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Interaction with Paintings by Augmented Reality and High Resolution Visualization. A Real Case Exhibition

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Abstract: *In this paper, an interactive software system for the enjoyment of the artworks in an art exhibition environment is presented. By using Augmented Reality technology, mobile application and High Resolution visualization we provide the users with a visual augmentation of the paintings and a touch interaction technique to display digital contents for art promotion, allowing exhibition visitors to interact with digital contents in an intuitive and exciting manner. The exhibition here presented is the result of previous research over the use of new technologies (e.g. Augmented Reality) for artwork promotion. Descriptions of the hardware system component and software development details are presented, with particular focus over the application implementation. Furthermore, we outline a possible Multi- media AR Installation connected with a semantic network..*

Keywords: Augmented Reality, Artwork, Mobile Application, Exhibition, Visualization

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