Family virtual gallery

50 - 60 minutes | 9-12 years old | Difficulty: intermediate

Description

In this activity, we are going to create works of art as a family, modifying the style of our drawings according to different works by well-known artists, using the *Google Arts & Culture app*. With all these works we will make a virtual gallery in *peopleArt factory* to share with our family and friends.

Preparation

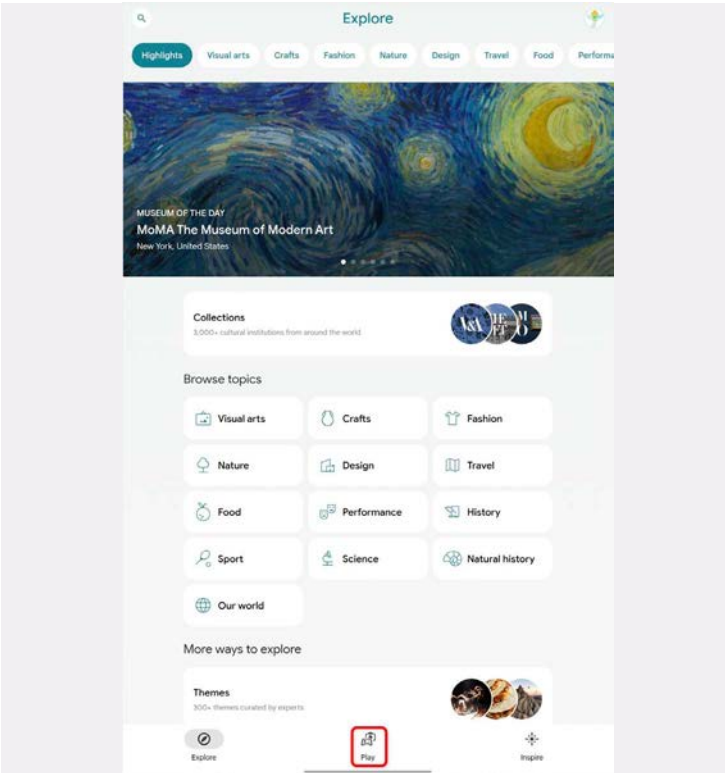
- Prepare the material needed for the activity.
- We ask for help from an adult to:
  - Download and install the *Google Arts & Culture* application on the tablet or smartphone from ***Google Play Store*** o ***App Store.***
  - Create and validate a user account in ***peopleArt factory.***

Materials

Pencils	Stationery.
Coloured pencils	Stationery.
Sheets of A4 paper	Stationery.
Computer	IT supplies. Windows, Mac or Linux.
Tablet o smartphone	IT material. Android or iOS.

1 Let's create art!

We start by making one or more drawings of whatever we most feel like doing. We can colour and decorate however we prefer.



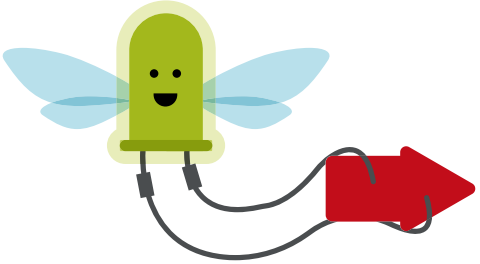
2 Once our artworks are finished, we open the G*oogle Arts & Culture* application and press *Play.*

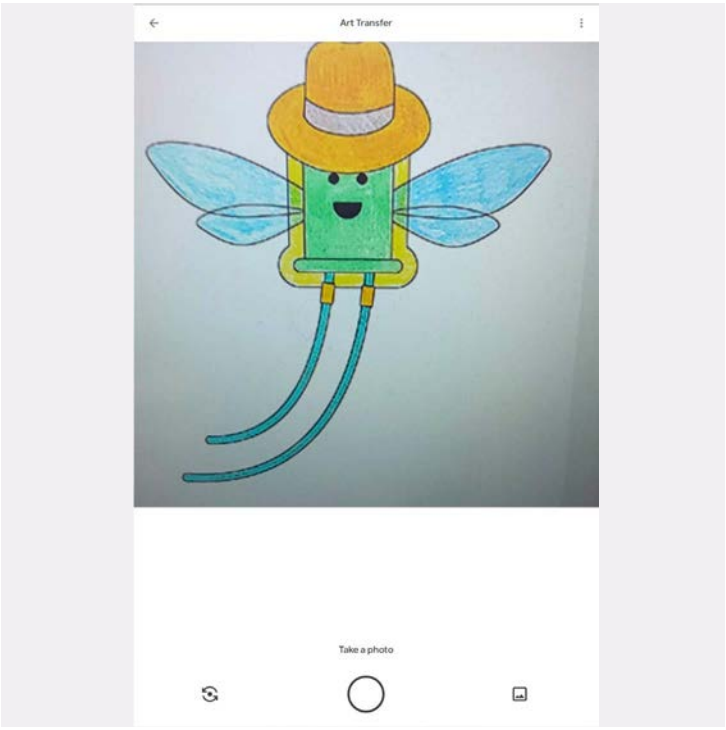
3 We select the *Camera* option at the top and look for *Art Transfer*, then we press *Play.* This option allows us to capture our drawings, and through artificial intelligence, transform them into different styles.

