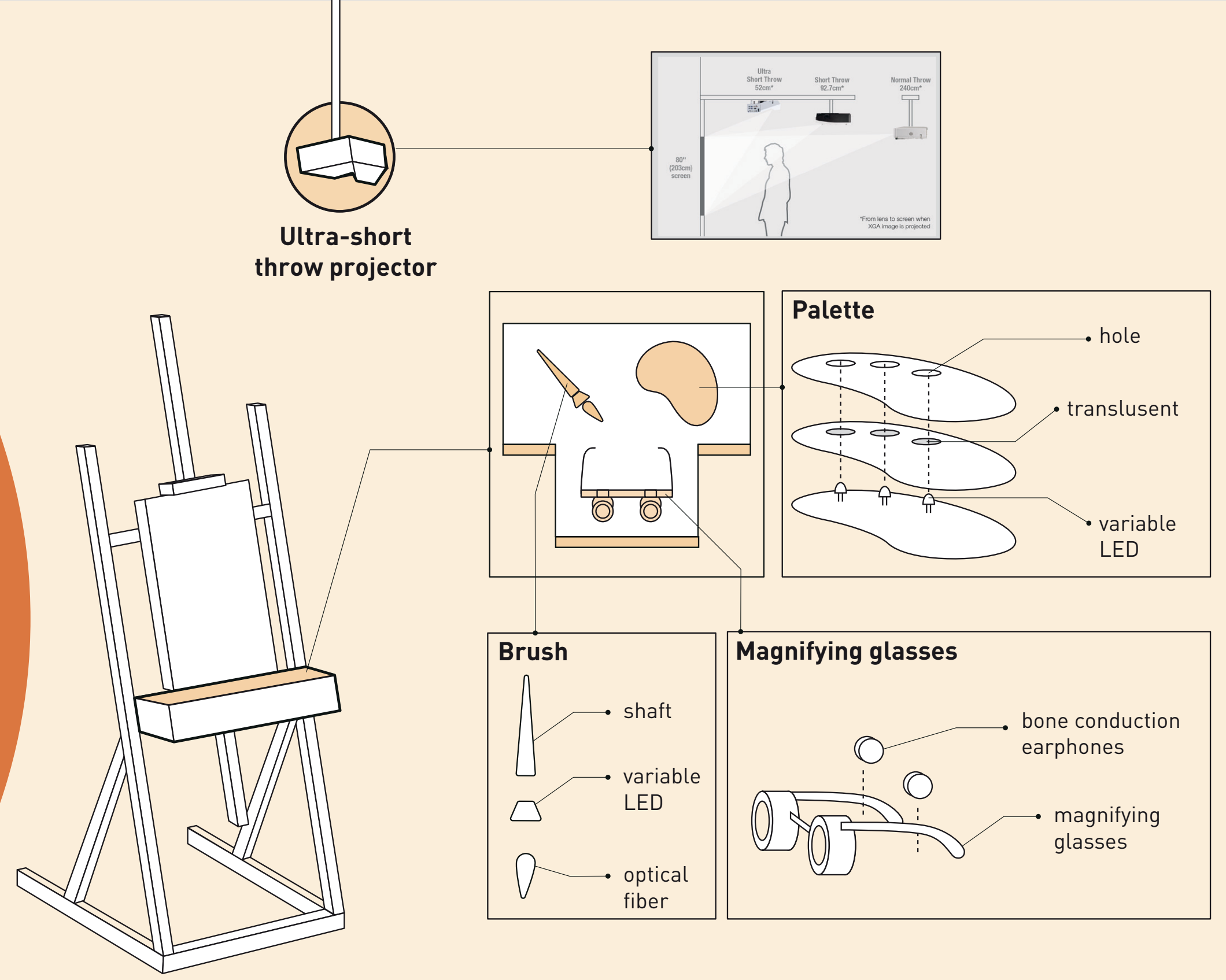


# THE SMART FRAME

## 2.0: AN REDESIGN OF EXPOSITION SETUP FOR 3D-PRINTED FINEART REPLICAS



### The concept

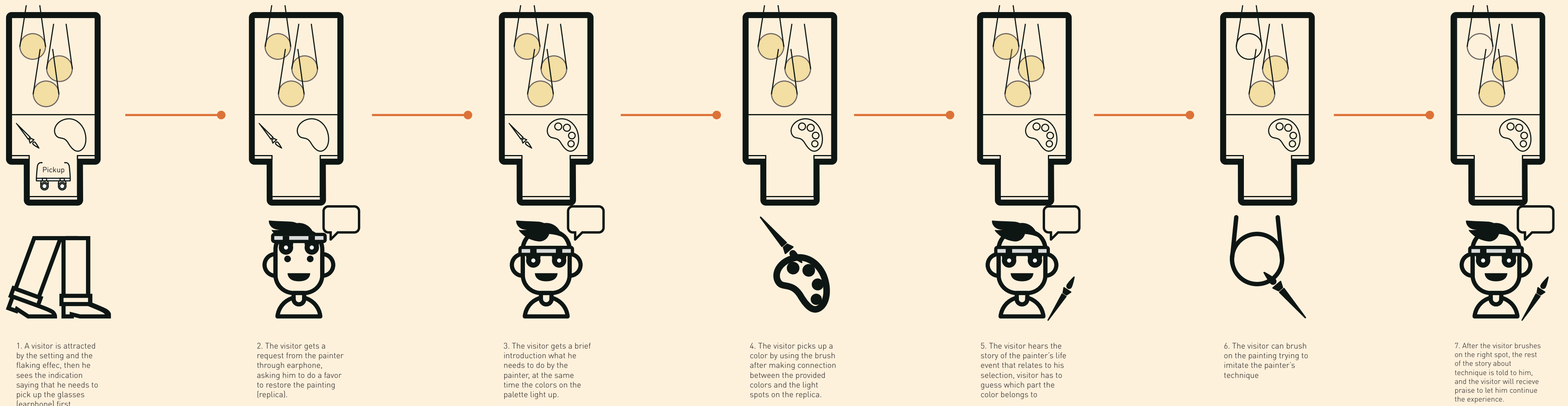
The Smart Frame has physical form and audio guide, the physical form consists of two main parts which are a ultra-short throw projector and a platform. Tools related to art restoration are displayed on the platform, including a brush, a palette and a pair of magnifying glasses integrated with earphones.

A ultra-short throw projector is employed to avoid the situation when user block the projection, it also save the room for the whole installation.

The variable LEDs on the palette light up as 'paint' indicating the original colors of the yellow 'fading' parts, projected by the projector. The LED inside the brush will turn to the corresponding color when user dip onto the certain 'paint', the color becomes visible with the help of optical fiber attached directly to the LED.

A pair of bone conduction earphones is integrated to the magnifying glasses, creating an immersive way of storytelling. User put on the earphone unexpectedly while wearing the glasses. The magnifying glasses itself can not only help user transform into the role of art restorer, but also allow to pay close observation when audio is going on.

### Scenario



### Comparison to the former design

Smart Frame 2.0	Smart Frame 1.1
<b>Target user</b> Art amateur and hobbyists	Everyone
<b>Context</b> Beside the real painting or in the exclusive exhibition area in art museum	Art museum
<b>Intended effect</b> Engage target group in multisensory storytelling so that they can feel delightful and have holistic understanding of painting content, technique and painter	Provide information about technique and painting content
<b>Setting</b> Similar to art restorer working platform: Easel with magnifying glasses, palette and brush Need projector mounted on the ceiling	Similar to lecture desk Need dark tent
<b>Interaction</b> Brush on the painting to mimic brush stroke Pick color to choose part of the story Allow to pay close observation by using magnifying glasses;	Touch 3D replica to feel brush strokes; Press button to activate audio tour
<b>Storytelling</b> Part by part Actively involved in selecting and unlocking stories. From painter's first person perspective	Once for whole story Passive listening From third person perspective



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The Smart Frame 2.0: An redesign for  
the exposition setup for 3D-printed replica  
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