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A Survey on Onstream Customized Portray

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ABSTRACT: From the years, several artists have defined and explained as to what constitutes art. Different art types like representational art, portraits of gods & deities, landscapes, historical events, material objects, and depiction of current issues can be seen widely at an art museum. Material objects belonging to a particular period or culture has immense popularity in itself. The techniques and equipment used in creating the art is also very important. Across the history, artists have experimented with different tools and techniques in order to bring revolution in the art.

Due to the effects that are caused due to traditional offline art exhibitions, we try to make virtual art galleries which enable the visitors to experience the feeling that looks similar to the real venues through user interaction. This application is mainly used to sell arts of the local artists irrespective of their nationality, gender, and religion. In this project, we are solving different problems affecting to direct sales management and purchase management. People who are interested to go for the painting exhibition but doesn't have the time to go outside due to personal issues, can buy the art of their desired requirements over the internet. The aim is to computerize the existing manual system with the help of full-fledged computer software. Reputed art galleries and popular exhibitions attract people from all across the globe by offering different variety of arts categorized by the artist's name. If a gallery possesses high featured collection, it gains huge popularity. Internet is a great source to find popular art galleries in a particular location or area.

I. INTRODUCTION

Without denying the fact that art world is magnificent, it takes your desire to the next level. Art gives you pleasure and furnish all your design requirements, whether it a home décor, furnishing or workplace revamp. India has great creative minds all across the corners that create compelling paintings from their ingenious thoughts. Different art forms, paintings and sculptures in India have already been so popular, and as of now it gains more privilege with the advent of online art galleries.

As we all know that, art means preserving the knowledge and make available to future generation. There are different forms of art like painting, sculpturing, dancing, architecture etc. Each form has the different sub-techniques to apply them and they are many beneficial things to know about the art like problem solving skills, lateral thinking, complex analysis, etc. Painting is the practice of applying the paint on the solid surface area for applying the paint we use some tools like brush, sponges, etc. The importance of painting is it will enhance the new level of skills not only that we can produce the relaxing open environment. It makes the artist to feel secure to explore their own creativity. There are seven types of paintings like Impressionism, Abstract style, Photorealism, Surrealism etc. In day-to-day life technology is improving drastically. All internet services have transferred from the pc to mobile phone. We can access anything and we can communicate the world by sitting in the home. These days marketing sector has using the technology to expand their business. By using this technology, we can easily attract the customer.

Traditional way of marketing in portrait sector is conducting an event to exhibit their portraits to customer. And customer buy the portrait if customer likes it. Conducting an event is not a simple thing they have to find the place and organize the paints and market about the event it is a huge process and it is even difficult for the customer to find where the event is going.

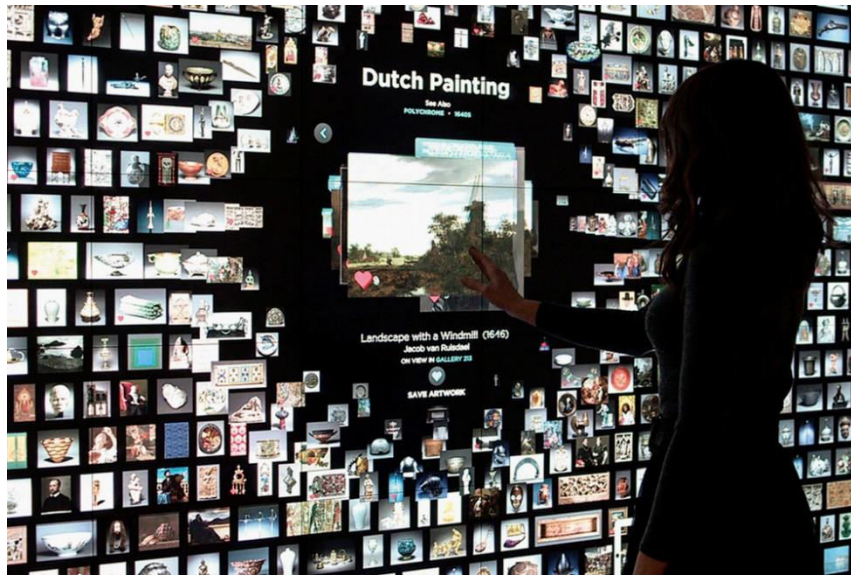


Fig 1: Selecting the art online

In this modern world, everything is available in online even we can buy the painting. There are many online art gallery software applications. These applications make the marketing easy compared to the traditional way of marketing and it is very easy for customers to find the address of the event. Here we display all the paintings in the application along with cost so that user can buy the painting even he is not in the event. This application follows the trend so that customer can buy the latest collection of painting wherever in the world. All the existing applications can make somewhat easy to customer but if the customer wants painting with his own specific requirements, customer has to plan the meeting with artist. Sometimes customer required artist may be far from the customer and sometimes customer may stick in any work. It is very complicated to communicate with the artist so based on this problem we add some extra features to existing applications. Here in proposed application customer can easily communicate with the artist virtually, where the time of both the customer and artist is saved.