What would our drawing look like if Vincent van Gogh had painted it, and if Frida Kahlo had painted it?

Artificial intelligence is the simulation of human intelligence by machines which allows them to perceive their environment, understand it, learn from it and act accordingly.

There are many types of artificial intelligence and they can specialise in doing different tasks, for example recognising works of art and people.





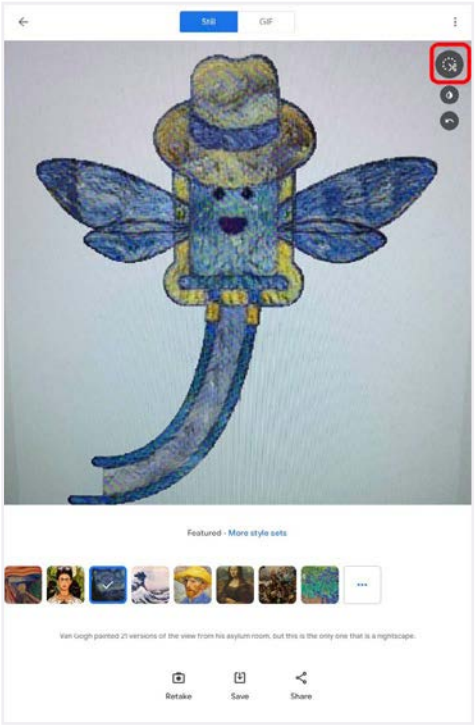
4 We take the picture of our drawing and let the show begin!

Artificial intelligence goes through various steps to be able to recognise an image:

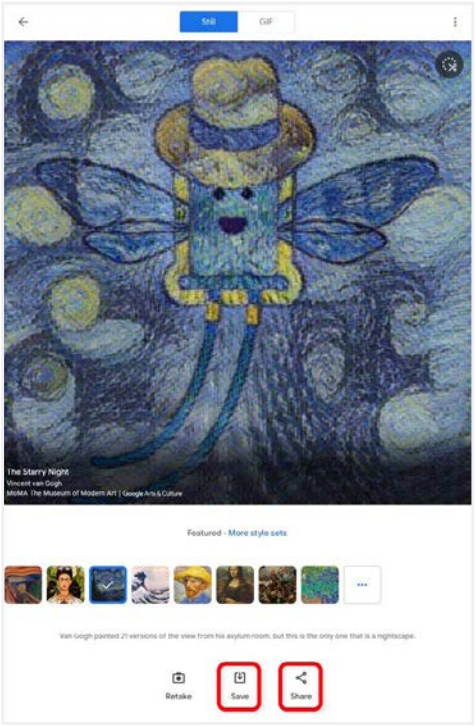
- **Detection:** take a picture for identification.
- **Extraction of characteristics:** it has a program that gathers information such as shape, distance between points (for example distance between the eyes, or from eyes to mouth etc.).
- **Comparison:** it checks this information with what it has in its database.
- **Decision-making:** identifies what it is analysing, selecting the most similar answer from the previous step.

We choose the style we want to modify the drawing with.

There are many to choose from if we scroll the gallery from right to left.



We can choose a style for the whole work or select only a fragment.

