IN-ROOMS AV-MULTIMEDIA PRODUCTION FORM

PRODUCTION REFERENCE: ROOM # 04 DISPLAY # 1 SUB # a

GROUP IN CHARGE: DK1 **IF MULTIPLE CONTENT DISPLAY**

PRODUCTION TYPOLOGY:

- ☐ **MATERIALS AND TECHNIQUES / ARTISTIC PROCESS**
- ☐ **CONTEXT**
- ☒ **INTERACTIVE MAP**
- ☐ **SPECIFIC INSTALLATION**
- ☐ **SOUND ATMOSPHERE DESIGN**
- ☐ **OTHER SOUND DESIGN**
- ☐ **OTHER**

TITLE: Antique ideals on tour in Europe and Norway: The journey of design

ABSTRACT AND OBJECTIVES:

Visualize the journey of design in the 1400s and 1500s in Europe. Introducing the main topics in the room, exemplified through maximum five objects. The aim is that this interactive and more visual format will be a welcoming and helpful supplementary introduction for a wider audience, visiting alone or together.
The chosen objects are particularly good examples of relevant and diverse artistic/cultural *positions* in relation to key themes in the room. Each object is presented with subtitles and short texts explaining how these particular objects is a conveyer of a particular meaning/position. Max. 2-layers of information on each object.

Questions asked and exemplified through objects:
- International trade and its influence: From where to whom?
- Ideals and use
- What was new (materials and technique)?
- An example of a designer, or a craftsman or a producer from the period
- Collection and history: Why we have this particular object …

Key themes which will be addressed through objects. One object for each theme:
- Trade and influence from the East
- Europe: Trade and influence from the south to the north
- What was new? In furniture, fashion and architecture
- Guilds and production of design
- Ideals: The Renaissance style

DETAILED DESCRIPTION: (Only for second phase of Tender)

INPUT MATERIALS:

TYPE:

- ☒ **PAPER DOCUMENTS**
- ☒ **PHOTOGRAPHS**
- ☒ **DRAWINGS/SKETCHES**
- ☒ **VIDEO**
- ☐ **SOUND TRACKS**
- ☒ **FILMS**
- ☐ **OBJECTS**
- ☒ **OTHER EXISTING MATERIALS**
- ☒ **NEW SHOOTINGS**

LIST AND REFERENCES: