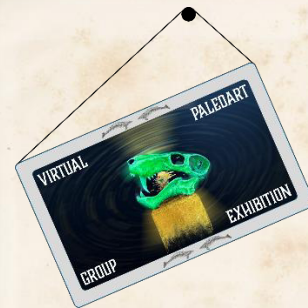


# FIRST VIRTUAL PALEDART GROUP EXHIBITION

2024



## ARTWORK REQUIREMENTS

To ensure a good performance for any visitor, uploaded artwork needs to fulfill different criteria as specified by the host company.

### PAINTINGS, DRAWINGS, AND PHOTOGRAPHS

Use web-optimized JPG files for your 2D artwork.

Set up your files at a size of 900 to 1500 pixels on the longer side; despite the limit of 5 MB per single artwork, try to stay well below.

Resolution: 72 dpi always, higher resolutions at 300 dpi will only cause longer loading times but no better presentation in the gallery.

Crop out any background scenery: you want to have the 'pure' artwork and not the rest of the room it was photographed.

When working with non-rectangular shapes, you need to provide a PNG with transparent properties. If you are working with textile art or flat, irregular artwork on a wall, consider a slight drop shadow in the PNG to create the impression of an off-set piece.

Please let me know if any artwork should have an additional frame or passepartout. In that case, it is recommended to provide me with information about the color(s) and dimensions as well. If no additional information is provided, we will stay in contact to clarify these details later.

### TEXT PANELS

When you plan to contribute text panels, please provide PNG files and a short description of what should be seen and what not.

### VIDEOS

Also, videos can be presented within the gallery.

Have a cover JPG image prepared. All 3 elements here **need to have the same proportions**:

- the actual video file (check the player proportions in your explorer for details)
- the cover jpg
- **and** the artwork dimensions in the 'basic info' tab.

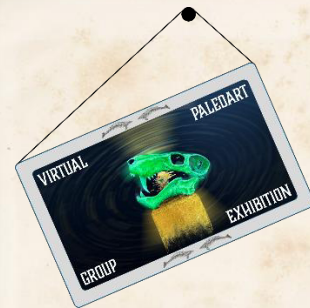
The jpg is needed as a still before the video runs, for the catalogue, and in your own artwork manager.

Best check the player proportions in the file details first, and then **align the other 2 values** with these.

*The smaller your media files are, the faster the whole gallery will load.*

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**NOTE:** Best supported video codec is **H.264 (MPEG-4)**. Videos using H.265 will not be displayed correctly on various devices. Please remember: due to limits by mobile devices, use a **maximum resolution of 1080 pixels in height**. If it is bigger, it will not be played on iOS devices (iPad, iPhone).

**Saving data mass** when loading the exhibition can be achieved as an embedded video. The example can be seen [here](#).

## 3D MODELS

There are two options to integrate 3D models in the gallery.

- Billboard
- 3D model files

### BILLBOARD

The image(s) will always face the visitor and create a 3D-like impression, although they are "only" 2D photos.

Use photos of the sculpture from multiple angles. They should be from the same height and distance. Their background needs to be removed, and the images saved as PNG files with transparency. Then name them according to the angle from which they should be viewed, for example, 0001\_sculpture\_big.png (frontal view), 0180\_sculpture\_big.png (view from the back), ....

### 3D MODEL

You need a 3d model of the artwork. The objects must be scaled to real dimensions (1:1, unit is "meter") and placed at the 0,0,0 point of the file.

Your 3D model file should either be modeled with a 3d program (preferred) or created via photogrammetry or a laser scan and then optimized for the web (low polygon count, small file size).  
About 3D files: - preferred file formats: glb (or obj+mtl)

- file size: optimal 2-3MB; maximal (but not recommended): ~20-30MB, max. 100k faces
- objects must be scaled to real dimensions (1:1, unit is "meter") and placed at the 0,0,0 point of the file
- if you use obj (not recommended): please keep all paths in the obj and mtl local (same folder), don't let them point to other places, since they will not be available when uploaded