Development perspectives of the Virtual Street Art online platform

Possible partners relevant to the implementation of the project

The partners with whom we will collaborate on this project will be selected primarily from the group of those who contributed to the success of last year's online conference "**Street Art and Urban Regeneration**", as well as other specialists with particular expertise in related fields. wFor the moment we count on these organizations and their representatives:

 Embassy of Peru in Romania The German Consulate in Timisoara University of Architecture and Urbanism Ion Mincu - Bucharest University of Kassel University of Torino University of Saragossa University La Salle Mexico City of Halle Saale City of Kassel Institut supérieur des arts de Toulouse East Anglia University, Norwich Escuela Nacional Superior Autónoma de Bellas Artes del Perú Technical University of Timișoara (RUR) **The international community of artists involved in the FISART project** Sponsors and Partners actively involved in the FISART project and last but not last the moderators Prof. Liliana Harding (East Anglia University, Norwich) and Petronela Solovastru (independent consultant), who moderated this conference very effectively.

The main activities foreseen for the further development of this project

1. Development of a state-of-the-art interactive digital platform based on the concept "Virtual FISART - Making Street Art from Home", with elements of communication and professional collaboration related to architecture, urban planning, advertising and event planning and promotion of visual arts in public space. In other words the creation of an international micro social network (social media not for profit) for art in public space.
2. Creating content for the newly developed system. FAD students from Timisoara and other academic institutes could for example create content as part of academic seminars. Through exercises in the use of digital photographic equipment and image processing systems, the simulations needed to feed the above mentioned system will be created.
3. Implementation of a pilot system for the automated production of remote Street Art using a **WallPen** like device. Such a system would contribute to international cooperation and exchange of artistic experience, helping to reduce costs and energy consumption due to intercontinental air travel.
4. This system could be very well used to ensure the inclusion of artists with disabilities, or people belonging to isolated or non-integrated groups in society.
5. Implementation of the new advanced system "Virtual FISART - Making Street Art from Home" using the results of the above pilot project.
6. Making concrete works of Street Art using automatic execution and of course traditional methods.
7. Performing online conferences. Production of academic and professional documentation.