

▪ C'est quoi exactement MurExpo ?

Cette application met à disposition des murs d'exposition sur lesquels vous pouvez accrocher des oeuvres (travaux de plasticiens, travaux d'élèves, ...) afin de les mettre en situation comme dans une salle d'exposition. Ce n'est pas un logiciel qui utilise une technologie 3D, mais plutôt un dispositif à base de calques que l'on charge et déplace à son gré. Une fois disposées, les oeuvres peuvent être encadrées en direct sur le mur et l'espace d'exposition peut être agrémenté d'objets et de personnages.

Un des atouts de cette solution est qu'elle produit des rendus soignés.

Le logiciel peut être embarqué dans une clé USB car il s'agit d'une application portable.

La version actuelle est la 0.6.8, elle vous permet d'exporter l'exposition sous la forme **d'une image**, sous la forme **d'un gif animé** et sous la forme **d'un fichier html ou d'un fichier PDF** (cette dernière fonctionnalité permettra certainement aux enseignants en arts plastiques de présenter et commenter des travaux d'élèves et propulser le résultat dans l'ENT).

▪ A qui s'adresse ce logiciel ?

Il s'adresse aux personnes qui ont besoin de faire des simulations/présentations d'oeuvres, par exemple des plasticiens, des galeristes, des enseignants, ... Les professeurs d'arts plastiques pourront aisément mettre en situation des travaux d'élèves. Les élèves eux-mêmes auront la possibilité de présenter leurs productions dans le cadre d'une séquence de cours.

▪ Comment on l'installe ?

Il faut d'abord savoir que l'application peut fonctionner sous les systèmes d'exploitation les plus répandus, c'est à dire GNU/Linux, Windows et MacOS.

Vous pouvez utiliser l'application à partir d'une clé USB (en dézipant l'archive dans un répertoire dans la clé), en tant que logiciel portable, mais aussi en l'installant sur votre disque dur. A ce sujet **reportez-vous à la page Téléchargement**.

▪ Comment on s'en sert ?

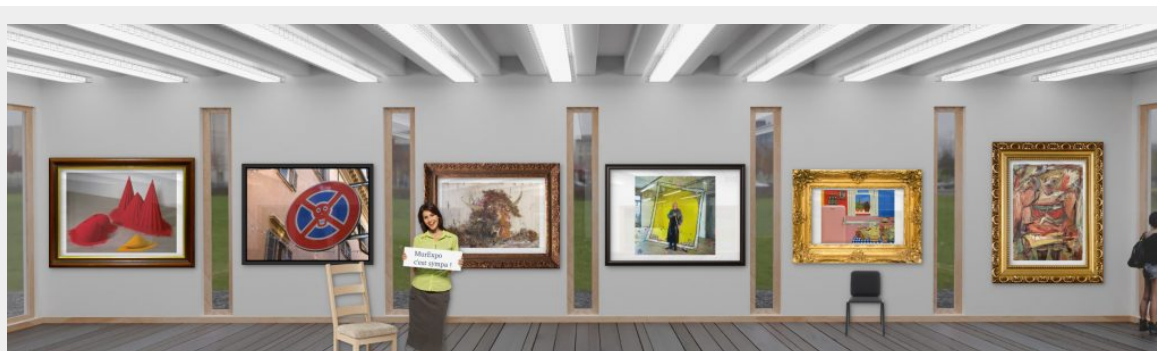
La documentation n'est pas encore disponible, mais on peut voir le logiciel en fonctionnement **dans cette vidéo** (ou tout simplement en consultant le menu **Didacticiels vidéo**).

▪ Comment va évoluer l'application ?

Pour l'instant MurExpo n'exporte (et dans sa version actuelle) le mur d'exposition que sous la forme d'une image. Dans les prochaines versions il est prévu, entre autre, de pouvoir exporter (aussi) sous la forme d'un gif animé (et pourquoi pas, si cela est possible, comme un **apng**), et de même sous la forme d'une vidéo.

▪ Quelques exemples d'expos à voir ?

Voici quelques simulations ...