II. LITERATURE REVIEWS

[1] M. Yousefi, P. Zarmehr, A. T. Targhi and M. M. Dehshibi, nowadays everyone is using the mobile applications, from entertainment to education. In these painter finder app has been taken into account. Finding the similar information about paintings from their images is a sort of image recognition. According to the features of paintings image nature, the number of SIFT descriptors numerous and this issue leads to inappropriate online matching. To overcome this issue, they used ASIFT, which can reduce the processing time compared to the SIFT results. ASIFT improves the both time-saving and complexity-reducing on painting database and distortion between two images viewpoint changes and give the fair results.

[2] W. Kelun, R. Hongxiang and W. Shuang, for art gallery simple polygon using 3-colouring schemes will not give the best results. So here to overcome the problem this paper use the 4-colouring schemes. The results that given by the 4-colouring schemes is condition of any type of colour could cover the polygon, at least polygon covers one colour. In 4-colouring schemes, we have two types tetradic colours and square colours. In tetradic colour we have the two sets of complementary colours making four colours total in this scheme one colour is dominant. In the square colour we use the four-colour spaced evenly apart from each other on the colour. Here each colour is used in equal amounts.

[3] Z. Zou, T. Shi, S. Qiu, Y. Yuan and Z. Shi, This paper proposes an image-to-painting translation method that generates vivid and realistic painting artworks with controllable styles. Different from previous image-to-image translation methods that formulate the translation as pixel-wise prediction, they deal with such an artistic creation process in a vectorized environment and produce a sequence of physically meaningful stroke parameters that can be further used for rendering. They design a novel neural renderer which imitates the behaviour of the vector renderer and then frame the stroke prediction as a parameter searching process that maximizes the similarity between the input and the rendering output. They explored the zero-gradient problem on parameter searching and also show that previous

neural renderers have a parameter coupling problem and re-design the rendering network with a rasterization network and a shading network that better handles the disentanglement of shape and colour.

[4]S. Ran and L. Lin, in recent years, the in-depth study of deep network has greatly promoted the progress of image processing technology, especially the combination of deep network and painting art has become a hot topic. Segmentation is of great importance in image processing. In this paper, U-Net and IndexNet are selected to study the Figure segmentation of ancient painting. A data enhancement method is proposed to improve the data volume and the reliability, then the data is used for U-Net training, and the loss function is minimized. There are four subsampling operations in the whole U-Net network. The operation of the up-sampling part is the opposite of the down-sampling, with 4 up-sampling times. The self-made dataset is put into the corresponding folder, and the appropriate learning rate is chosen through experiment. IndexNet is also trained and parameterized to produce predictions. Then the differences between the two models are analysed and compared, and the better prediction results are selected for guided filtering. The guided filter is used for image dehazing and extinction, and when the guided image is the original image, the filter becomes an edge-preserving filter to optimize the prediction results.

[5] Anupam Chandra, Praveen Uchil, Our research is aimed at developing support for providing value for works of artists through developing an artist friendly website wherein artists can sell their art without the aid of art curators. They attempt to transfer the same experience virtually to the user. Through multiple methods such as competitor analysis and interviews with art enthusiasts, artists and art curators, they identified certain issues with existing art galleries on the web and jotted requirements for the novel art gallery design and present the evolution of a new art gallery design including information architecture, wireframe and implementation. They will also discuss the issues faced with employing design research methods such as card sorting and interviewing, and then provide certain suggestions for improving specific aspects of these methods.

[6]Mohamad Hanif Abdul Wahab*, Alia Fatin Ahmad Zuhardi, Art gallery exhibition is an event where the artist can display his ideas to the visitors through visual quality towards the artwork display. This paper seeks about the importance of human visual factors from the literature review which was tested by an observation survey at Solaris Dutamus in Kuala Lumpur. For data collection qualitative methodology is applied. Most people have visited the art galleries to observe the art of the artist. By observing the artwork closely creates a feeling of excitement, appreciation, enthusiasm towards artwork. All these feelings happen because of light, here light plays the significant role. To increase the visual performance and visual comfort can be achieved from technical understanding on the luminaire type. In every art gallery we need to identify the distance and this paper gives some recommendations for better visuals.

