

## ANALYSIS OF THE STONES MUSEUM

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The museum is important part of cultural life of community. This place is a repository of the past, where you can find a lot of interesting information about history and secrets, forgotten events and unknown facts. In the museum you can always be surprised at the works of art, get aesthetic pleasure from the exhibits. An important condition for designing a museum space is to achieve a sense of aesthetics and satisfaction. When designer organizes environment he always try to influence on the visitors with directing techniques, such kind of special, thoughtful introduction of means of artistic expression, that aimed at creating the atmosphere most conducive to the perception of material [1].

The purpose of the study is to develop a design project for stones museum.

**Material and research methods.** The study is based on the analysis of educational projects of students of VSU named after P.M. Masherov specialty "Design", as well as materials published in scientific and specialized literature. The main research methods are systematic approach to the research problem, comparative analysis and synthesis.

**Findings and their discussion.** Since ancient times, stones have played a big role in the life of Belarusians. The cult of stones always existed and was widespread here, which affected many aspects of people life, especially the religious, poetic, philosophical, the traditional way of life, historical events, famous people.

The museum of stones is unique in that the presented collection of exhibits is a live encyclopedia for visitors. Here you can clearly get knowledge about the rocks. Such a museum already exists in Belarus, but it is located in open space, which makes it difficult to visit in bad weather, and generally fails to meet the standards of modern museums. Therefore, it seems advisable to develop such a design project of a space where you can see valuable pairs of stones and also feel their statics.

The design project of the stone museum was developed by us on the basis of the principles of system design and included the following stages: pre-design analysis, design installation, design solution, planning solution.

The basis of the pre-project analysis is the systematization and selection of factual material, artifacts and proposed exhibits.

The concept is based on the image of a boulder monk. This large stone, as a silent witness for thousands of years, watched that was happening around, stood firmly in spite of wars and natural disasters. It has accumulated the entire memory of the universe over vast periods of time.

The atmosphere of the museum should resemble a foggy field with a lonely standing stone. Therefore, the main colors were chosen concrete gray and a shade of ivory, and as an accent color of thistle.

And in the corporate identity of the museum there is also black color. It manifests itself in signs of communication that are devoid of visual burden, their image is ascetic and static, which corresponds to the concept of the museum.

The logo meets the trends of 2019, it was developed for two platforms: web space and printed materials. The sign has a transformable design, which gives it an individual character in relations with visitors. The logo allows you to change the images, textures and color elements presented in it. It is quite unusual, flexible and very creative.

A subject-spatial environment was created on the basis of the graphic image of the museum. At the zoning stage, the museum was divided into six zones in accordance with the functional purpose of the premises: entrance zone, common room; then zones are separated by the origin of the stones: stones of terrestrial origin, stones of underwater origin, extraterrestrial origin, volcanic.

For each zone, exhibits that were not only made of stone were selected, but also supplemented with other forms. So, for example, for a zone of stones of underwater origin, sculptures made of stones resembling reefs were chosen.

In general, the museum has a very minimalistic look to convey the atmosphere and attract greater attention to the exhibits. It has strict architectural forms that are made of concrete. The ceilings, with rounded corners, are decorated with plaster. This is all a good background for exhibits that have colorful colors. Also, soft furniture materials look very profitable against the background of restrained walls. To help visitors navigate into the interior space, communication signs are introduced, which also favorably complements the visual image.

**Conclusion** The result of this work was the design project of the stones museum, which is a complete and harmonious represents the form of the interior, visually revealing the theme and functionally logical. These methods of developing a design project for a museum of stones can be used by students of VSU named after P. M. Masherov in the specialty “Design” in the course of design design.

1. Khemsurov M. A new Jose Dávila exhibition in a stunning brutalist church / M. Khemsurov // Sight Unseen [Electronic resource]. –2019. – Mode of access: <https://www.sightunseen.com/2019/11/jose-davila-moment-of-suspension-koenig-gallery-berlin/> Date of access: 05.11.2019

## **DISCIPLINE “PERSPECTIVE”: IMPROVE TEACHER’S EFFICIENCY**

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Studying of graphic disciplines is one of the conditions of art teacher’s professional training success. “Technical drawing and descriptive geometry”, “Perspective”, “Technical graphics and perspective” and others can be considered as such ones. According to typical curriculums they are studied predominantly during the first years of studying.