

# Developing Digital Architecture

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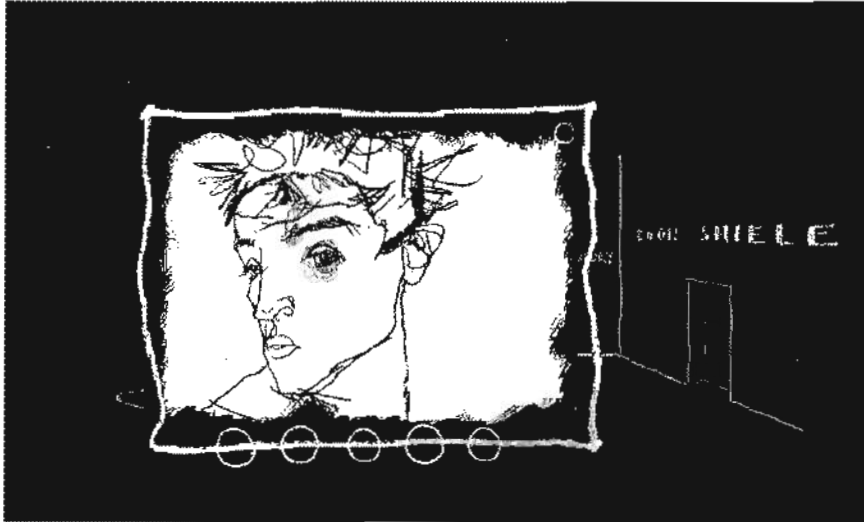
BIRKHÄUSER

# Virtual Museum

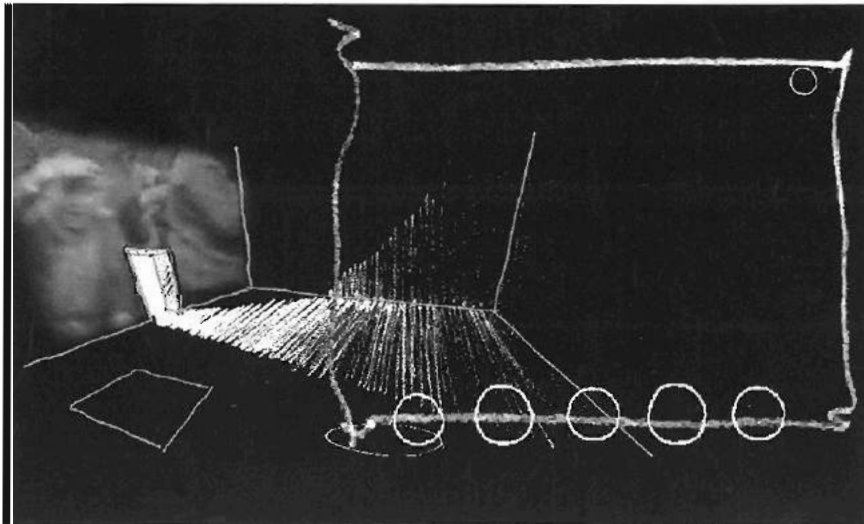
Panagiotis Parthenios

Harvard Design School, Doctor of Design

Greece



Pop-up window displaying piece of art.



Pop-up window.

The "Virtual Museum" project uses digital media to create a prototype interface for a virtual exhibition of art. It is the result of a study on ways to capture the aesthetics of sketches and hand drawings. Many different techniques are tested in order to find the most appropriate for representing a real time sketch, including for example installations with cameras, glass, transparent paper and lamps. Simple white lines create spaces in real time that the visitor can explore while browsing the pieces of art. Each room, or group of rooms can have its own topics just like an art gallery or museum. In the specific example the three rooms are presenting the work of the Austrian expressionist Egon Schiele (1890 – 1918).

Different types of media, such as movies, images, drawings, text, audio and music build a supplementary background with subtle references to the social, political, ethical and cultural status of the artist's era: the turn of the century. This way art is not presented solo, but instead within the frame and the circumstances that allowed for it to emerge.

Digital media provide us with the tools we need to create a virtual space that does not imitate the physical one by photocopying its reality but instead recreate the feeling it provokes by capturing and visualizing its notions.