



# USER MANUAL

V3.4

<https://wallmuse.com>

Introducing version 3, which is the Beta release available to artists, students, art and media professionals and public and private spaces

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# User Manual

## Installation

### Creating an account

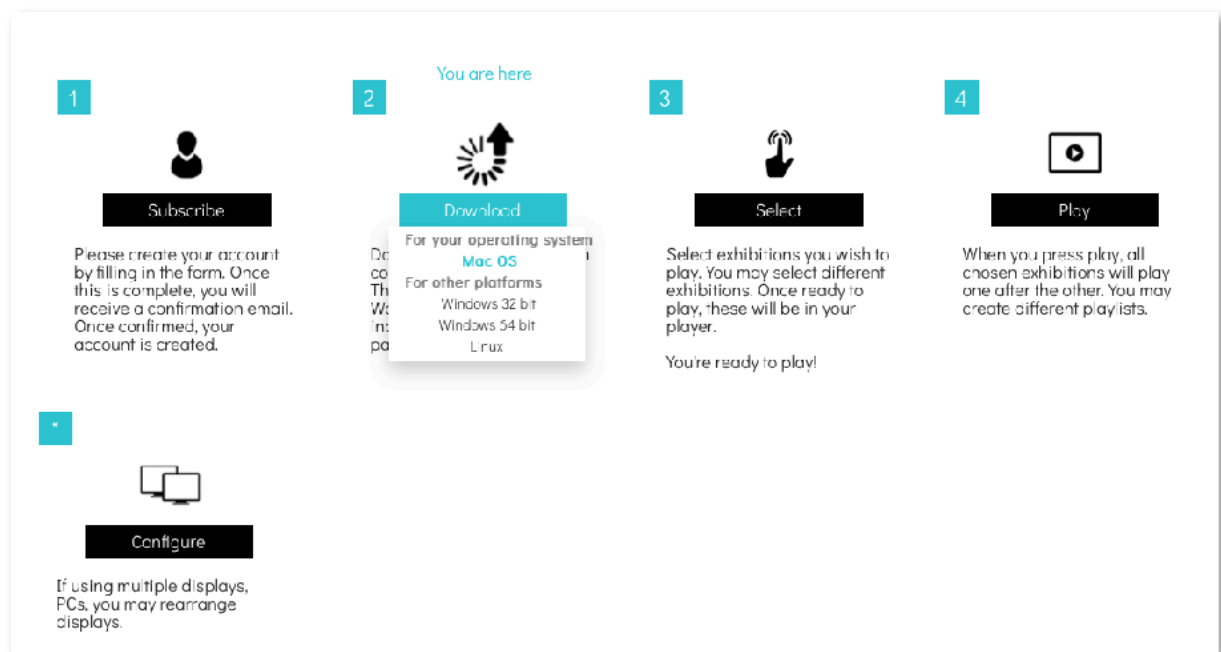
In order to use the application, you will need to [SUBSCRIBE](#) or [REQUEST AN ACCOUNT](#) or [SIGN IN](#) using an existing account, if you already have one.

For additional information, email us at [info@wallmuse.com](mailto:info@wallmuse.com) and for technical support, at [support@wallmuse.com](mailto:support@wallmuse.com).

### Installing the WallMuse Programs

After a successful sign in go to [PLAY > INSTALL](#) in order to download the Program.

On the Install page, download the application by clicking on the download button. This should be repeated on each PC you wish to use.



*Program download for different operating systems*

This should be repeated on each PC you wish to use WallMuse.

Once the download completes locate the downloaded file in your Downloads folder or in your indicated location, if selected otherwise. You can proceed with the installation as you would normally do with any application.

## Windows

If you are using Windows, double click the downloaded executable file to launch the program and begin the installation process.

## Mac OS

For Mac OS, double click the downloaded image file to mount the image and then double click the Install icon presented in your desktop to open the package contents.



*WallMuse Disk Image on Mac OS*

In the opening window drag and drop WallMuse Backend into Applications in order to complete the installation process.



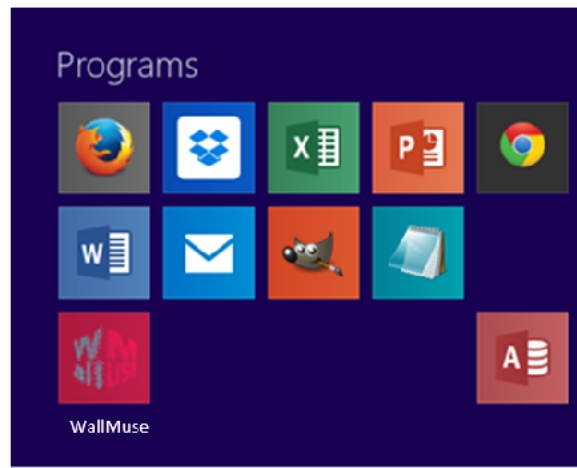
*Installation on Mac OS*

## Starting the Program

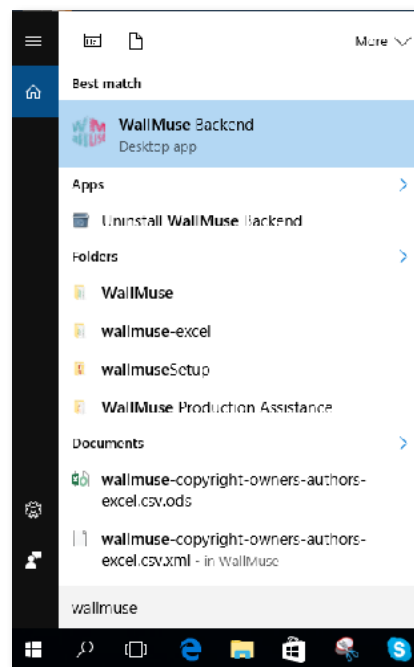
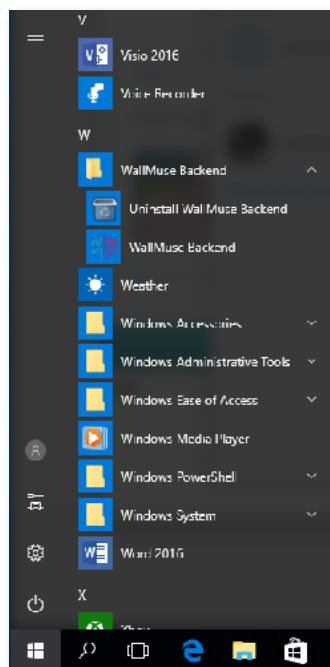
After a successful installation, you can start the Program in order to begin WallMuse to play your PC.

## Windows

In Windows, you can locate the installed application in the Start menu.



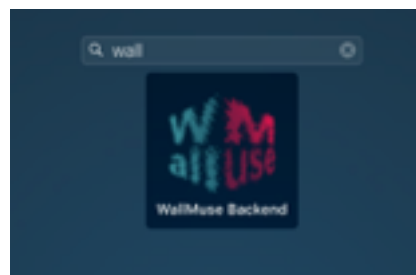
*Program launch on Windows 7 and Windows 8 Metro*



*Program launch on Windows 10 Pro, also through search*

## Mac OS

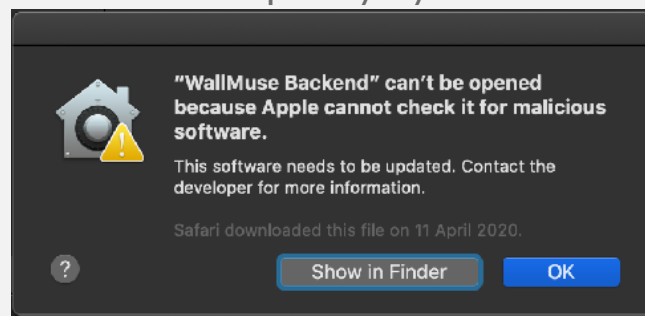
In Mac OS, the application will be available in the Launchpad where you can also search for it.