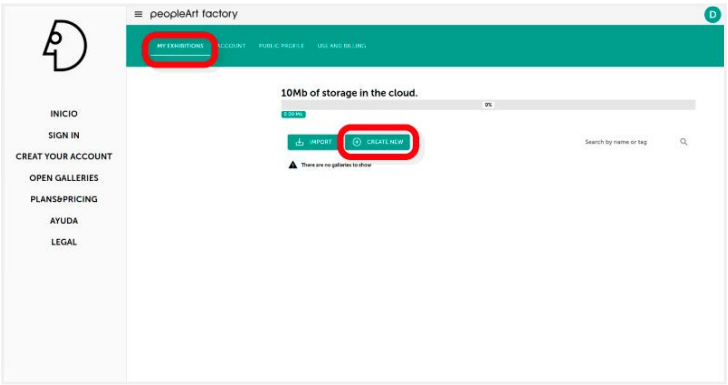


We must save the work in order to be able to use it later in our art gallery. To do this, press the *Save* button.

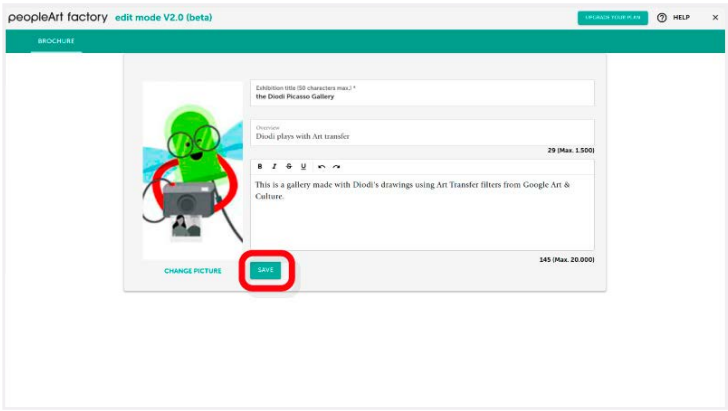
And what if we try different styles?

5 We repeat the same process with all the drawings, saving as many artworks as we want. How about creating a virtual exhibition now?

Go to the ***peopleArt factory*** website on your computer to start creating our exhibition. Create an account to access the gallery by clicking on *GET STARTED* and *JOIN NOW,* it's free, and then, fill in the information requested.

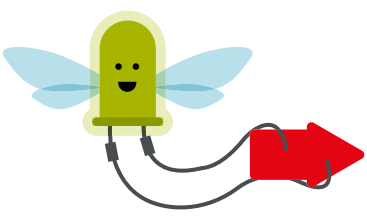


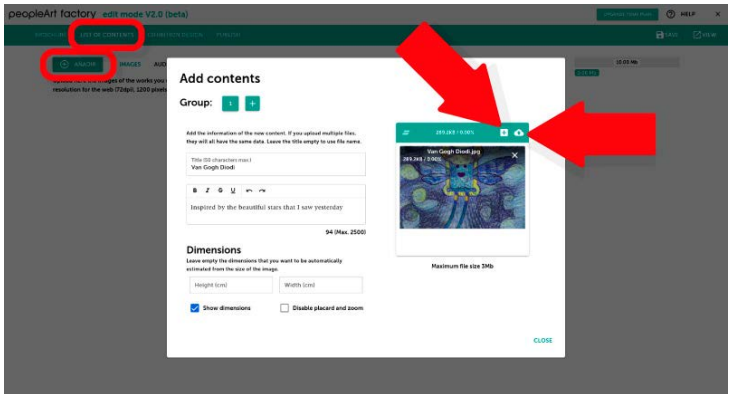
6 We click on *CREATE NEW,* so we can start designing our own virtual art exhibition.



7 We give a title to our exhibition and, if we want, we add a synopsis (brief summary), description and a cover image. When you have finished, press *Save.*

When a multimedia file (photo, video, audio, screenshots, etc.) is created, it is stored in a specific folder. Each application has its own folder, which is created automatically. To see the files created with an application, go to the gallery and press on the corresponding folder.





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We connect the smartphone or tablet with the charging cable to the computer to copy the photos from the folder on the device to the folder on the computer. To upload a photo to the gallery, go to the *CONTENTS LIST* tab and press *ADD*. In the window that appears, press the + icon, select the photo (it must be less than 500KB in size) and fill in the details of the photo:

- **Title:** name of our work.
- **Caption:** information about the picture, such as the year it was painted, the author, what the picture refers to or other information of interest.
- **Height and width:** the height and width measurements are added in order to be able to place the works in the gallery. It is not necessary to specify them.

Finally, press the cloud icon in the corner of the photo to add it to the gallery.

