PROJECT X – VIRTUAL GALLERY

1. SUBJECT

The subject of my individual project is the development of an interactive virtual gallery. The gallery is dedicated to show selection of my favourite paintings. The main focus is not on one specific artist, but rather a personal collection that spans different time periods and styles.The design will be influenced by Renaissance aesthetic, since most of the art work I will use is from that period. The gallery will serve as an immersive digital space where users can explore the chosen collection.

2. DELIVARIABLES

The final product will be an interactive online gallery that includes:

- A 3D environment created in Three.js, styled with architectural elements from the Renaissance period – stone textures, vaulted ceilings, columns, arches
- Digitally framed paintings displayed throughout the gallery.
- User-controlled navigation using keyboard and mouse- imitating walking through the gallery
- Atmospheric elements such as lighting and shadows to enhance immersion.
- Optional interactive features such as art descriptions or tooltips when the user approaches a painting.

- A main page – like an intro, from where the user can open the gallery

3. DEFINING YOUR LEARNING OUTCOMES

- **Interactive Media Products:**

    o Use tools like Three.js and web development languages to build an interactive walkthrough environment.
    o Design the gallery to feel inviting and atmospheric, using lighting, layout, and sound.

- **Development and Version control:**

    o Use HTML, CSS and Three.js to build the experience.
    o Track progress using Git with version control for all changes and updates.
    o Keep the design style consistent throughout the gallery

- **Iterative design:**

    o Sketch early gallery layout and design ideas using Figma
    o Collect feedback from peers or users after building early prototypes.
    o Refine artwork placement, movement controls, and visual style based on feedback.

- **Professional standard:**

    o Use royalty-free, high-quality art images and reference Renaissance architecture in design decisions.
    o Conduct user-testing
    o Deliver a complete project, including documentation

- **Personal Leadership:**

  o Take initiative in solving technical issues
  o Learn new Three.js techniques.

4. PLANNING

WEEK 1:

Phase 1: Research & Concept

- Choose a set of favorite paintings and gather high-quality images.

- Study Renaissance architecture for stylistic inspiration.

- Sketch the gallery layout and plan how paintings will be displayed.

Phase 2: Environment Setup

- Set up the development environment with Three.js.

- Create a basic scene with camera, floor, and lighting.

- Implement basic user navigation controls.

WEEK 2:

Phase 3: Gallery Building

- Design and build the structure of the gallery in Three.js.

- Add decorative Renaissance-style elements

- Import and position the selected artworks.

Phase 4: Interaction

- Add interactivity such as hover or click-based information.

- Enhance the environment with lighting effects and shadows.

- Conduct user testing and gather feedback for improvements.

WEEK 3:

Phase 5: Finalization

- Refine visuals and fix bugs based on feedback
- Finalize code and update GitHub documentation.
- Prepare final presentation and demo of the project.
- Write a reflection report covering the learning outcomes

5. RISKS:

- Technical difficulties
- Time-management

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