*Program search on Mac OS using the Launchpad*

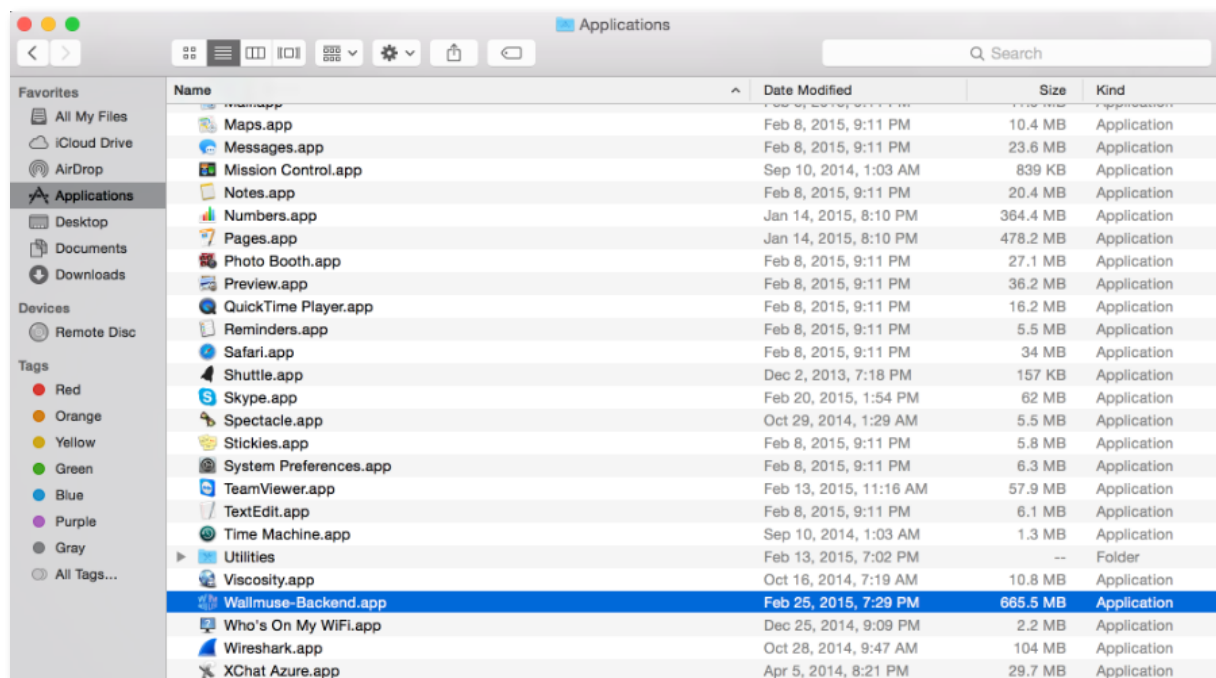
Please see <https://support.apple.com/en-us/HT202491>

To open programs on Mac a first time if having this screen, go to System Preferences > Security & Privacy > General Tab > Tap on you lock > Type your password and finally click on "Open Anyway"



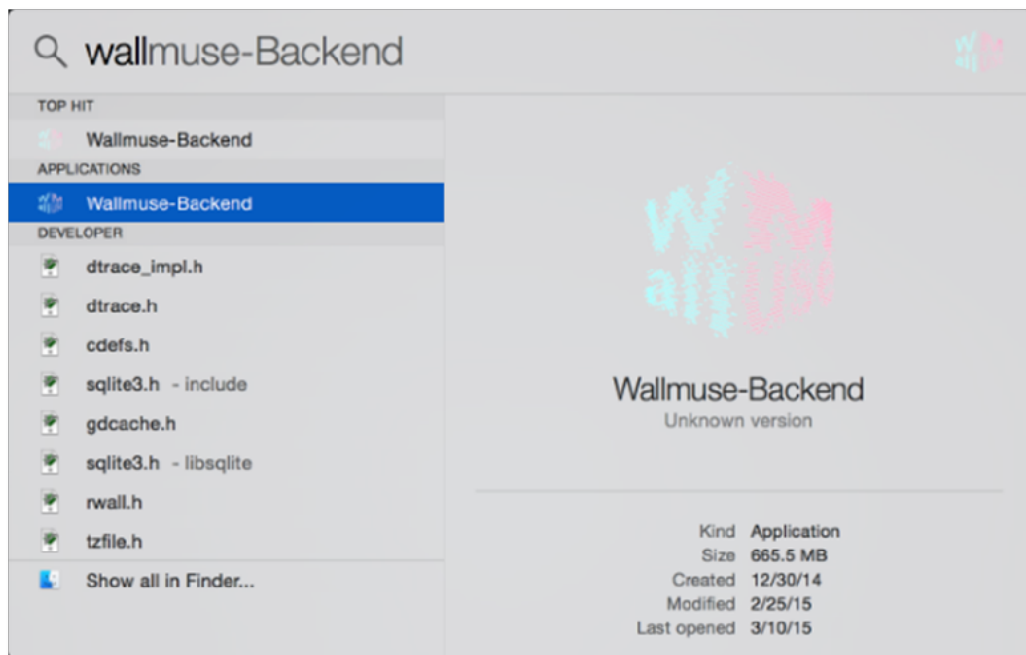
*Error with 1<sup>st</sup> time program launch*

Or you can find it in your Applications folder.



*Program launch on Mac OS*

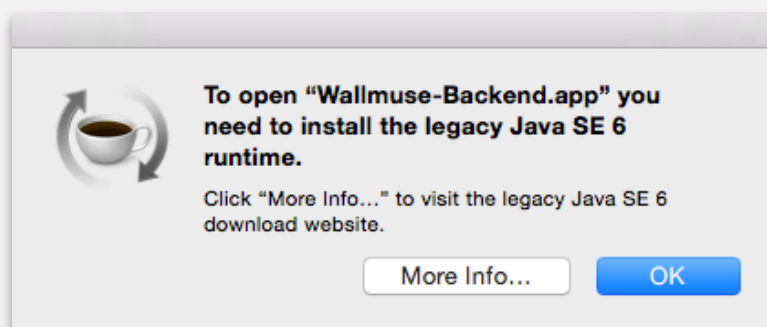
Additionally, you can search for it using Spotlight.



Program search on Mac OS using Spotlight

If you receive a warning dialog in Mac OS indicating that the application cannot be opened because it is from an unidentified developer, follow the instructions according to the version of Mac OS you are using.

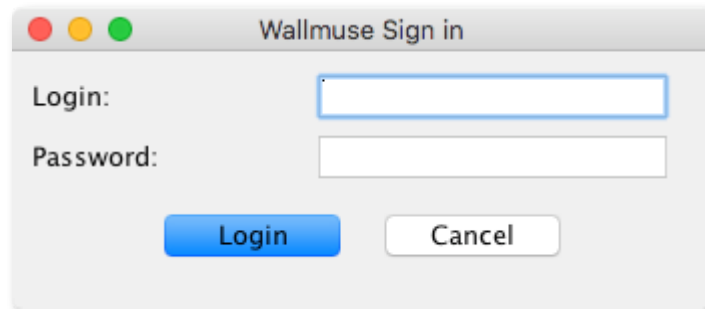
If Java is required, select **More info...** and follow procedure to install from Apple site.



The Apple Java installation page : [Java pour OS X 2015-001](#).

## Program Sign In

When the application starts for the first time it will require your login and password in order to sync with your account.



*WallMuse Program Sign In*

Once those are provided the application will launch and you will be able to start using WallMuse on your PC.

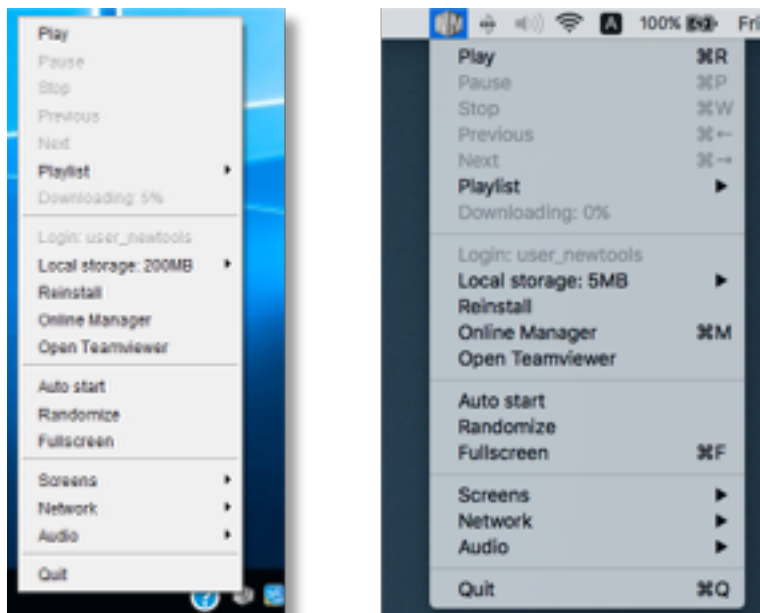
*A PC can handle as many screens allowed by its video cards and outputs, see [Configuration](#) for more detailed information.*

*Multiple Programs on multiple PCs can be configured to work in synch together.*

## Stop and restarting the Program

To stop the application simply select the Quit option in the SysTray.

