

BEACON

WAVE

103, 104, 105

- **IO3: The online platform** - with the scope of hosting a repository of information that will be researched by the professionals involved in the implementation of this output that, once validated by all partners, would be made available free of charge to any professional working in museums and cultural field so that he/she may have a starting point in the process of studying the needs of the own organization.
- **IO4: Tactile Art** - Paintings transformed for the visually impaired: Pilot module transforming 2D paintings into 3D printed moldings
- **IO5: Vibrating Music** - Pilot Module for transforming mechanical music into vibrating and visual effects to the benefit of people with hearing difficulties

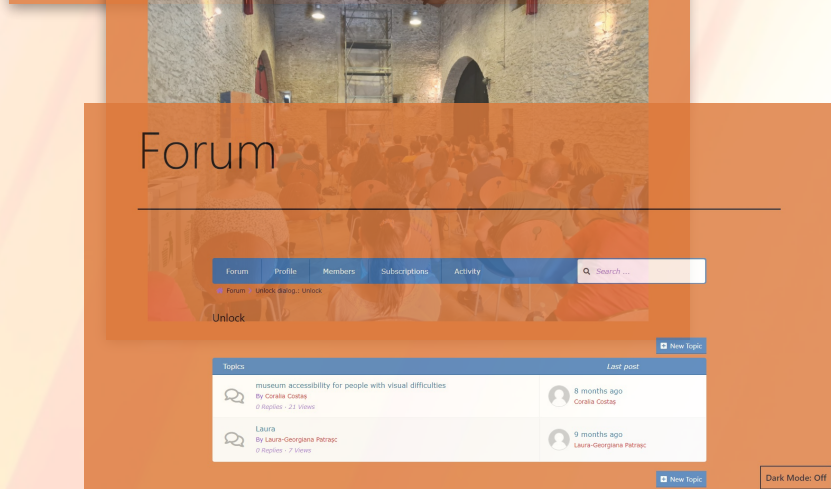
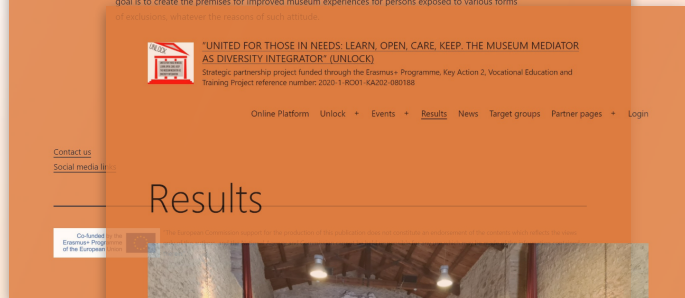
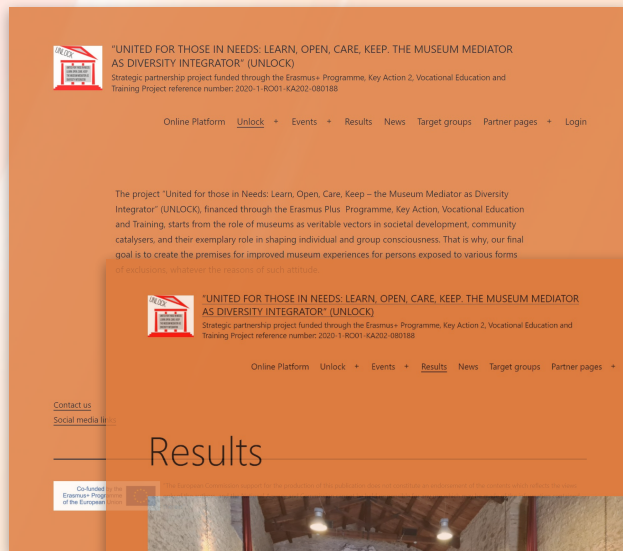
IO3 - Digital knowledge platform

Public information

- Organisations involved
- News / Activities

Private forum

- Helps with general organisation
- Medium for debating / decision making



IO4 - 3D Paintings

We take a painting and convert it to a bas-relief.

