International Journal of Science and Research (IJSR)
ISSN: 2319-7064
SJIF (2022): 7.942

A Click Away One Stop Solution for All the Art Enthusiastic People

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Abstract: ***The increasing use of computers and other electronic Gadgets by an individual in their daily lives has made an online community system a necessary component. It is because the amount of information on the internet continues to expand dramatically. E-commerce is a system, which collects information from users about different types of goods and products and provides them to the person who asks for that product or goods. As evidenced by diverse contributions, as the online era is growing the creative sector has also grown exponentially. But all with this the local vendors and the local artists who are not so online learners are suffering. So through this product we have made a little effort to connect the local artist and the local vendors in our surrounding with the art enthusiast and lover or art goods. Here we have set the aim to use hyperlocal geotargeting to improve visibility of sellers and artists.***

Keywords: e-retailing, startups, online shopping, art gallery, art product, creative

1.Introduction

Earning profit from art has always been difficult. The increased popularity of art fairs has had an impact, resulting in destination experiences that are fantastic for attracting visitors but not always for selling art. Artists who embrace modern technology and take control of their own destiny, on the other hand, have never had it so good. So we have a vision to transform the art world through technology, and it has delivered on that vision by providing an online platform that connects art lovers to galleries and artists in a global community. Its library contains a dizzying array of art, ranging from Old Masters to contemporary artists. Under the hood, we have developed relationships with galleries, local vendors and art fairs, combining their knowledge of art markets with our deep technological expertise to provide local artists and curators with tools and data to help them promote the artists they represent.

2.Related Works

As seen in [1] the authors proposed that online art selling (which combined collaborative and content-based selling) the writers here made certain assumptions, such as Considering all the local art seller be somewhat known to the mobile phone and internet and ignoring the art knowledge, their drawing methods, and so on, which resulted in great accuracy? Combination effects, etc. and transferred ratings from art works to art form and vice versa.

In [2], the creators proposed a system based on hyper local geo targeting to improve visibility of sellers and artists. The proposed method includes creating a formula chart to capture the co-event relationships between art forms from various art styles. On the developed formula chart, the approximated Steiner Tree Algorithm generated a gallery. The proposed strategy achieves empowering effects, just as the character of mandated plan arrangements was serious to the initial ones, according to a review of art selections. The authors offered two computations to advise elective fixes in their work Recommendation System for Alternative-Ingredients Based on Co-Occurrence Relation on Art Database and the Ingredient Category. Every one of the proposed art forms passed the drawing and selling tests for each planned reason, a strategy was plausible.

In [3], the authors suggested a substitute ingredient selling technique based on a co-occurrence relationship in an art database. Two algorithms are suggested in this research to suggest alternate works. Drawing and selling tests were conducted. It was demonstrated that every one of the proposed techniques was productive for each arranged reason. Through a drawing showing the suggested elective fixing and abstract assessment tests, it was guaranteed that the two calculations suggested adequate elements for more than 87%. Be that as it may, calculation 1 probably won't prescribe elective fixing like the trade fixing.

In [4], the authors proposed a art viewing and selling system that took commonly used phrases as input and the system which they came up with displaying a comprehensive list of art goods along with their exact art forms as output which consisted of the precise varieties of supplements to take care of one's health To do so, they first constructed a co-occurrence database, which identified the co-occurrence of 60 common creative with nouns like painting, wall art, and so on. They started by creating a system that could be utilized with an iPhone. So that it would be more convenient as the user could hold the phone in one hand and refer to the recipe whenever necessary. They analyzed this system manually and compared it with the system developed for the iPhone based on the analysis of a thousand art forms from numerous sources. They observed that their system could recommend a meal that includes items that are high in nutrients to help with health problems. The user's previous search history was ignored by their system so it provided identical results if the user searched for the same item every day. Also, they wanted to further research on ways to avoid recommending such art forms to users who had ingredients to which the user was allergic.