If you wish to restart the Application just launch it again using the different procedures described above.

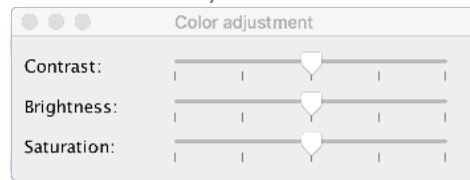


*SysTray options on Windows and Mac OS X*

After starting the program WallMuse, the taskbar (SysTray) allows to:



- [Play](#) selected Montage when Ready indicated (instead of % download progression when shown).
- [Pause](#), [Stop](#), [Previous](#), [Next](#) are other possible.
- [Login](#) indicates the used account.
- [Local Storage](#) enables to see media storage space, and empty it if needed.
- [Reinstall](#) prompts a fresh installation under same account or for another account.
- [Open Manager](#) links to the site.
- [Open TeamViewer](#) will initiate a remote support session.
- [Auto start](#) allows WallMuse to start automatically, eventually with previous Playlist in case no internet.
- [Randomize](#) plays the Montages of a given Playlist in a random ordered way.
- [Fullscreen](#) can make displays go full screen. This can be done when selecting the WallMuse broadcast windows and pressing F (Esc removes it and minimizes display window to its original state dimension).
- [Screens](#) allow to view the connected displays and enables to configure their contrast, brightness, and saturation individually.



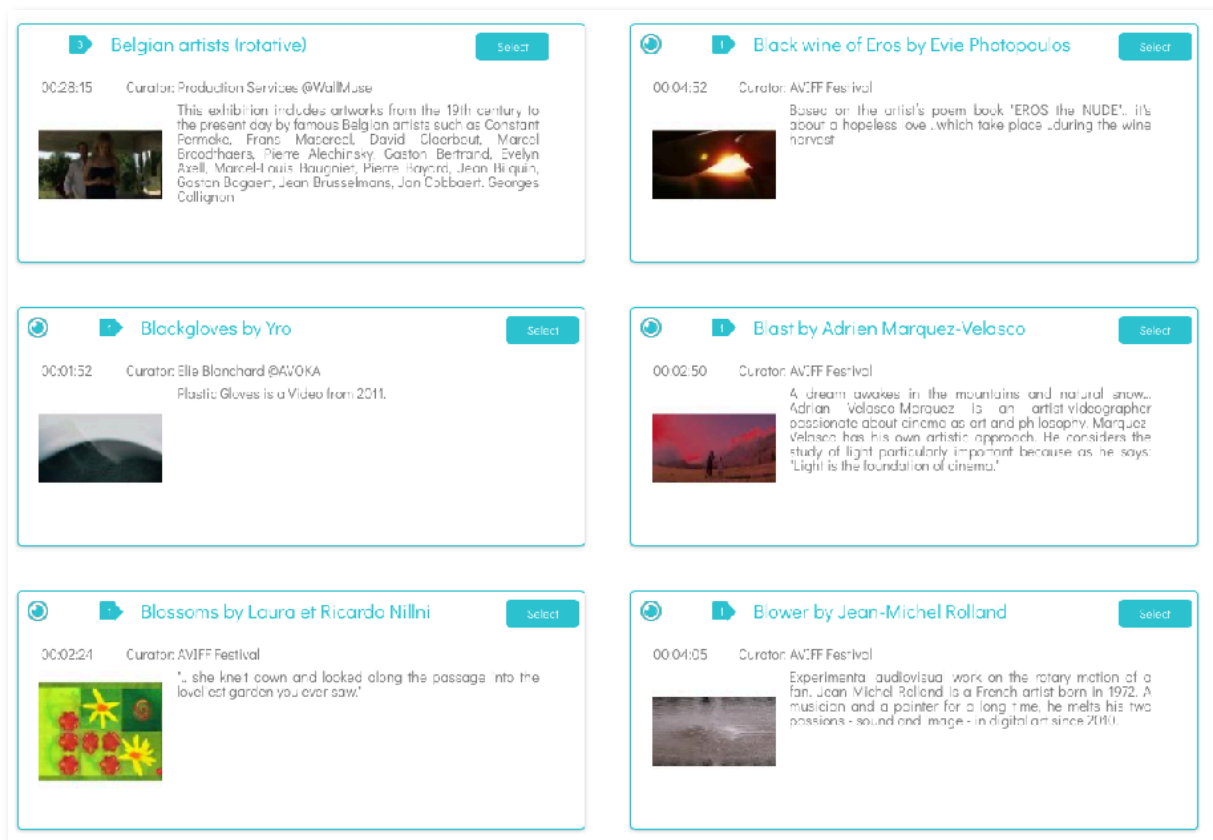
*Color adjustment*

- [Network](#) indicates the LAN details
- [Audio](#) enables to adjust audio from 0 to 10 (for Multiple Track Montage, currently audio is read from its 1st Track).
- [Quit](#) stops the program (Selecting the broadcast window and tying Q will also stop it).

## Select & Play

### Search & Select

In [PLAY > SELECT EXHIBITIONS AND FILMS](#) to search for digital exhibitions. Each exhibition has a Thumbnail, a Title and an eventual Description (in one or more languages). The number of Screen Tracks and the Duration of a Montage are also indicated. Some films when they rights permit such have a standard definition preview.



### Search & Select Exhibitions and Films

To select an exhibition or film, click on “Select” for the exhibition or film of your choice. When completed, “Selected” will be indicated.

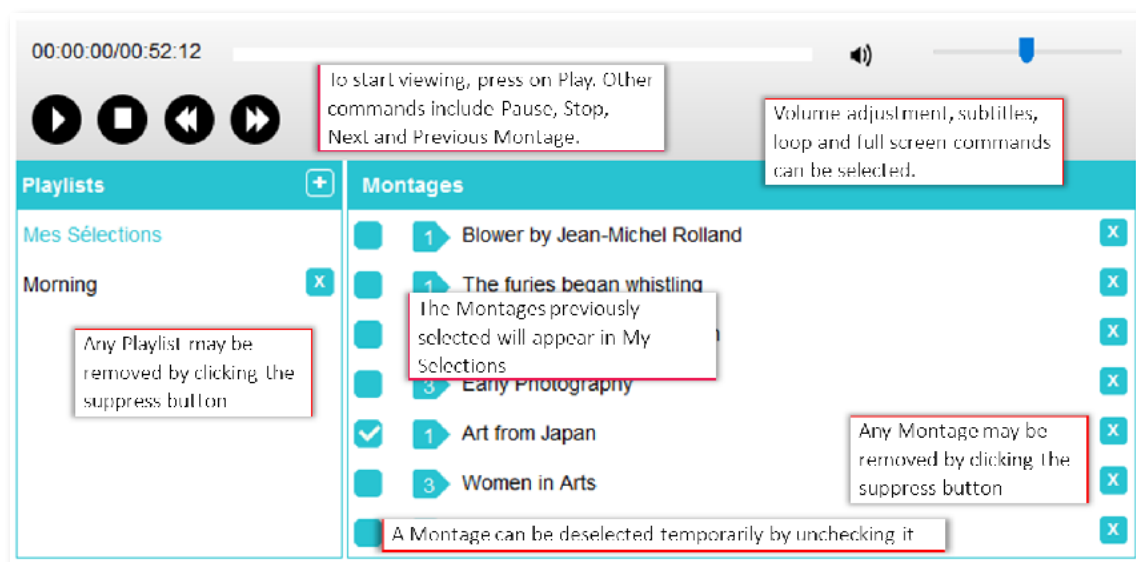
To Play the selected Montages visit [PLAY > PLAY](#).