Follow and repeat these steps for each photo you want to add to the gallery.

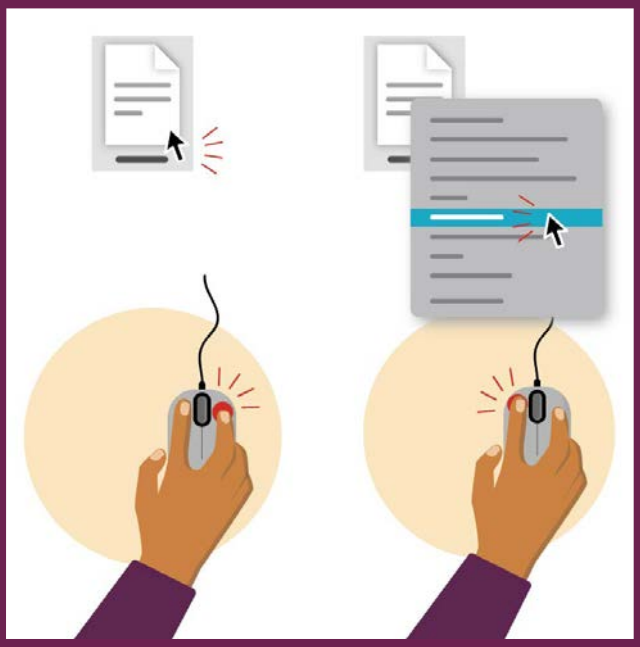
To reduce the weight of a photograph you can use the ***iLOVEIMG*** application, following these steps:

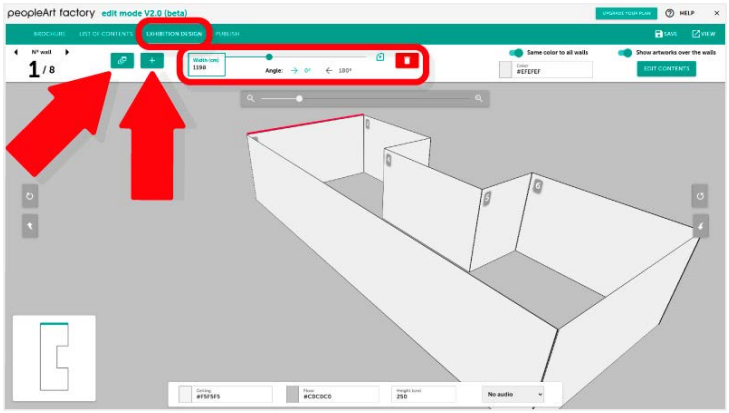
1. On the main screen press *Select images.*
2. Select the photo you want to modify.
3. Press *Compress IMAGES.*

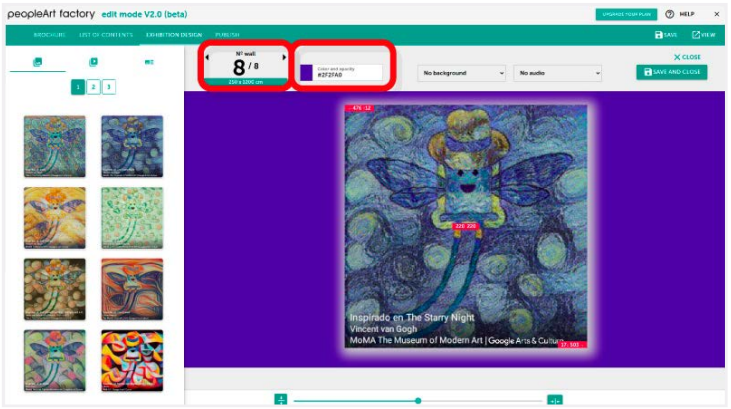
The modified photo is downloaded to the device's gallery, in a download folder.

To move files from one folder to another, the *Copy/Cut* and Paste options are used as follows:

- Right-click on the file you want to copy or cut.
- Select the *Copy or Cut* option from the list of options that appears.
- Open the folder to which you want to move the file, right-click and select the *Paste* option.







9 Let's design our gallery!

We click on the *EXHIBITION DESIGN* tab.