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3.Proposed System

After analyzing different techniques for making art selling systems, the most common and effective techniques are content-based and collaborative-filtering. So, in order to create our art selling system, we mainly focus on these two techniques. First of all, we divide art works (which are mentioned in our dataset) into categories and their subcategories. So, on the sign-up page we provide different categories related to computer science and ask users to select at least 5 categories in order to show art goods if they are new. By doing this we exclude the cold start problem. This technique is known as a knowledge-based displaying method. This will help us in building some art works on the home page for users, which will show different art works based on selected categories and sub-categories. Besides this, sometimes users get bored by seeing the same type of art and they want to see art works of different topics.

Therefore, to overcome this problem we have two methods. First is as we mentioned that we divide the art works into categories and their subcategories so, our model will recommend art works of the same categories but different sub-categories to users so they can see different art works. Second, we mainly use collaborative filtering in our model because this method will provide different art works but it will also provide different art works, which are liked and rated by other users. Apart from this, we also provide a summary of each and every article so the user can easily know what the article is about. For this we are using extractive text summarization technique because the most important sentences from the input are summarized in this summary. Not only a single document but a collection of documents can also be used as input.

Therefore, we are using the extractive art summarization technique for summarizing the most important information about an art. It contains landing page (Homepage), Login Page Which Is For Existing Users, Sign in page for new users which includes area of interest page to build their profile for better viewing. Above all pages are linked with hyperlinks. Final app will be linked using the Flask framework as the backend part will bessey. Art selling and viewing model: We found a data set containing only 6000 entries; as we did not find enough data about art works to train our model. So, for now we are dividing this dataset into categories and their sub-categories. The model will also recommend based on the categories in which users have shown interest.

During their research they identified 3 design goals for their system and made 3 tools addressing each design goal:

1. Design Goal 1 (De-1): Provide statistical data on art forms and art types.
2. Design Goal 2 (De-2): Individual art works should be examined and compared in detail.
3. Design Goal 3 (De-3): In order to provide a comprehensive view of art works, you must do it in bulk.

Based on the design goals they made ArtScape which had 3 important components:

ArtMap: Provides a summary of artforms together with cluster information. Taking care of the design goal

ArtMap: Groups of arts based on structural similarity.

ArtDesk: Provides information on individual art works, including the original description, the matching tree representation, and pairwise art comparison. This is how design goal 2 is addressed.

ArtStat: shows the patterns of drawing activities and art goods used in ArtMap's selected clusters of arts. This relates to the first design goal. To translate

4.Conclusion

The art sector is constantly developing and researching art in order to provide clients with unique tastes, new perspectives, and new experiences, but in their quest for dignity, they occasionally overlook the obvious and crucial step of customer happiness. Seeing out on social media on a frequent basis takes away the sense of homely art, the process of creating your art, and the joy of color in one's drawing activities. With the examined model of machine learning, the art selling and purchasing to the user's cravings for what the user desires to draw, providing terms like color, making time, shape, creative, without any compromise to their choices, etc. in their hands, prepared by them, appreciated by them at home, preserving the creative feel, abstract, and most efficient everything delivered at their footstep with all the fresh ingredients as per the art they wanted. The collaborative filtering method and the k-means clustering technique are both used in the described model. The most difficult component of this generative model was mass evaluation, but we overcame it by understanding the output with k-means clustering, which we then filtered with a collaborative filtering strategy. Nonetheless, no current framework was offering help for such top to bottom and at-scale examinations. So we utilized ArtSet, which bunches plans into unmistakable methodologies and catches remarkable use examples of fixings and drawing activities. We also used art recommendations based on user preferences. The results were near to 50% to 75% and we targeted to make it at least 80% by combining the models with the new algorithms and proper filtration. We are also aiming for creative art works for the new buddies who are suffering from any kind of inspiration to have creative vision without any compromises.

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