[7]J. Trant and D. Bearman, in this present world technology has increased drastically. By using this technology, we can create the virtual art gallery. No need to go paris to visit the Louvre, or New York to visit MOMA. People can visit on their comfort zone. Online experience resembles closely than the physical experience by using stimulated 3D space and virtual reality and this paper explains some positive and negative of using virtual art gallery. Virtual gallery has potential to create new content out of an existing resource and add to that resource. Here they created the virtual gallery by using the combination of Macromedia Flash technology and the MySource Classic open-source content management system.

[8] Simon Schama, Vincent Van Gogh's use of colours of varying depth reflects the artist's visionary intelligence. His mixed and matched use of different colours to give it distinctiveness shows the painter's mastery of illusion. He was able to inject life into his paintings and this is evident in his painting of the old lady and the Potato Eaters. His brush spoke his mind, and this is something that he has left the world to admire and understand. Some of his works were painted to infer that he believed that heaven could be on earth. Vincent, through his paintings was able to bring to life, his thoughts and vision. He was pained to see the number of people struggling to live and used them to highlight their struggle. He believed that work should not be without sweat and this can be seen in the number of layers of paint. The 'Painting with Crows', and the 'Potato Eaters', showed Vincent Van Gogh's mastery over canvass. So, by this review we can know the power of the art.

[9] Pat Thomson, Liam Maloy (University of Nottingham), The report is designed to support the work of the APPG into Art, Craft and Design Education it takes a strong UK perspective, often focusing specifically on England. They collected published scholarly papers that addressed the benefits of Art, Craft and Design (ACD) education and that were published between 2000 and March 2021. In this review they also showed frequent differentiations between the visual arts (painting, drawing, photography, collage, etc.) and the performing arts (music,

dance, drama, etc.)!! Creativity is often associated with the arts but it is not the same as the arts, Creative dispositions and habits and/or outcomes can be taught and learnt in all subjects. While many papers in the corpus referred to creativity, it was generally under-theorised and everyday understandings predominated-creativity often equated to the production or process of making something new and original. In this review the authors made a research on the benefits of arts, craft and design.

[10] Ajadraghuwanshi, Online Art Gallery is an online application, which is used to display and sell art works of artist irrespective of their nationality, gender and other narrow consideration, through auction. It is an application software and it is very helpful for the art lovers and others who wants to know the addresses where this kind of arts will be sold. This application helps the end-users to search their arts and paintings and they can place order for the selected pieces. The end-user can also get the information about the art exhibition and the respective address, so that they can visit to those exhibitions. The Online Art Gallery is updated daily, so the user can view and buy the latest collection of contemporary art online from anywhere in the world. You can view and buy the latest Indian contemporary art collection available at their exhibitions and also at their online gallery.

[11] Z. Chen, L. Chen, Z. Zhao and Y. Wang, AI Illustrator: Art Illustration Generation Based on Generative Adversarial Network is a proposed novel project, Painting Creator, which uses deep learning technology to enable the computer to generate artistic illustrations from a short piece of text. Their scheme includes two models, image generation model and style transfer model. In the real image generation model, inspired by the application of stack generative adversarial networks in text to image generation, they proposed an improved model, IStackGAN, to solve the problem of image generation. They added a classifier based on the original model and added image structure loss and feature extraction loss to improve the performance of the generator. For the style transfer model, they improved the generator based on the original cycle generative adversarial networks and used the residual block to improve the stability and performance of the generator. By improving some of the details in the model, such as the idea of stacking generation against the network, adding classification information and reconstructing information, they produced a better picture.

[12] A. Wijaya, Kefry, W. Wihalm and A. A. Santoso Gunawan, UI and UX design in an online art gallery has a big impact for user satisfaction. The purpose of this research is to find out how UI and UX design affects user satisfaction and how to design good UI and UX in an online art gallery. We evaluated 27 research papers related to UI and UX design in an online art gallery using literature review approach. Furthermore, we used a survey to measure System Usability Scale (SUS) of two renowned Art Gallery in the form of a questionnaire. The results showed that the UI and UX designs in an online art gallery do have a big impact on user satisfaction. Nevertheless, user satisfaction is relative factors depend on the user, for example users do not like websites that tend to be dark. Based on our research, we concluded four important factors which need to be considered in designing UI and UX for an online art gallery that is web system must be simple, consistent, work properly, and fulfil the user requirements. We encourage further research to conduct larger studies to correlate with our findings.

III. CONCLUSION

The experiences of visiting physical and on-line museums have different strengths and limitations and are complementary. Access (in a museum context) is normally measured by the ease with which any visitor can experience the museum's collection. Virtual gallery tools can extend that to a more active, personal engagement by allowing visitors to create new content out of an existing resource and add to that resource. This has the potential to create a new and vital form of cultural networking. However, planners and developers of such tools should be prepared for, and be sensitive to, resistance (ranging from nervousness to hostility) from in-house curatorial staff.

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