
- 2.5D or parallax layers and motion for a purpose
- Batch upload of multiple artworks
- An immersive experience with 2.5D





# D3 3D Captures and Processing

## 3D Captures

- Capture of photogrammetric models: procedure, principles of intersection, collinearity, camera and/or drone, software, sources of errors and optimisations, workflow

## 3D and interactive video

- Capture, orientation and storytelling, procedure, camera and/or drone, processing

## Realisation of cases

- Capture of interactive videos
- Batch upload of multiple captures
- Processing of interactive videos



# D4 Video and 4D Techniques

## Video captures

- Capture, orientations and storytelling, procedure, cameras, different types, including 360 and drones, processing for live or for more substantial post-production
- The importance of sound

## Les traitements pour du direct

- OBS free software, its prerequisites and its broadcasts (Facebook, YouTube)

## Post-Production

- Adobe Premiere Pro, Apple Final Cut X, DaVinci Resolve software
- The HandBrake free compressor
- Processing towards the various platforms



# D5 Dissemination and Integrations

## Usages

- Contemplative
- Immersive
- Thematic
- Semiotic
- Historical

## Means

- Projections and retro-projections
- Monitors et LED displays
- Internet, mobiles and Smart TVs

## The Business models

- Freemium subscriptions
- Audiences and conversions to premium
- Sponsorship/patronage
- In addition to a physical event, a book or a program
- Membership bundle plans

## In situ et out of the walls

- In situ immersive
- In situ spatial ou complementary approaches
- Public spaces and internet

## Installation Materials

- Traditional
- Mineral based
- Recycled products

## Lighting, exhibit labels and signage

- Permanent
- Programmable or adapted to multilingual settings and disadvantaged groups.

## Case Studies

- Brief example
- Sources for recycling
- Service providers



## Contact

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