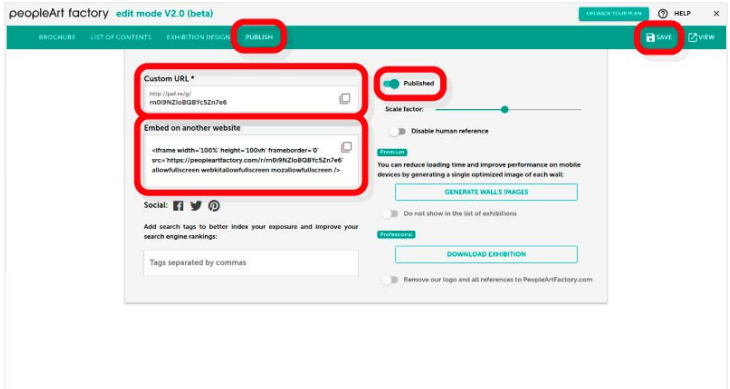
First, we are going to build the shape of the exhibition. We can choose a pre-designed template from the *Templates* button or add walls with the *Add new wall* button. Once we have created the walls, they can be changed in size and direction with the top slider and the buttons below it. To delete a wall, press the red button with the bin.

Make sure you have at least as many walls as the number of images you uploaded in the previous step.

10 Once we have the map to our liking, press *EDIT CONTENTS*. We can only press this button if the gallery forms a closed shape. Sometimes, if it does not allow us to press the button, we must zoom in or out until the button lights up.

In this screen we choose which images to see on each wall. We select the number of the wall we want to edit with the arrows above and drag the image we want from the left to the wall.

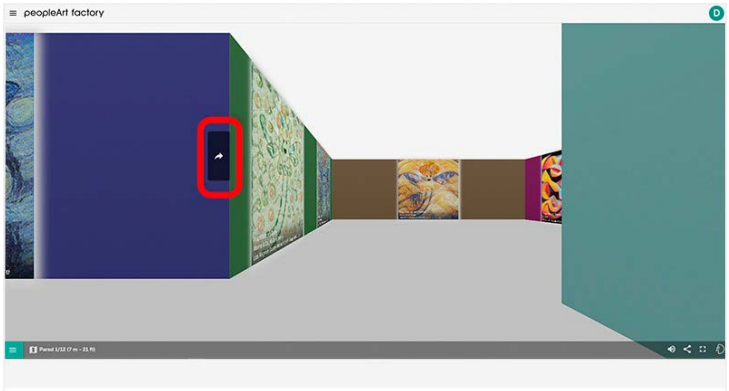
We can also change the colour of it by clicking on the *Colour* and *opacity* button.



11 If we want to make our gallery public so that we can send it to friends or family, we have to go to the *PUBLISH* tab and check the *Published* option. By sharing the personalised URL that we find here we can fill the gallery with visitors.

When we have edited all the walls of our gallery, press the *SAVE* button.

When sharing any digital content, it is important to show respect to other and follow the community's rules. Remember not to share personal details such as your date of birth or where you live.



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At any time we can see how our gallery is looking by pressing on *VIEW.*

To move around the gallery we press on the buttons in the corners of the walls, and use the mouse to look at the sides.

By clicking on our images we can make them bigger and read their description.

See how nice our virtual gallery has turned out!

For more information...

- You can create more rooms within the same gallery to show drawings by different artists or styles.
- You can add music to the gallery to personalise it even further.

Objectives and competences

Objectives

- Know of the different tools for carrying out searches in specific formats (text, image, video, etc.).
- Know how to identify technological tools to learn about various subjects (vídeos, infografícs, video games, apps, etc.).
- Know how to name files, contents and information they want to save.
- Know how to retrieve the information they have saved.
- Share knowledge, content and information on social networks and online communities.
- Be aware of the possibilities and limits of current technology in carrying out tasks and resolving problems.

- Be able to collaborate with others in the creation of original products.

- Critically analyse the technological tools used for non-routine tasks.

Digital competences

Information and data literacy

- Managing data, information and digital content.

Communication and collaboration

- Share information and digital content.

Digital content creation

- Developing digital content.

Problem solving

- Identifying needs and technological responses.

- Innovation and creative use of technology.

Other competences

- Oral and written communication.
- Decision making.
- Working in a team.
- Interpersonal skills.
- Creativity.
- Ability to organise and plan.
- Ability to information management.
- Motivated by quality.

Recommendations

- If you have more than one device you can work simultaneously when creating the artwork.
- If you don't have a computer, you can use the tablet instead to create the gallery using it horizontally so that the options can be seen better.