## Play

The selected exhibitions and films are presented in SELECT EXHIBITIONS AND FILMS, the shared Catalogue. An exhibition can be temporarily unselected and can be removed by clicking the [x] button. When an exhibition is removed from My Selections, the Exhibition is also removed from all Playlists. When removed from another Playlist, the Montage is removed from that Playlist only.

Play, Stop, Previous and Next, Exhibition commands, operate for all the Screens of one or multiple PCs of a given Location.

Full screen mode is selected by default.



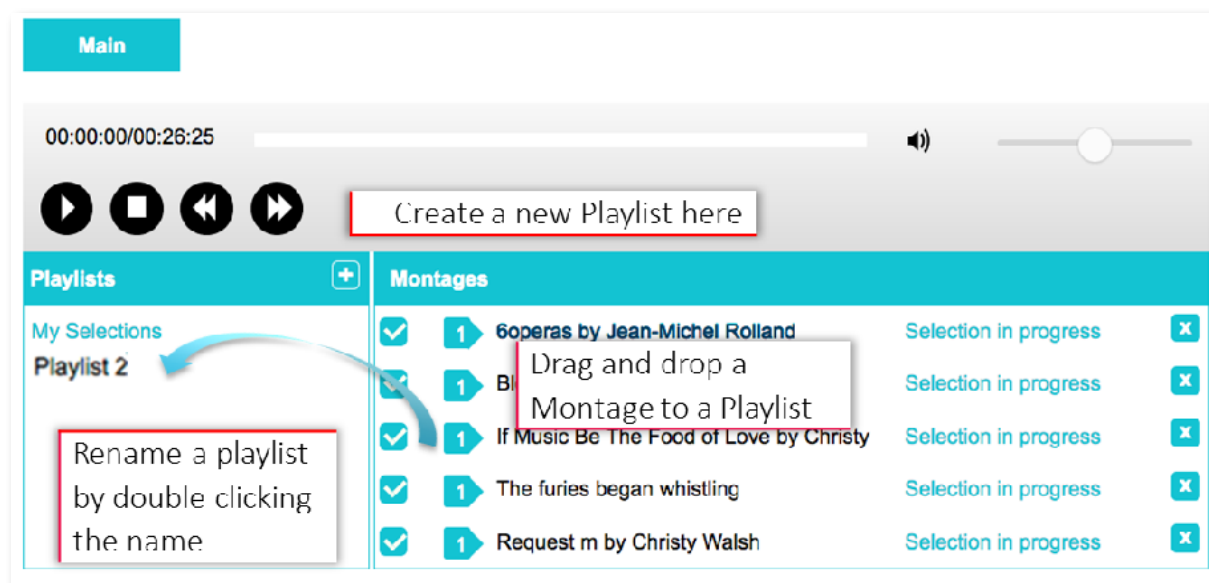
Player explanations

## Create Playlists

You can create Playlists comprising a number of Exhibitions of your choice.

Click on the new Playlist button [+] to create a new Playlist.

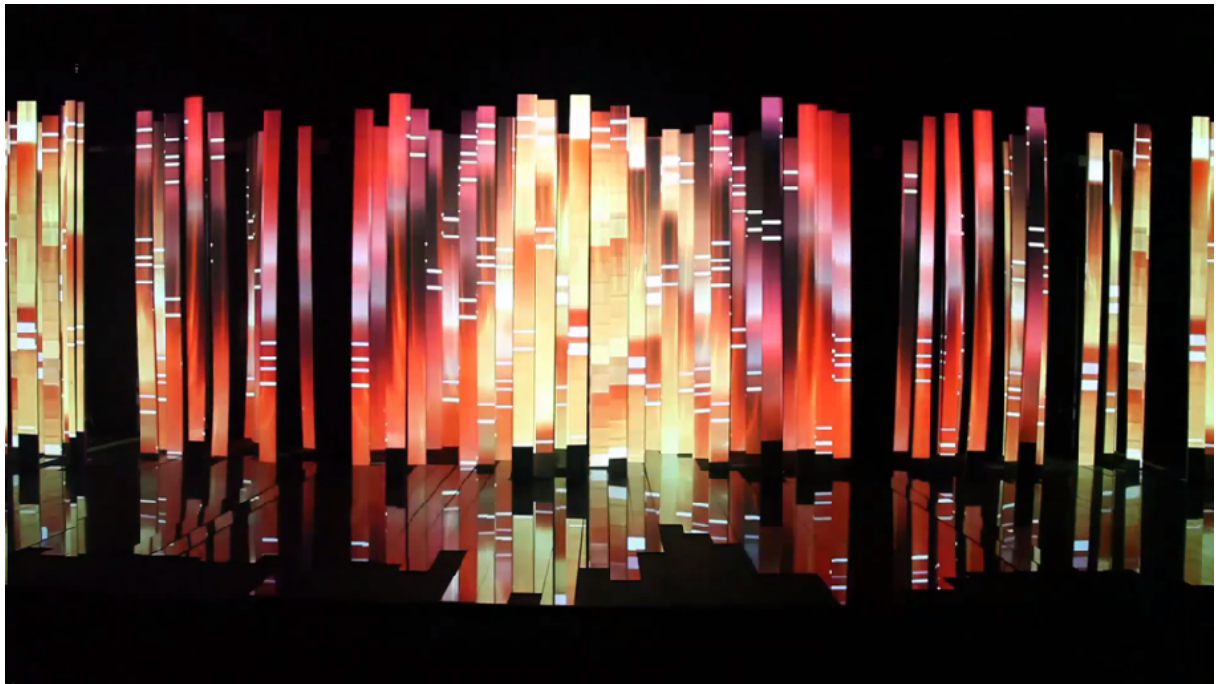
Give the Playlist a name and drag and drop Exhibitions from My Selections to copy them in the Playlist. You can rename and delete a Playlist.



Player with Playlists

## Player shortcuts

When a Playlist is played on a PC, full screen mode starts automatically.



*Full Screen Mode playing by default*

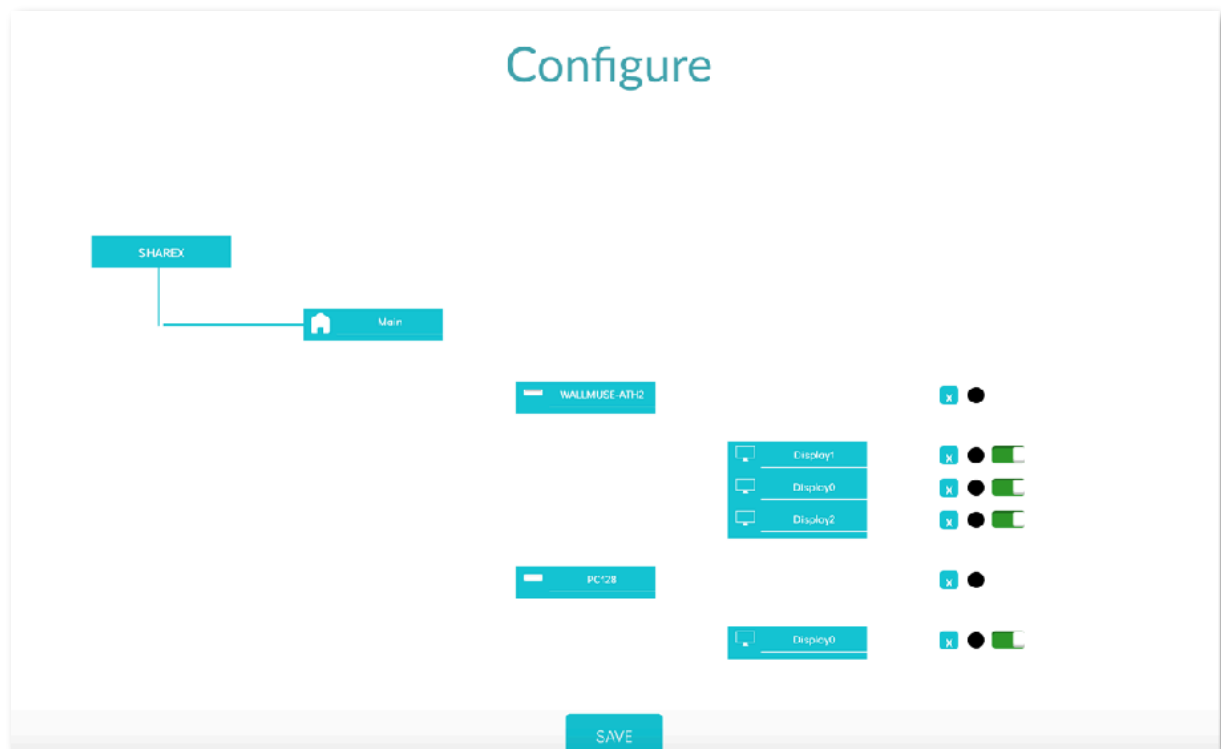
Click on exhibition pane and press

- **ESC** to exit full screen,
- **F** to go full screen again, or
- **Q** to quit.

