



Erasmus+

2^o VOCATIONAL
LYCEUM OF
NEA FILADELFEIA



Co-funded by the
Erasmus+ Programme
of the European Union



HELLENIC DEMOCRACY
Ministry of Education
Research and Religious affairs



COURSE

DIGITAL SYSTEMS FOR A SMART APPROACH TO ART
2019-1-IT-KA204-062413

The Concept

The Digit Art Course was based on the methodology and didactics agreed between the partners of the Erasmus+ program “Digital Systems For a Smart Approach to Art”.

Initially a questionnaire was distributed to 30 candidates. After decoding the questionnaires, 10 people were selected who had common interests and a similar level of knowledge and who formed the group that would participate in the digit art course.

The questionnaires revealed that the topic would be 3D modeling of some heirlooms in the museum of Hellenism in Asia Minor "Filio Haidemenou" of Nea Filadelfeia and virtual reality of the last corridor of the museum which includes heirlooms, jewelry, records and more personal objects that have been kept.

The digit art course lasted 15 hours. In other words, there were five three-hour meetings over a period of five weeks from February the 4th until March the 3rd.

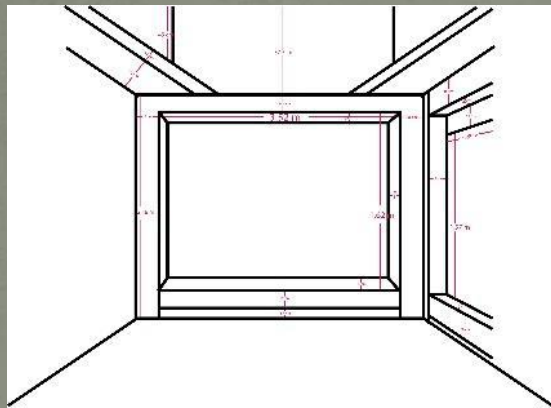
"Filio Haidemenou" Museum

The Museum of Hellenism in Asia Minor "Filio Haidemenou" is the foundation of the history and culture of Nea Filadelfia. It is the place where the exceptional collection of Asia Minor relics (heirlooms) that survived of the Asia Minor catastrophe in the 1920's have been with special care gathered and kept.

Our digit art course is focused on 3D modeling the last museum hall and of the heirlooms in this section, including jewelry, decorative items, trays, cigarette and cosmetic cases.



In the 1st lesson of the digit art course there was a guided tour of the Museum of Hellenism in Asia Minor New Philadelphia. Moreover, acquaintance with historical events and heritage and correlation of the museum relics with 3D modeling and with Virtual Reality.



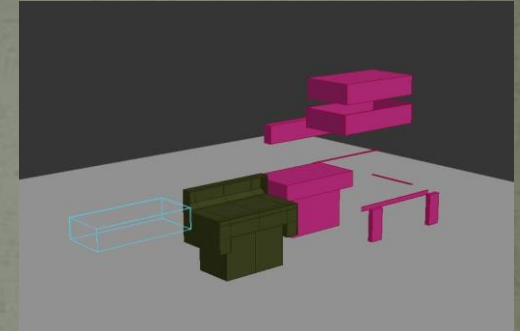
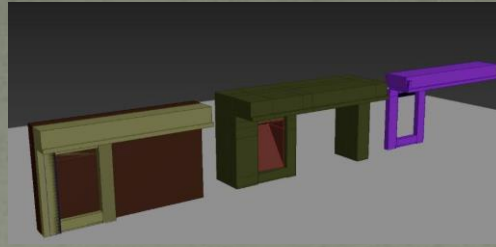
In the 2nd lesson of the digit art course theory on 3D Modeling was taught.

Familiarity with the program 3DsMax - Autodesk and its functions.

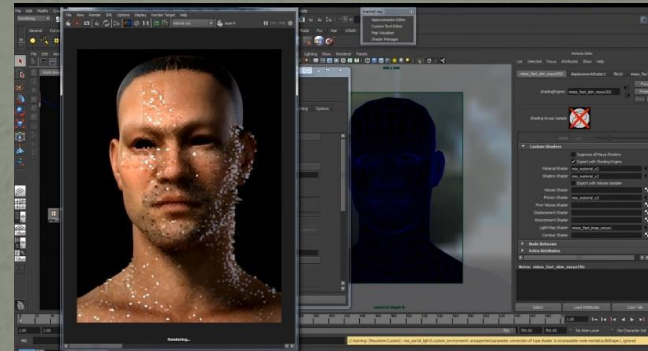
Presentation of tools and commands that will be used for the implementation 3D model of the Museum.

Availability of auxiliary diagrams and photos for the modeling of the Museum hall.

In the 3rd lesson the group viewed 3D modeling instructional video and there was implementation and presentation of the first piece in the last section of the museum.



In the 4th lesson an implementation of the modeling of the 2nd and 3rd piece in the last section of the museum took place. Reinforcement and assistance with modeling.



In the 5th and last lesson there was the implementation of the last piece of the Museum and finally a discussion and comparison of all the models to solve problems and to improve participants' skills.

The Results

After the completion of the program, a second questionnaire was distributed to evaluate the course.

In all the questions the trainees were completely satisfied with the course and their initial expectations were met. Eventually they believe that results of the course is a blend of art and technology and that they have provided new knowledge that combines technology with art. The downside of the trainees was the fact that they would have preferred the program to last longer.