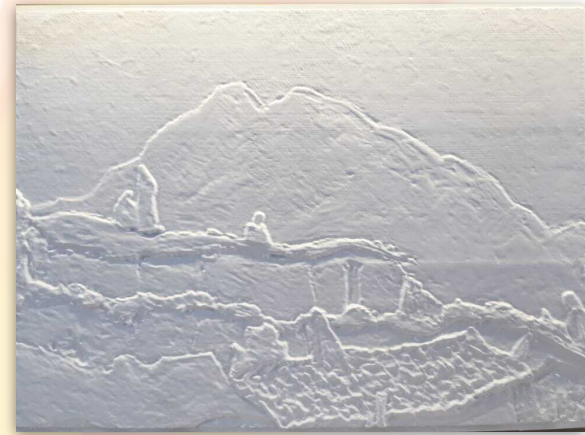
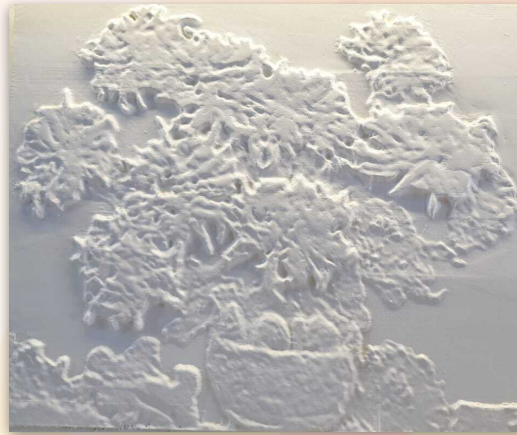
Akin to **Lithophany**

The process of taking brightness information and translating it into depth.

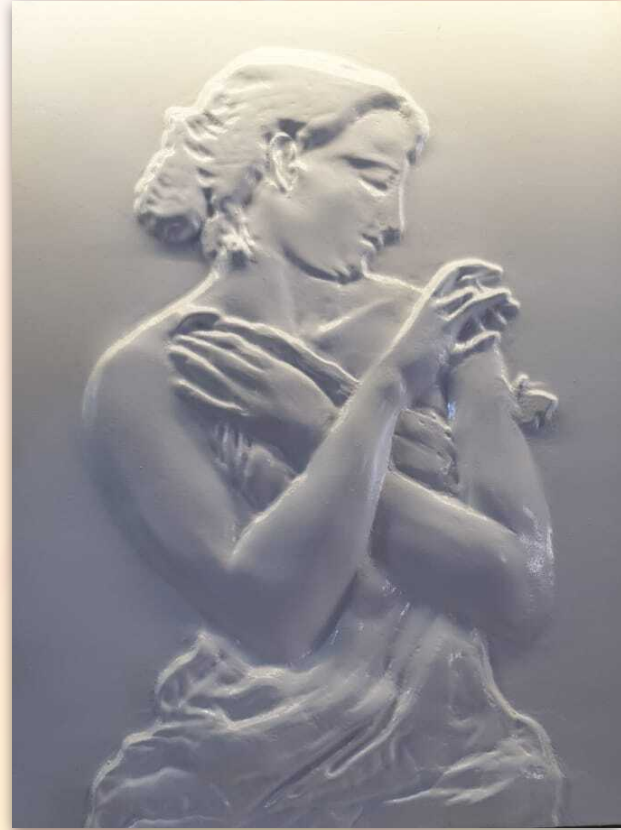
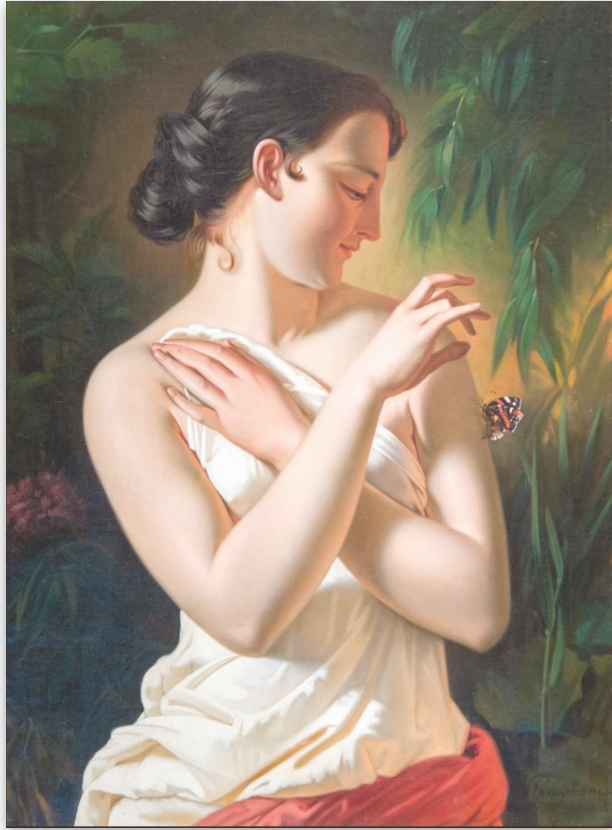
The resulting 3D file is then sent to a 3D printer