## Configurations

### Configure

Locations, PC computers and Screens can be updated in [PLAY > CONFIGURE](#).



Configure

Adding a PC Computer is done by Installing the Program on that PC (see [Installation](#) or goto [PLAY > INSTALL](#)).

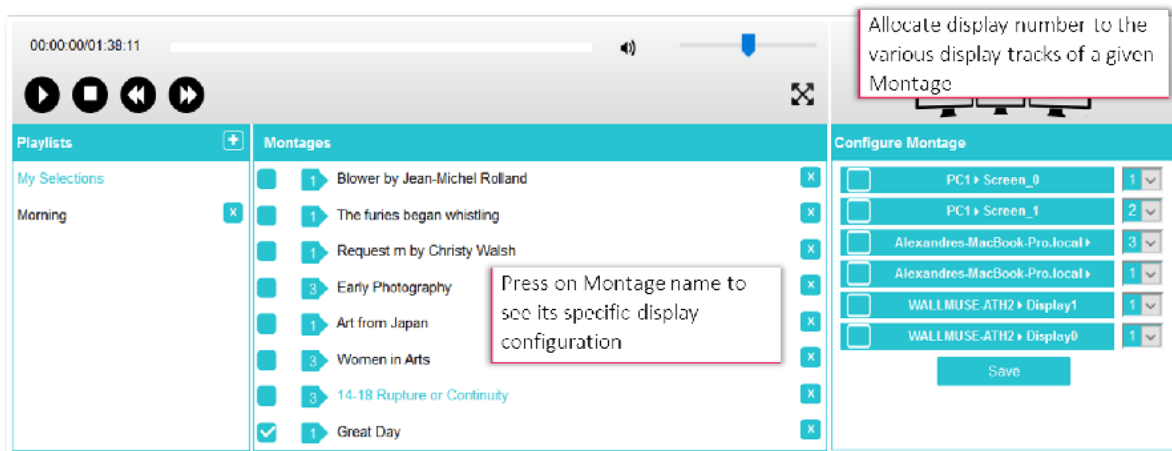
The following example illustrates how configure page works.



*Configure explanations*

## Screen Configuration: Montage Preferences

To change the Screen order for a single Montage, select Montage Preferences. In the below example, the Montage "14-18 Rupture or Continuity" has 3 Display Tracks that are allocated to 6 different Displays.



*Configure Screens for a given Montage in the Player*

When a Montage has less Screen Tracks than the configured Screens, other unused Screens will duplicate the existing Tracks of a Montage.

When the number of Tracks is less than the number of Screens, the user can indicate his Screen preferences, as shown in the above example.

See also [Create Montages](#) for more detailed information on Screen Tracks.

# Creating Montages and specifying contents/artworks

## Contents or artworks' specifications

In [CURATE > ADD CONTENTS](#), the following field asks for details on the original digital artwork's location and rights. An artwork has three formats:

- Its high definition (HD) or ultra-high definition (UHD or 4K) formats, which are encrypted and locked to avoid copying;
- Its standard definition (SD) format, which is optional and can be displayed freely over the Internet;
- Its Thumbnail.

1

ARTWORK

\*Title

\*Artist (first last or nickname)

My versions or notes

\*Duration (YYYY or YYYY-YYYY)

☐ HIDE ☐ APPROXIMATE

Classification

\*Select one or many categories

Tag 1, Tag 2 ...

Descriptions

Select language first

Description...

Add

Delete

2

MEDIA

Visual media files

HD/4K Version

BROWSE

http:// https:// or ftp://

+

Replace auto-generated lower resolution versions

+

RIGHTS

+

CREDITS

Artist

SAVE

Specify Contents different parts

Most image and audio/video formats are supported (see [Media Formats](#)). SD and Thumbnail formats are generated automatically, although specific ones may be used by selecting SD or Thumbnail check boxes.

## Categories and keyword

Various categories may be selected to describe an artwork, covering most contemporary art, video art and digital art movements:

ABSTRACT ART	EXPRESSIONISM	PARTICIPATIVE ART
ABSTRACT	FAUVISM	PATTERN AND
EXPRESSIONISM	FEMINIST ART	DECORATION
ABSTRACT MINIMALISM	FIGURATION LIBRE	PERFORMANCE
ACTION PAINTING	FIGURATION NARATIVE	PHOTOGRAPHY
AMERICAN MODERNISM	CONTEMPORARY ART	PHOTOREALISM
APPROPRIATION ART	FLUXUS / NEO-DADA	POP ART
ARCHITECTURE	FUNK ART	POST-IMPRESSIONISM
ART DECO	FUTURISM	POSTMINIMALISM
ARTE POVERA	GRAFFITI ART	POSTMODERNISM
ARTIST'S BOOK	HAPPENINGS	PROCESS ART
ARTS & CRAFTS	HARD-EDGE PAINTING	PUBLIC ART
ASCII ART	INFORMATION ART	RAYONISM
BAD PAINTING	INSTALLATION ART	RELATIONAL ART
BAUHAUS	INSTITUTIONAL CRITIQUE	RUSSIAN AVANT-GARDE
BIO ART	INTERNET ART	SCULPTURE
BODY ART	KINETIC ART	SECTION D'OR
CERAMICS	KINETIC PAINTING	SOCIAL REALISM
CLASSICAL REALISM	LAND ART	SOFTWARE ART
COMIC FANZINE	LIVE INSTALLATION	SOUND ART
COMIC STRIP	LOWBROW	STREET ART
COMICS FANZINE	LYRICAL ABSTRACTION	STUCKISM
COMPUTER ART	MADI	SUPERFLAT
CONCEPTUAL ART	MAGIC REALISM	SUPREMATISM
CONSTRUCTIVISM	MAIL ART	SURREALISM
CONTEMPORARY ART	MASSURREALISM	SYMBOLISM
CONCEPTUAL ART	METAPHYSICAL ART	TEXTILE DESIGN
CONTEMPORARY	MINIMALISM	TRANSGRESSIVE ART
REALISM	MUSICALISM	TRANSHUMANIST ART
CUBISM	NEO-BAROQUE	VERISM
CYBERARTS	NEO-CONCEPTUAL ART	VIDEO ART
CYNICAL REALISM	NEOEXPRESSIONISM	VIDEO INSTALLATION
DADAISM	NEO-IMPRESSIONISM	VIDEOGAME ART
DE STIJL	NEW MEDIA ART	VIENNESE ACTIONISM
DEMOSCENE	NOUVEAU REALISME	VJ-ART
DIGITAL ART	NOUVELLE FIGURATION	
ELECTRONIC ART	OP ART	

These categories are editable for administrator accounts.

Keywords are also available, which allow users to create and manage them more easily in view of creating Montages e.g.: Women in art; Movement



## Rights

Enter Rights by pressing ( + ) that becomes its section 3.

The screenshot shows the 'Rights' section of the software interface. A red box highlights the 'Copyright' dropdown menu, which lists various rights options. A callout box points to the 'All Countries' dropdown, stating 'The various rights of the artworks'.