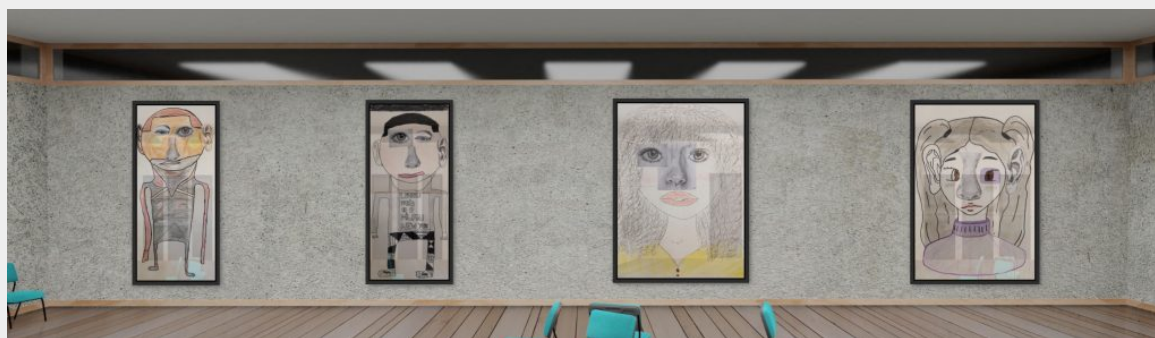
Exposition d'oeuvres (des références artistiques prises en vrac) servant à la construction de séquences de cours en arts plastiques.



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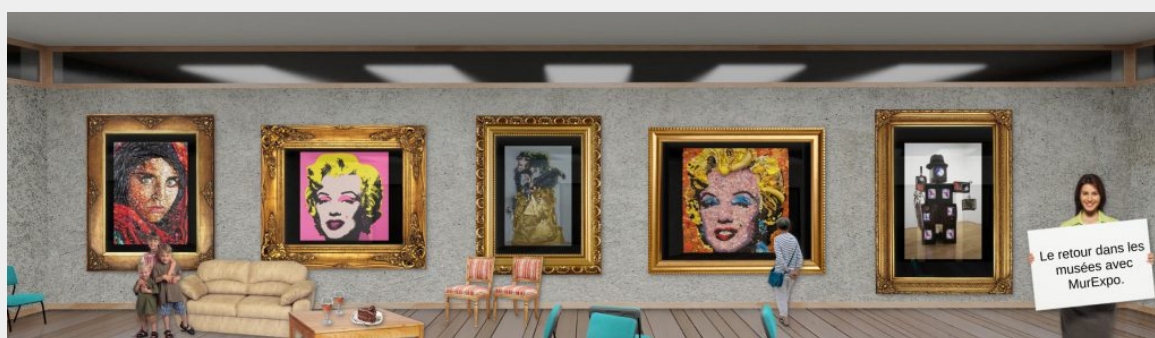
Exposition de travaux d'élèves en arts plastiques.



Exposition de travaux d'élèves en arts plastiques.



Exposition d'oeuvres (des références artistiques prises en vrac) servant à la construction de séquences de cours en arts plastiques.



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▪ **Contact (vous voulez contacter le responsable ?)**

Renseignez votre prénom, votre nom, votre adresse email, ensuite écrivez votre message et cliquez sur le bouton Envoyer, et voilà !

Veuillez activer JavaScript dans votre navigateur pour remplir ce formulaire.

Nom *

Prénom

Nom

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▪ **Le logiciel est-il compatible RGPD ?**

La réponse est oui, parce que (ici dans le cas d'une utilisation par des enseignants) :

1. Pas de compte à créer (côté prof).

2. Pas de connexion pour voir (côte élèves).
3. Pas d'interaction qui nécessite de laisser une trace (adresse IP par ex.) ou autre intervention.
4. Aucun traitement des données.

Mais au fait c'est la RGPD ?, **pour en savoir plus, c'est ici.**

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Version 3, 29 June 2007

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```
<program> Copyright (C) <year> <name of author> This program comes with ABSOLUTELY  
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redistribute it under certain conditions; type `show c' for details.
```

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