The process is partly automated,

Partly manual



The girl with the butterfly - Gh. Panaiteanu Bardasare



Landscape from Balchik - Nicolae Tonitza



Chrysanthemums - Ștefan Luchian



IO5 - Translating music into vibrations

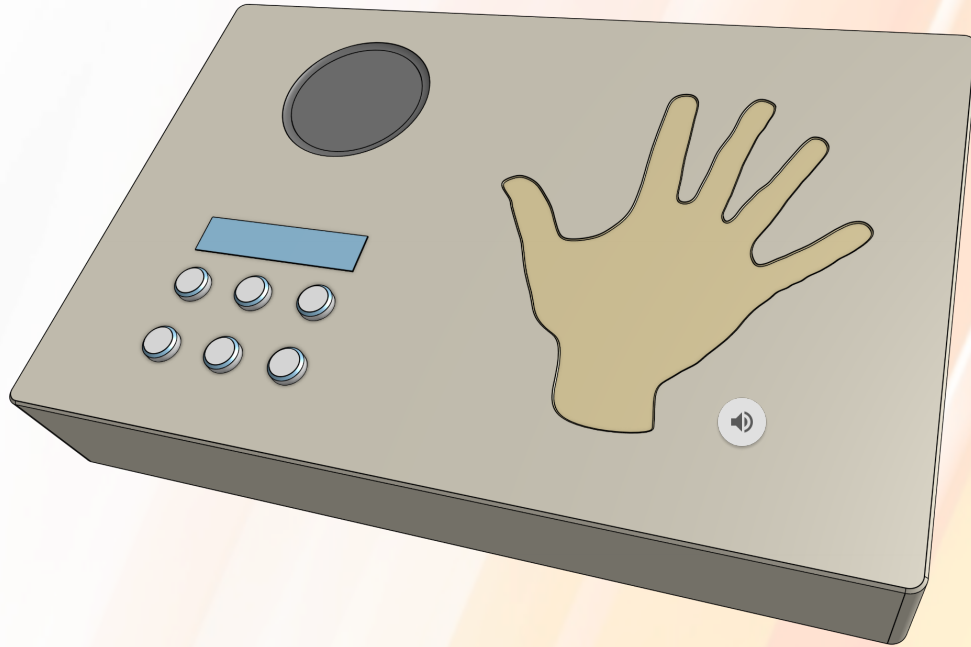
There are known cases where the hearing impaired are able to dance to the beat of lively music.