**3** Rights

HD Version

☐ Free for education ☐ Splittab

SD Version: ☐ Public Domain ☐

Thumbnail: ☒ Public Domain ☐ Same as HD ☐ Specific Rights:

Copyright









- No Access
- Public Domain
- Copyright
- Copyleft
- Creative Commons CC BY
- Creative Commons CC BY-SA
- Creative Commons CC BY-ND
- Creative Commons CC BY-NC
- Creative Commons CC BY-NC-SA
- Creative Commons CC BY-NC-ND

All Countries

All Countries

### Specify Contents Rights

The table below table explains the various rights you can choose from for each artwork, especially for HD/UHD formats that are encrypted, also Thumbnail, SD formats that are optional.

Name	Logo	Acronym	Explanation and details	
<a href="#">Copyright</a>		CR	Specific to States	May include moral rights towards internet use
<a href="#">Copy left</a>		CL	Others may freely copy, distribute and transform creative works without the author's explicit permission	
<a href="#">Creative Commons</a>		CC BY	Attribution (by): Others can copy, distribute, transmit the work but only if they give credit.	Others can make derivative works (remixing, adapting the work), make commercial use of the work.
		CC BY-ND		
		CC BY-NC-SA		Others may not alter, transform, or build upon this work.
		CC BY-SA		Others may distribute the resulting work only under the same or similar license as the original.
		CC BY-NC		Others may distribute the resulting work only under the same or similar license as the original.
		CC BY-NC-ND		Others may not use this work for commercial purposes.
				Others may not alter, transform, or build upon this work

*The various rights available for artworks as well as Montage curating*

Artworks specified as Copyright and Creative Commons (CC) with No Derivatives (ND) cannot be re-used, so these will not be available to other users to create Montages. Other artwork rights allow re-usage, so these artworks would be available to others to [CURATE EXHIBITIONS](#).

*TN and SD versions are not encrypted and protected. You may wish eventually to apply Watermarks by selecting specific SD or Thumbnail versions.*

**3 Rights**

HD Version

Copyright ☐ Free for education ☐ Splittable

SD Version: ☐ Public Domain ☐ Same as HD ☒ Specific Rights:

Thumbnail: ☒ Public Domain ☐ Same as HD ☐ Specific Rights:

Copyright ☐ All Countries

A right may be defined for all countries or individual countries, one at a time

Specify Contents Rights

## Credits

Different Credits are proposed after pressing ( + ) which becomes its section 4. These include:

- Author or Rights Holder which may be additional to the Author, for instance with artist foundations. These have moral rights on broadcasting even in purchased by a museum for example (see <http://www.adagp.fr/en/author-right/moral-right>).
- Location is the place of the art
- Artwork Owner has no broadcasting rights unless within his premises, and so indicated in credits separately.
- Photograph credits are indicated and rarely have rights as such. If so, these should be indicated above in Rights.
- Representation Rights are organizations such as ADAGP (FR), BILDKUNST (DE), COPY-DAN (DK), DACS (UK), (SK), SIAE (IT), SPA (PT), VAGA (US), VEGAP (ES) and others. These indicate whether representation/broadcasts/internet are possible or not.

Credits may be determined for all countries or a selection of countries.

**4 Credits**

Miro Joan Author

ADAGP Representation Rights

All Countries

Please Select Type

- Author or Rights Holder
- Location
- Artwork Owner
- Photograph
- Representation Rights

Save

The various credits of the artworks. Author being modifiable at Title of artwork level on top of page

Specify Contents Credits

When all is specified, press the Submit button. Entering information for another artwork or content will keep previous details unless page is refreshed.

See also [VIDEO TUTORIAL](#).

## Batch processing

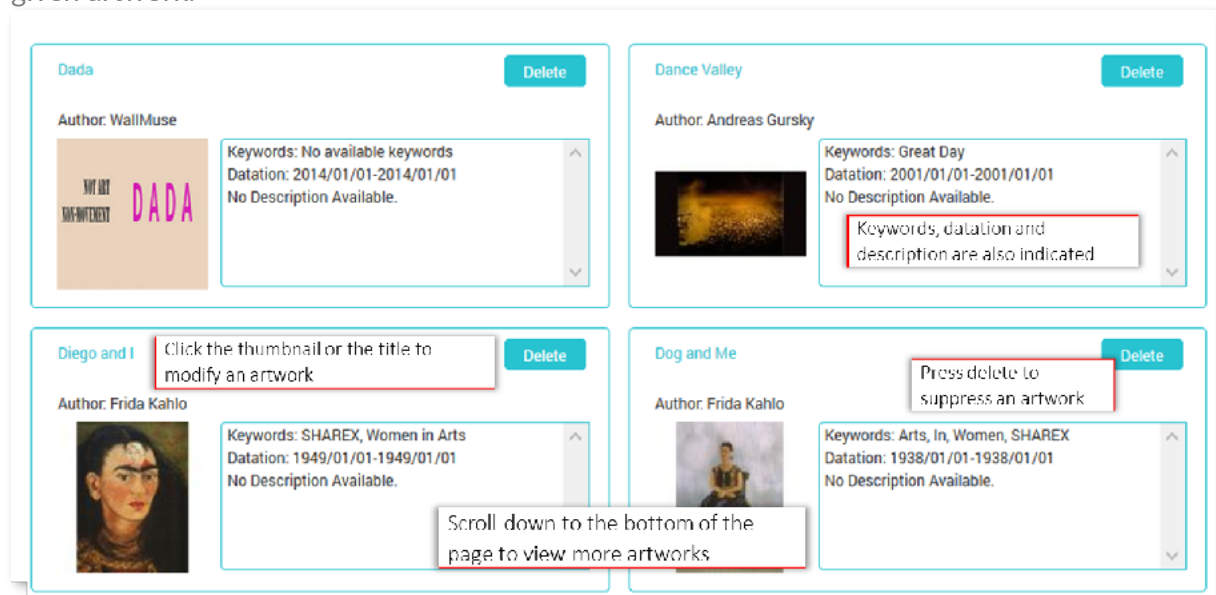
Batch Processing has recently been added for art professionals. This service enables to specify multiple artworks in one process, rather than doing so individually for each artwork.

See also [VIDEO TUTORIAL](#).

## List and modify contents

[CURATE > LIST CONTENTS](#) page allows you to review all artworks available to your account.

Pressing on a Thumbnail of an artwork will redirect you to Modify Contents page for that given artwork.



List Artworks

## Create Exhibitions

In [CURATE > CURATE EXHIBITIONS](#) or by selecting the above Montage > button, the Montage creation tool is presented.

It comprises a left column where you can find artworks or existing Montages which can be dragged and dropped to create a Montage in the larger section on the right.

The top part gives information about the created Montage.

Select the Full Screen mode indicated on the top right button, as it is more convenient to create Montages using the full screen feature.

**Select Artworks/Montages; drag and drop them into a new Montage**

**1**

Create new
Modify Montage

Title Keywords Authors

Man Ray
Search

Artworks
Montages
Tools

Artworks 1-11 of 11

previous
next

**2**

Name of Montage: Type a name.

Select a thumbnail by double clicking on an artwork.

Specify Categories: ▼

Specify language: No language ▼

☒ Suitable for children

Add descriptions:


Add a description ▼ +

Specify Rights:


No access ▼

All countries ▼ +

Clear
Save

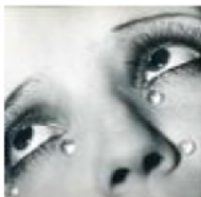


Black & White  
00:00:05:00, Image




Artwork section part

Dora Maar  
00:00:05:00, Image



Glass Tears  
00:00:05:00, Image



Montage creation part

*Create Montage and its various parts*

The left column, where artworks or existing Montages may be accessed, comprises your artworks and Montages as well as artworks and Montages which rights allow re-usage.

In Search, type for example “XX” to find artworks which title comprises “XX”.  
Use the scroll bar to select the desired artworks if several correspond to your search.  
Note that “Create new” is selected by default.

**Select Artworks/Montages; drag and drop them into a new Montage**

1 Create Montage is selected

Create new Modify Montage Name of Montage: Type a name. Number of tracks: 0

Title Keywords Authors Specify Categories: Specify language: No language Suitable for children

Man Ray Search for the required Author Descriptions: Add a description +

Artworks Montages Tools Specify Rights: No access All countries +

Artworks 1-11 of 11 previous next

Black & White  
00:00:05:00, Image

Dora Maar  
00:00:05:00, Image

Glass Tears  
00:00:05:00, Image

Search for the required artwork

*Creating Montages and searching for artworks*

Scroll down to find artworks and drag and drop them in the desired position and on the desired Screen Track.

