



Museum

Curating

Layout/presentation

- Look nice
- Use colour
- Use shapes and white space
- Colours, layout, flooring, walls, strings and other elements can combine to create different experiences or feelings
- Everything in a museum can be used to create aesthetics
- You can use patterns or lack of them to change a room's aesthetic
- Interactive exhibits can add to the experience
- Adding a story to exhibits can help with understanding and engagement

Content

Renaissance

- Lots of babies as signs of innocence, Jesus, or Christ
- More landscapes
- Most people are rich or wealthy
- Pictures are slightly more vibrant, with a bit more pencil work
- Many faces are more different and recognizable, but still are slightly disfigured
- Better understanding of human anatomy
- Lots of nudity
- More relaxed and natural art style

Medieval

- Most people are looking downwards
- Most people are sad
- Plague
- Lots of death

General

- Lots of people
- Most aren't very vibrant
- They have very ornate frames
- Most of them have detail and people in them
- They all look like oil paintings
- Most of the paintings are in an old fashioned style
- Most paintings have religious or tragic scenes in them
- Lots of art that is valuable now
- Much more detailed paintings
- Lots of diversity in the paintings
- A large amount of pure landscapes
- More structures, crowns, palaces, castles
- More colour
- Paintings show more advances in technology