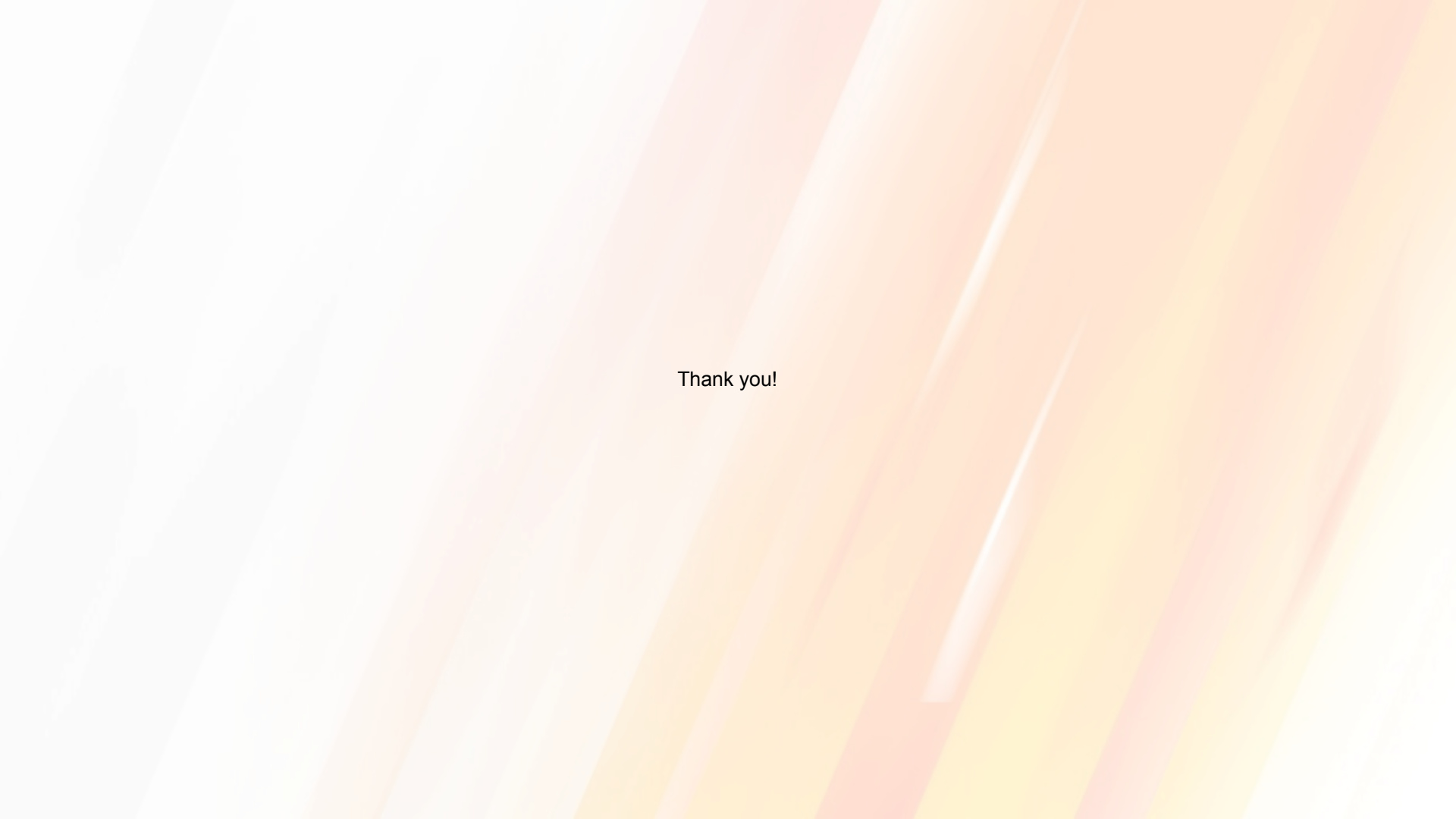
Only the base can be felt though... Humans can hear sounds from 20Hz to 20KHz.

We can sense through our skin vibrations from 5Hz to 1000Hz.

We're working to bring the sound register to our tactile register.

IO5 - Translating music into vibrations





Thank you!