Adding an artwork vertically onto an empty line will automatically create a new Screen Track.

**Select Artworks/Montages; drag and drop them into a new Montage**

1

Create new Modify Montage

Title Keywords Authors

Man Ray Search

Artworks Montages Tools

Artworks 1-17 of 17

previous next

2

Name of Montage: Type a name.

Specify Categories: Specify language: No language ☒ Suitable for children

Add descriptions: Add a description +

Specify Rights: No access All countries +

Clear Save

Total number

Number of tracks: 2

Track 1

Man Ray Introduction (image e 00:00:10:00, Video

Rayograph 00:00:05:00, Image

Red badge of courage 00:00:05:00, Image

Track 2

Black & White 00:00:10:00 0:00:10:00 0:00:10:00 0:00:10:00

Dora Maar 00:00:10:00 0:00:10:00 0:00:10:00 0:00:10:00

Glass Tears 00:00:10:00 0:00:10:00 0:00:10:00 0:00:10:00

Drag and drop contents onto the desired track

Adding contents on a new line will add a new display track

Create Montage by dragging and dropping artworks

## Title Tool

In Tools, you may drag and drop Title into a Montage and by editing it can set preferences for such insertions.

Select Artworks/Montages

1
2

Create new
Modify Montage

Title Keywords Authors

Search
Search ▼

Artworks
Montages
Tools

Artworks 1-6 of 6

previous
next

Name of Montage:
Type a name.

Select a thumbnail by double clicking on an artwork.

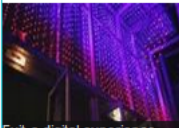
Specify Categories ▼

Specify language: No language ▼ ☒ Suitable for children

Add descriptions: Add a description ▼ +

Specify Rights: No access ▼ All countries ▼ + ⓘ

Title



Exit-a digital experience  
 Duration   End Time  
 0 : 02 : 32 : 00   0 : 02 : 32 : 00

Title

Duration
End Time

0 : 00 : 05 : 00
0 : 02 : 37 : 00

Artworks
before ▼ 1 ▼

**Display:**  
☒ Title   ☒ Author   ☐ Datation  
☐ Description   ☐ Credits

sans-serif
regular ▼
≡ ≡ ≡

Background color:

Text color:

*Title drag and drop Tool in Create Montage*

## Saving a Montage

The top right part of the Montage indicates the number of Screen Tracks.

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P. 24



The Duration and End Times of a Screen Track are indicated.

Create Montage indicating Durations/End Times

Durations are by default 30 seconds for images. These can be modified by entering a new duration.

Videos have set Durations and cannot be modified.

End Time of the different Screen Tracks should be synchronized when possible.

When not possible, the empty end part of a Screen Track will be completed with a synchronized black image.

Existing Montages can also be dragged and dropped to produce a Montage. However, the Screen Tracks needed to drop the Montage with multiple Tracks should have the same End Times to allow correct placement of the Montage and its different Tracks.

## Information and rights of a Montage's curation

At the top part of Create Montage, a Thumbnail must be created. Double click on an artwork, and its Thumbnail will appear to represent the Montage.

Enter a Title and a description for the Montage, after having indicated its language.

Descriptions in multiple languages are possible and recommended. An English description will allow a wider understanding of a Montage by an international audience.

**Select Artworks/Montages; drag and drop them into a new Montage**

**1**

Create new Modify Montage

Title Keywords Authors

Search Search

Artworks Montages Tools

Artworks 1-11 of 11

previous next

**2**

Name of Montage: Man Ray Rotating Example Number of tracks: 3

Specify Categories: Specify language: No language ☒ Suitable for children

Add descriptions: Add a description +

Specify Rights: No access All countries +

Free  
Copyright  
Copyleft  
Creative Commons - CC BY  
Creative Commons - CC BY-SA  
Creative Commons - CC BY-ND  
Creative Commons - CC BY-NC  
Creative Commons - CC BY-NC-SA  
Creative Commons - CC BY-NC-ND  
Other

Clear Save

Double clicking on an artwork will place a thumbnail for the Montage

The curation of a Montage has its own right's choice

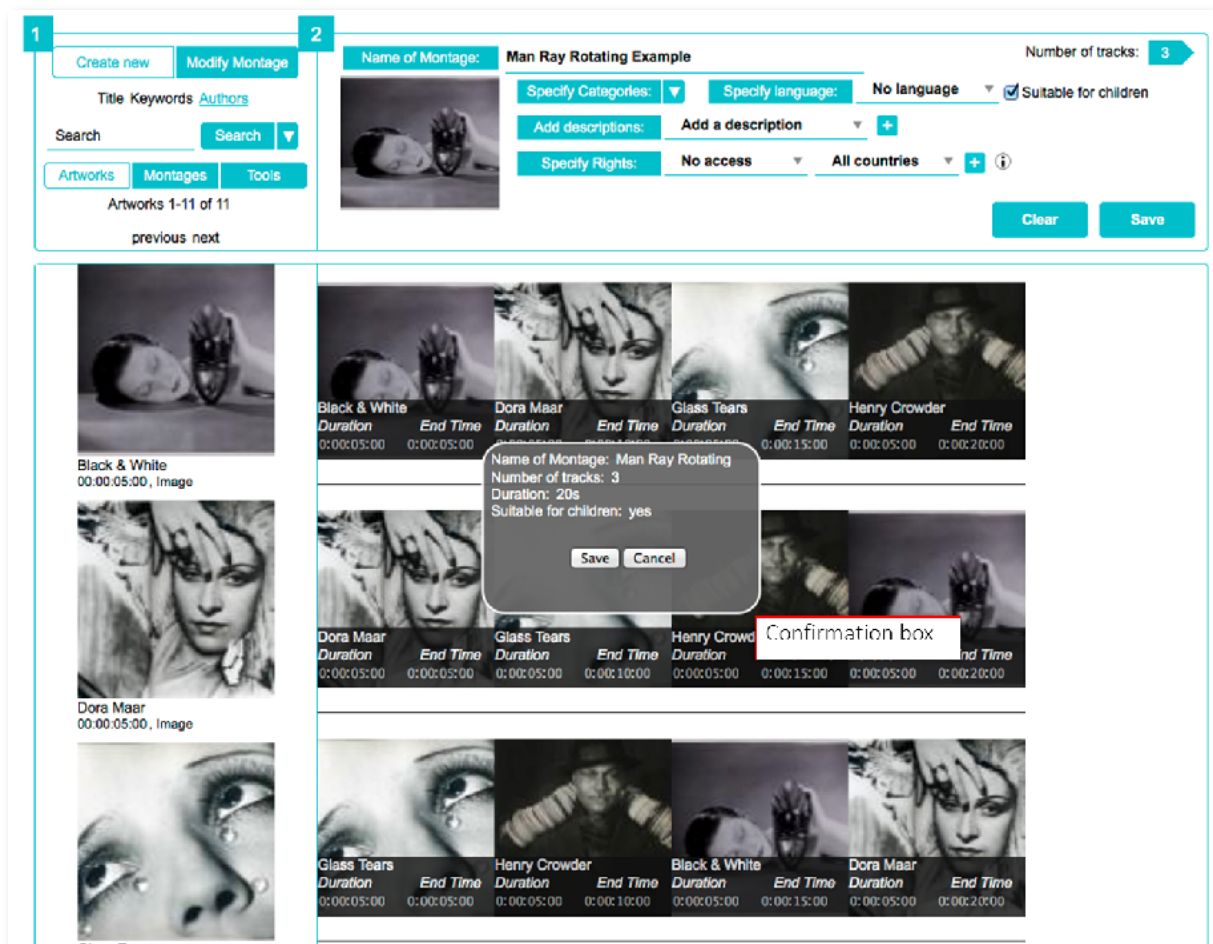
### Create Montage Thumbnail and curation's rights

Other details that can be specified include:

- Art categories (same as those of artworks)
- Language details
- If not suitable for children, please uncheck

When complete, press Save.

A confirmation box will appear indicating the duration of the Montage.



Montage creation saving

Compatibility of rights are needed for broadcasting. Incompatibilities occur for instance when the different artworks and Montage curation's rights do not concur.

Compatibility is managed through :

- Types of rights and pending authorizations
- Modifications to the Montage
- Broadcasting to given countries
- Adaptation for youth and children

## Release Notes

### Versions deployments

The current “Push” Exhibitions on Demand (EoD) comprises:

Versions	V2 Art and Custom Sites	V3 Art and Custom Sites	V5 Art with programs for homes	+i Art with digital interactive programs
Status	Beta upon invitation	Beta for art professionals and public and private spaces	Beta for the public, <i>to be launched later</i> <i>In preparation</i>	Beta for art professionals and public spaces
Purpose	Release includes: <ul style="list-style-type: none"> <li>- Application Installation</li> <li>- Review Contents</li> <li>- Specify Contents</li> <li>- Modify Contents</li> <li>- Create Montage</li> <li>- Play Montages</li> <li>- Configuration of screens</li> <li>- Configure</li> </ul>	Professional release: <ul style="list-style-type: none"> <li>- Deploy solutions for art collections requiring rights management and locks</li> <li>- May be used on multiple PCs/ display in multiple locations (public spaces)</li> <li>- Subscriptions and redistribution upon a 50/50 business model</li> <li>- Custom sites with other business models</li> </ul>	Public release: <ul style="list-style-type: none"> <li>- Artists and curators may directly broadcast exhibitions</li> <li>- May be used on TVs</li> <li>- Subscriptions and redistribution upon a 50/50 business model</li> </ul>	Working with <i>Processing</i> and <i>OpenFrameworks</i> , with specific apps for smartphones and motion detectors.
Works on	Windows, Mac OS X	Windows, Mac OS, Linux	HTML version	To be confirmed

### Improvements since version 1.0

- Previous version had difficulty synchronizing videos on multiple PC devices.
- This was fixed by rewriting the application entirely and using better encoding and encryption means.

### Improvements since version 2.0

- Fine tuning of synchronization of videos on multiple PC devices.
- Development of VideoClient that can handle video, images, texts and further possibilities.
- Enhancing Specify artworks/contents using Amazon Web Services (AWS), Configure and other front end parts.
- Integrated Title Tool, Authors, Credits, Datation or Description generations.

- Manage the different Banner Sliders for the different subdomains connected to SD artworks/contents.
- Handle User Management through [Rights Delegations](#) for teams.
- [AutoStart](#) in case absence of internet at first Play.

## Media Formats

Currently, WallMuse is supporting:

- Images: PNG, GIF, JPG/JPEG, TIFF and others, also PSD for Parallax Tool
- Audio: MP3; AIFF containing uncompressed PCM; WAV containing uncompressed PCM; MPEG-4 multimedia container with Advanced Audio Coding (AAC) audio
- Video: FLV containing VP6 video and MP3 audio; MPEG-4 multimedia container with H.264/AVC (Advanced Video Coding) video compression

## Encoding

We are using HandBrake mainly with Baseline limiting compression which was optimal for 4K videos 50 and 60 Hz.

## Encryption

The server stores safely its data. The server is specifically protected by a firewall. No backdoor or any other method has been programmed to give access to an artwork without a proper authentication and the required access rights.

The communications between the Site and the server are safe. All the communications with the server are encrypted using the HTTPS protocol. The Site uses a session ID provided by the server once the user has been authenticated with its login and password. A user cannot download Artworks to which access rights are not waved on the server side.

WallMuse Programs communicate safely with the server. Each Program has a unique identification key assigned during the installation process. All communications with the server are encrypted using the HTTPS protocol.

The artworks are always encrypted. The artworks are downloaded through a secured channel. They are stored locally on the client's hard-drives and encrypted with an encryption key specific to the client. The encryption key is never stored, but is asked to the server each time the Program starts and is only kept in volatile random access memory (RAM). The Artworks are decrypted in RAM in a stream just before being sent to the screen, so the decrypted version of the artwork is never saved on a permanent storage.

Screen capture is disabled to avoid video captures of broadcasts and discreet watermarks placed indicating the user name to dissuade eventual piracy.

## AutoStart (Professional Deployment Usage)

WallMuse does not need internet to broadcast locally artworks and contents and will work even when internet is down. *AutoStart* may be set for Professional Accounts when internet is not present at start.

## Account delegations (Artistic/Professional Usage and Specific sites administrators)

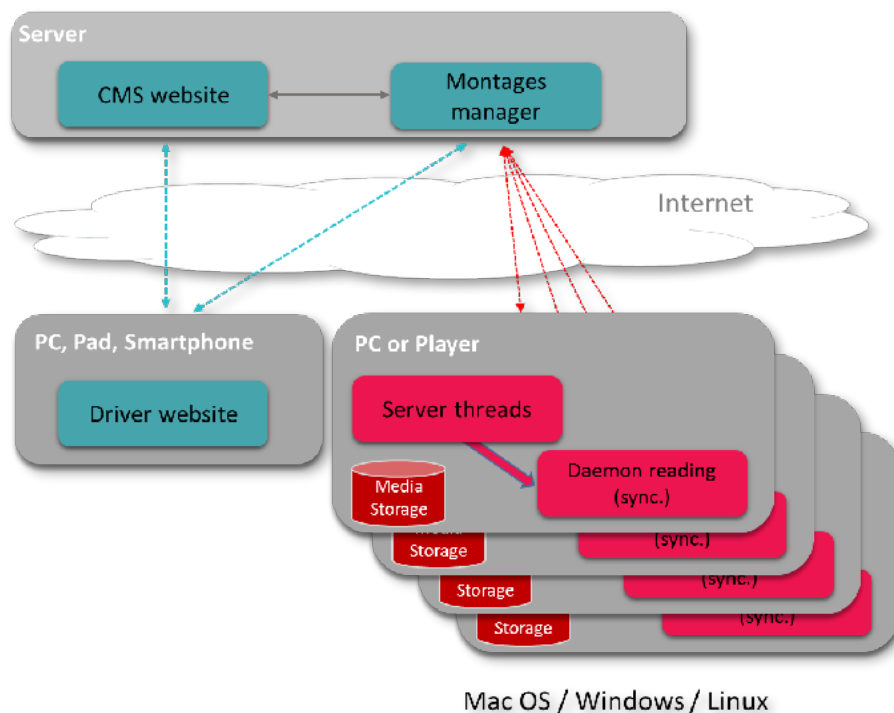
Various accounts may have specific delegation rights when working as a group or subordinates. These accounts are set by the administrator of such accounts.

## Wizard Curation Tool (Artistic/Professional Usage and Specific sites administrators)

The “Montage Wizard” is a tool that allows the administrator to create and store a batch of Montages. The exact number of the produced Montages is defined by the user’s selections. The Wizard form is a 5-step form as described below:

1. Filter artworks: The user can filter the artworks that are going to be included in the Montages by selecting Authors AND/OR categories AND/OR keywords (filter by keywords is to be implemented).
2. Select Format: In this step the user selects the number of tracks for the Montages and its type (Artistic, Informative, and Educational). The user can select more than one set of tracks by separating the tracks by commas. The Educational and Informative types contain explanatory title screens amongst the artworks while the Aesthetic contains only artworks (the Educational and Informative type are not fully developed yet).
3. Select Order: In this step the user selects the ordering of the artworks. If more than one ordering options are selected the number of the Montages to be created is multiplied by the amount of selected ordering options.
4. Select Effects: In this step the user selects the effect of the Montage. The available effects are Circular and Linear.
5. Montage Info: In this final step the user selects a title prefix for the produced Montages (the suffix depends on the selected options), a description and the copyright type of the Montages.

## Architecture



## About WallMuse

WallMuse is aiming to enable the sharing art through its application which comprises a common Catalogue. Because of highly sensitive intellectual property rights, contemporary art can rarely be shared and is noticeably absent from open online repositories over the Internet. This means that the vast majority of the wealth of artists shown by contemporary art museums, centres, festivals and biennales can rarely be accessed.

WallMuse also provides custom site solutions to organizations wishing to offer new types of digital exhibitions with sensitive materials. Finally, WallMuse offers research in the fields of digital culture and education.

The company is registered in Paris France. WallMuse has R&D tax credit and young innovative company labels by French Ministry of Education and Research and has received support from Creative Media of the European Commission.

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